

Privateer Press



# NO QUARTER

ISSUE N° 29  
Mar. 2010

MAGAZINE™



## RHUL RULES

DURGEN MADHAMMER!  
RHULIC SCENARIOS!  
HORGENHOLD!



MR-JACK '09

## NO MAN'S LAND

AN IRON KINGDOMS MINI ADVENTURE

## DIGGING IN THE DIRT

BUILDING TRENCHES AND BUNKERS



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## On the Cover

*GHORDSON AVALANCHER* BY LUKE MANCINI

LUKE MANCINI IS A MELBOURNE-BORN ILLUSTRATOR AND CONCEPT ARTIST CURRENTLY WORKING FOR BLIZZARD ENTERTAINMENT IN CALIFORNIA. HAVING GRADUATED WITH A VISUAL COMMUNICATION DEGREE IN 2008, HE WAS UNSURE OF EXACTLY WHERE HE WAS GOING BUT CONFIDENT THAT HIS CAREER WAS GOING TO CATER TO HIS DEEP LOVE OF SCI-FI AND FANTASY ART. HIS PATH SO FAR ALLOWS HIM TO DO EXACTLY THAT.

# CREDITS

## Brent LOVES Canned Goods. A Lot.

Privateer Press' License and Contract Manager Brent Waldher isn't stockpiling for an impending nuclear attack. He's standing in front of just a fraction of the canned and boxed food items donated by the dozens of generous players that participated in the "Killing 'em With Kindness" event at Games and Gizmos in Redmond, WA (see News From the Front, p. 6).

Kudos to everyone that made it such a great event and a way for Brent to start thinking about prepping his bomb shelter.



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

# FIRE IN THE HOLE

## *Short, Squat, and Deadly*

I've been in the game industry for quite a while now, hip deep in the fantasy genre. One thing in my travels is that regardless of the game, one thing is true: there will be dwarves. Tolkien set the mold for the modern interpretation of the way these short, stocky, stubborn people were to be perceived by the gaming masses. Quick, think of a generic fantasy dwarf. What popped into your head? Was the dwarf male? (We've yet to see a decent job of female dwarves.) Was he wearing thick, well-crafted armor? Did he carry a hammer and/or axe? Could you imagine him speaking in a vaguely Scottish or Germanic accent? Yeah, me too. There's nothing wrong with this, but there are times it's nice to take the stereotypes perpetuated through countless of games, supplements, and illustrations and turn them on their thick, bearded skulls.

This is one of the reasons I love the Rhulfolk of the Iron Kingdoms. Yes, they are dwarves. Yes, they mine and live underground. However, the differences make all the difference. The dwarves of Rhul seem much more modern and all business. They might tote an axe or hammer, but it's usually backup for the double-barreled rifles that do most of the talking for them. Their armor is thick and intricate but built for functionality over aesthetics. And oh, yeah—they have warjacks. Big. Tough. Warjacks.

This issue focuses on things Rhulic. In addition to showing off the killer new Avalancher heavy warjack in the previews section (see p. 18), we're going to get inside the head of everyone's Rhulic maniac—Durgen Madhammer—in the Gavyn Kyle files. He's not insane; he's just misunderstood, right? Okay, fine: he's insane! Horgenhold has a special place in my heart, and I'm excited to throw open its massive iron doors to see what's inside. We're providing several Rhul-focused scenarios as well, so you can lock shields and go boot-to-claw against the dreaded Legion of Everblight as they rampage through a mining settlement.

Dwarves live in the earth, right? To keep the theme running, we asked Formula P3 Grandmaster Painting Competition finalist John Salmund to give a tutorial on crafting fantastic-looking trenches and bunkers to make your battlefield look appropriately down and dirty. Speaking of dirt, even the Painting Challenge (p. 50) tackles the grimy topic.

We're also offering a treat for the players of the Iron Kingdoms role-playing game: a mini-adventure set in the aftermath of the battle that devastated the Protectorate city of Sul. Even with things at "peace," you never know who to trust, much less who is in charge.

The melting snow and ice outside is turning hard dirt into a churning mass of muck. Don't be put off by it. Embrace the mud!!

As always,

Play Like You've Got a Pair!

*Eric Cagle*

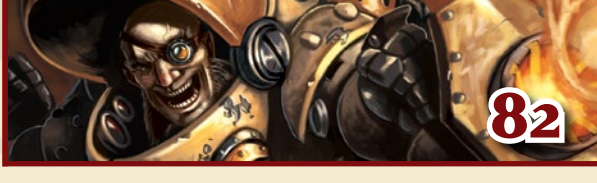
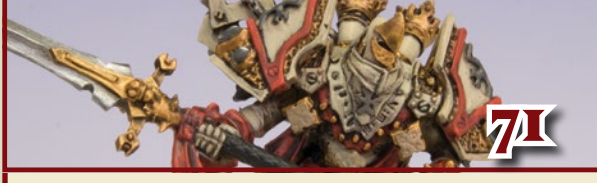
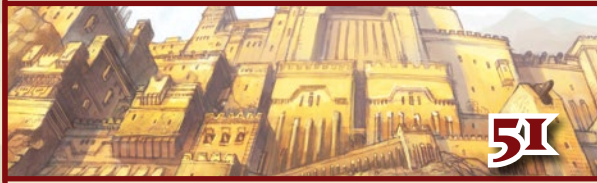
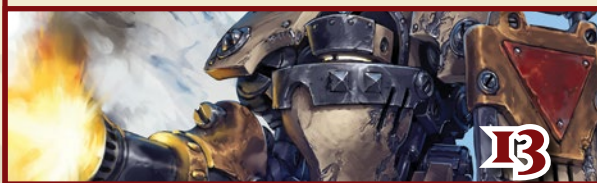
—Editor-In-Chief



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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:** I understand humans and elves can, and have on rare occasions, interbreed. How can a union of these very different species result in viable offspring? Do they share a common ancestor? Are any other species capable of interbreeding?

**A:** This is a delicate question, one I suggest you never posit to any Iosan or Nyss you may happen to encounter. Naturally I understand the fascination of such a topic from a biological perspective. I had the occasion to broach this topic with my associate Edrea—purely seeking zoological insight! She was aware of no such births and had heard that when Iosan exiles were impregnated by humans or vice versa, they were unable to carry such children to term. Most often the result is stillbirth, it would seem, although the sample size is too small for definitive conclusions. The matter quickly enters into religion and cosmology, which are even touchier subjects. From what I know of Iosan creation legends, they believe their people were created by their gods to be deliberately similar to, yet "improved upon," humanity. (The planned improvement is stressed by Iosan priests.) If there are any merits to these legends, this could explain having a close enough biological link to create offspring.

The most commonly known similar example is the cross breeding of a horse and a donkey to create a mule. Both horses and donkeys are considered different species by zoologists, and yet they can create offspring. It is worth noting that in most cases, mules (males in particular) are infertile. I am not aware of any other similar compatibility between other intelligent species.

\* Answer from the Hoop Deck (p. 96): Run! It's a Deathripper!

Mike Malake's Molik Karn is definitely shaken and not stirred, standing in front of the famous Monte Carlo Casino in Monaco. His Future Sight might come in handy at the baccarat tables and honestly, who's REALLY going to question him being there?



## BEAST TOWN ABOUT

Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to [submissions@privateerpress.com](mailto:submissions@privateerpress.com)  
If we like 'em, we'll print 'em.



### Who Are You Callin' Tiny?

Erik Mundt sent us a picture of "Old Crowle", his hand-built steamjack that actually produces smoke and steam. Yeah...he's big. REALLY big.

# 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](mailto:editor.in.chief@privateerpress.com).

## TEMPLECON 2010

TempleCon 2010 was held at the Warwick Crowne Plaza in Warwick, RI February 5–7. TempleCon is a convention for Privateer Press fans of all types—whether you enjoy casual play, tournaments, unique scenarios or just plain amazing models and terrain, this is the place to play. This year's TempleCon featured a slew of events that were bigger and better than ever before.

Eternal War is the casual-play format created at TempleCon that is sweeping conventions across the nation. This year's Eternal War added a new element, rewarding players with tickets for playing a variety of opponents and game types. Players could trade in these tickets for prizes ranging from a faction dog tag to signed art prints from Matt Wilson and Chris Walton. The system was a huge success, with all the prizes gone at the end of the convention due to the staggering participation of 173 players from all over the world!

TempleCon also served as 2010's first official Mk II convention, testing tournament players' mettle 24 hours a day in the hopes of qualifying for the TempleCon Championships on Sunday. High Noon, Deadly Duos, State of the Art, and Death Race—the events sending their top-ranked finishers to the Championship—were extremely popular. By all accounts, players agree Mk II and Steamroller 2010 provide a challenging tournament scene with a deep metagame that promotes intelligent and aggressive play.

*Monsterpocalypse*, *Grind*, and *Scrapers* were also represented at the con. Two *Monsterpocalypse* tournaments populated a Championship on Sunday, while both *Grind* and *Scrapers* got worn around the edges from plenty of play in the board games room. Demos of all three awesome games, as well as demos of WARMACHINE and HORDES, were available all weekend.

The *Monsterpocalypse* Championship match was particularly tense, as Laura Bagly (below) took on her boyfriend Jimmy Gianotti. Laura body slammed and rampaged her way to victory, receiving the respect of her peers (and Jimmy) along with a very rare full-metal Cyber Khan presented by quartermaster Jack Coleman.

The WARMACHINE and HORDES championship match featured Paul Nguyen playing Epic Thagrosh against Charles Soong playing Nemo. To hear all the details about TempleCon and the Championship match, tune your podcast dial to [gutsngears.libsyn.com](http://gutsngears.libsyn.com).

If you didn't make it to TempleCon this year, you missed all this *and* a Mk II seminar paneled by Jason Soles, Simon Berman, David Carl, and Jack Coleman. Who knows what next year's event will reveal? TempleCon 2011 will be the "next big thing." Begin preparing now!



## TempleCon 2010



## KILL 'EM WITH KINDNESS!

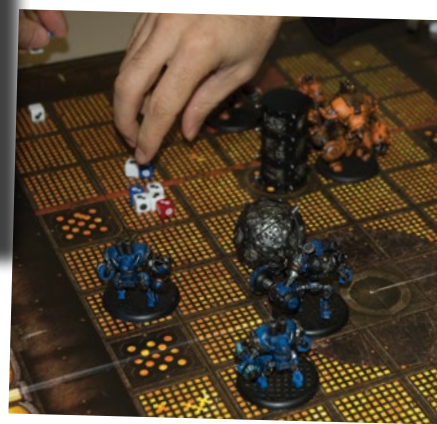
These days, the sheer scale of human tragedies such as hunger can be suffocating. With that in mind, Nick Kendall, manager of Games and Gizmos in Redmond, WA, felt it was his duty to pull himself away from finding a new host for his Geocities SeaQuest fan page and work with Privateer Press to put on an event that allowed players to indulge their love for kicking ass while giving back to the community.

On Saturday, December 19, 2009 players from as far away as British Columbia and Oregon braved the overcast northwest climate to play in what will hopefully be the first annual Kill 'em with Kindness event at Games and Gizmos.

The main component of the event was a tournament that flagrantly stole the successful Foodmachine format (see below). For every donated item of food made by a player, any roll of the dice could be re-rolled. Any roll: to drive up the donations and increase the chaos, there was no limit on the re-rolls for Command checks, Tough checks, starting rolls, or any other rolls. Add to that the welcoming

of HORDES field test rules for players, and a Calvinball level of crazy was injected into the 22-player tournament. Privateer Press staffers were playing as well, including Ed "Skeleton Key" Bourelle, Dave Dauterive, Rob Hawkins, and Will Shick. The prize table for the competition was a veritable cornucopia of one-of-a-kind offerings to be provided for the most generous, sinister, or sinisterly generous.

Quartermaster Jack Coleman had encouraged his colleagues to participate in the event, and the store was lousy with Privateer staff members running side events. Matt DiPietro led a studio workshop for aspiring painters, Chris Walton brought his sketch book and demonstrated elements of the creative process by working on a new Trollblood warbeast, game designer Michael Faciane gave *Grind* demos, and sculptor Ben Misener demonstrated computer-generated 3D modeling. When the day was done, the community food bank received a donation of 976 food items from re-rolls, item purchases, and just the decency of WARMACHINE players!



## FOODMACHINE 2009 WRAPUP

In the fall and winter of 2009, WARMACHINE and HORDES players across the United States participated in the fourth annual Foodmachine competition, a mixed-format food drive event for their local food banks. Even with the economy in shambles, players came out to aid their fellow man—and push some metal around.

Players raised total donations of over 6,000 canned food items for those less fortunate. Despite fierce competition, one venue managed to stand above all the others. For the second year in a row New Jersey's Somerville Ogrun Bokurs, or the SOBs as they like

to be called, raised over 3,200 canned food items. Tournament organizer Michael Stubbs ran a fantastic event. The event was won by returning champion Alex Leong, and the highest donor was George Kapp.

The Harvest thralls would like to thank everyone for their donations of food, time, and energy. We've had a successful fourth year and look forward to 2010. Congratulations to the SOBs—they keep possession of the Foodmachine traveling trophy for another year!



# NEW RELEASES

## FORCES OF WARMACHINE: KHADOR

*For the Empress and the Motherland!*

In the cold north of western Immoren lies the mighty Khadoran Empire, whose massive military epitomizes the national ideals of strength and resilience. Legions of Winter Guard march at the call of the empress, bent on conquest of the entire Iron Kingdoms. Led by powerful warcasters as unrelenting as the Khadoran winter and backed by elite soldiers such as the disciplined Iron Fang Pikemen and the imposing Man-O-War troopers who stride into battle in great steam-powered suits of armor, the army of Khador is ready to crush all who stand against them.

PIP 1025 • \$34.99 (SOFTCOVER)

PIP 1026 • \$44.99 (HARDCOVER)



### KHADOR KOMMANDER STRAKHOV

Few soldiers are as hated and feared by the Motherland's enemies as Kommander Viktor Strakhov. Strakhov takes pride in the fact that he has never refused a mission, no matter how dangerous. Although he prefers to rely on his physical superiority, his potent arcane abilities have been refined to aid him in the shock assaults in which he excels. Strakhov and his 'jacks launch brutal strikes against enemy positions, slaughtering the enemy before they can react. With each engagement, Strakhov changes the face of warfare in the Iron Kingdoms to match his vision of bloody excellence.

SCULPTOR: STEVE SAUNDERS

PIP 33066 • \$9.99



### MERCENARY TARYN DI LA ROVISSI

Not every gun mage of the Order of the Amethyst Rose fights for the Llaelese Resistance. Taryn di la Rovissi remembers well the failings that led to her nation's occupation. The loss of her country freed her from any lingering patriotism. Taryn is one of the most deadly practitioners of the gun mage art in the Iron Kingdoms—an art for which she requires payment. She hates the Khadorans but also has no love for the Resistance beyond their ability to pay in good coin.

SCULPTOR: PAUL MUELLER

PIP 41076 • \$9.99

MARCH 2010

MARCH 2010

MARCH 2010

# NEW RELEASES

MARCH 2010

CYGNAR TRENCHER COMMANDOS

SCULPTOR: TODD HARRIS

PIP 31064 • \$49.99



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CYGNAR TRENCHER COMMANDO  
SCATTERGUNNER

SCULPTOR: TODD HARRIS  
PIP 31066 • \$7.99

**FORCES OF WARMACHINE:**  
**PROTECTORATE OF MENOOTH**

*The Road to Salvation is Paved with the Skulls  
of Heretics*

Driven by Menoth's will, the Protectorate of Menoth wages a crusade against the other nations and lesser faiths of western Immoren. Powerful warcasters imbue their towering warjacks with divine might while masses of zealots, mighty Knights Exemplar, and ranks of disciplined Temple Flameguard stand ready to cleanse the stain of heresy wherever it may be found. Against those who carry out the Creator's will, there can be no hope of victory!

PIP 1027 • \$34.99 (SOFTCOVER)  
PIP 1028 • \$44.99 (HARDCOVER)

# NEW RELEASES



## CRYX SATYXIS BLOOD WITCHES

Satyxis's sadism is legendary among those who sail the waters of the Broken Coast. But even among this depraved race are a few whose appetite for atrocity is greater than their sisters'. The blood witches work their dark magic with blighted ritual blades known as blood razors. Those who fall to a blood witch's knife might burst into a lingering crimson mist or have their vitality turned against their fellows in a lash of psychic death energy.

SCULPTOR: STEVE SAUNDERS • PIP 34072 • \$49.99



## PROTECTORATE WARCASTER VICE SCRUTATOR VINDICTUS

No Menite alive is as concerned for the souls of the heathen as is Vice Scrutator Vindictus. Where others among the Protectorate see only a faceless sea of heretics, Vindictus sees potential devotees of the true faith. When others preach with words, Vindictus communicates with agony. The holy zealots who follow him fight with the strength of fanatics and martyrs, adding to their own numbers with each blow struck. Vindictus travels far from the Protectorate's borders, raising armies loyal to the Lawgiver and turning them against any of their countrymen foolish enough to resist the will of Menoth.

SCULPTOR: JOSÉ ROIG • PIP 32063 • \$9.99

## CRYX BANE THRALL OFFICER & STANDARD BEARER

Rune-bound captains lead the blasphemous bane thralls onto the battlefield to slaughter for their own vicious pleasure. Only the most hateful and malevolent of spirits are chosen to lead the banes into battle. Pulled from eternal torment in the abyss of Urcaen they remember little of their former lives, but what memories they retain grant them a consuming hatred for all life. The night-shrouded legions follow their officers in near silence, obscured by the darkness that clings to them. Out of this nightmarish shadow they raise ancient standards, mockeries of the kingdoms and causes they once fought for as mortal men.

SCULPTOR: TODD HARRIS  
PIP 34071 • \$27.99



# NEW RELEASES

APRIL 2010



## RETRIBUTION FANE KNIGHT SKERYTH ISSYEN

Fane Knights are soldiers who have answered a divine calling and feel chosen to pledge their lives to the defense of Scyrah. They have vowed to protect both the fane and the goddess to their last heartbeat. Despite the warnings of Fane Knight Skeryth Issyen's priests and superiors, he has turned away from the Fane and to the Retribution for answers. Skeryth longs for battle and increasingly rests his hopes on the Retribution's claim that fighting humanity will provide relief to the goddess.

**SCULPTOR: BEN MISENAR &  
STEVE SAUNDERS**  
PIP 35026 • \$29.99

APRIL 2010

## MERCENARY GHORDSON AVALANCHER RHULIC HEAVY WARJACK

While most of the warjacks that accompany Rhulic mercenaries into battle were designed with industrial uses as well as military service in mind, the Avalancher is a dedicated combat machine. The warjack bears the intimidating avalanche cannon, a weapon capable of obliterating man and mechanika alike from a tremendous range. The warjack serves as a dedicated mobile artillery platform, its huge cannon granting Rhulic forces excellent battlefield control as it fires powerful shells that detonate on impact, devastating the surrounding area.

**SCULPTOR: SEAN BULLOUGH, PETER FLANNERY & JEFF WILHELM**  
PIP 41077 • \$34.99



## MERCENARY MADELYN CORBEAU

The court of King Baird Cathor II of Ord is known for its subtle intrigues and stunning courtesans. Madelyn Corbeau may not have been the most beautiful woman to grace the Bandit King's court, but she is certainly the most brilliant intrigant to enter his service. Having charmed half the courtiers in western Immoren, it is simple enough for her to gain access to the commanders of armies. She sells her services as an advisor and intelligencer to any army with coin. No matter which army she accompanies, her loyalties remain firmly with the Baird, and she passes her intelligence on to the King's spies whenever possible. Madelyn may be the most formidable asset in the Bandit King's struggle to keep his nation independent of his hungry neighbors.

**SCULPTOR: STEVE SAUNDERS • PIP 41072 • \$9.99**



APRIL 2010

# NEW RELEASES

## KHADOR GREYLORD ESCORT

Only the most courageous of Greylords are chosen to accompany the barbarous doom reavers into battle. These escorts are invariably experts in the field of Orgoth studies as well as formidable arcanists. Moving among the doom reavers like a handler of vicious beasts, the Greylord carries a staff of Orgoth origin. His will is exerted through this dark artifact, restraining the doom reavers from murdering one another when they rip into the enemy. He channels that rage to provide necromantic imperviousness to injuries. Gaping wounds close of their own accord as the Orgoth weapons chatter obscenely amongst themselves.

SCULPTOR: VLAD JÜNGER • PIP 33070 • \$9.99



APRIL 2010



## MONSTERPOCALYPSE SERIES 5: BIG IN JAPAN

*Get Big or Go Home!*

Unleash powerful new monsters and smash your way through the Tokyo skyline! Choose from the Elemental Champions, Empire of the Apes, Subterranean Uprising, Savage Swarm, Tritons, and UberCorp International, and stomp the sushi out of the other kaiju. With high-quality, pre-painted plastic figures, *Monsterpocalypse: Big in Japan* will power up your game!

*Monsterpocalypse Series 5: Big In Japan* lives up to its larger-than-life name as the largest set of *Monsterpocalypse* ever released and features: 12 monsters, 3 limited landmark buildings, 5 standard buildings, 6 all-new character units, 8 rare units, 7 uncommon units, and 12 common units.

MONSTERPOCALYPSE SERIES 5: BIG IN JAPAN MONSTER BOOSTER • PIP 50027 • \$13.99

MONSTERPOCALYPSE SERIES 5: BIG IN JAPAN UNIT BOOSTER • PIP 50028 • \$13.99

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# MENOFIX, DRAGON & COIN

A Preview of the Mk II Protectorate of Menoth, Cryx and Mercenaries Force Books



This issue, we give a peek at units, solos, and warjacks from the final three *Forces of WARMACHINE* books. The Protectorate of Menoth's army of zealots inexorably marches into the kingdoms of the nonbelievers. The foul, twisted masses of the Cryx spread throughout the realms, destroying everything in their wake. Soldiers of fortune and opportunity offer

up their blades, swords, and warjacks to the highest bidder. Their business is war, and business is good!

#### THE HORDES ARE COMING!

With the completion of the *WARMACHINE* Force books, *HORDES* players get the love next issue with a look at *HORDES: Primal Mk II* and the mighty Skorne Empire. Western Immoren will never be the same.

By the Privateer Press Staff • Art by Luke Mancini, Dave Rapoza, Andrea Uderzo, Chris Walton

# EXEMPLAR ERRANT SENESCHAL

## PROTECTORATE SOLO

*No distance, obstacle, or heretic can prevent us from executing our duty to the Creator.*

—Errant Seneschal Heremon Ellenos

SENESCHAL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	8	7	12	16	9



HEAVY CROSSBOW			
RNG	ROF	AOE	POW
10	1	—	10



SWORD	
POW	P+S
3	9

<b>DAMAGE</b>	<b>5</b>
<b>FIELD ALLOWANCE</b>	<b>2</b>
<b>POINT COST</b>	<b>2</b>
<b>SMALL BASE</b>	

### SENESCHAL

- ☛ Advance Deployment
- ☛ Commander
- ☛ Fearless
- ☛ Pathfinder

**Assault** – As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of this model's activation.

When resolving an Assault

ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

**Call to Sacrifice [Exemplar Errants]** – If this model is disabled by an enemy attack, you can choose a non-disabled trooper model of the type indicated in its command range to be destroyed. If another model is destroyed as a result of Call to Sacrifice, this model heals 1 damage point.

**Hunter** – This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

**Leadership [Exemplar Errants]** – While in this model's command range, friendly Exemplar Errant models gain Hunter.

### HEAVY CROSSBOW

- ☛ Magical Weapon

**Blessed** – When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.

### SWORD

- ☛ Weapon Master

### TACTICAL TIPS

**ASSAULT** – The assaulting model ignores the target in melee penalty even if is not in melee range of its charge target after moving.

first entering foreign soil they take pains to learn the lay of the land, gathering what information they can to aid those who will follow in their footsteps. They are the trailblazers of the crusade, each a skilled combatant capable of rooting out foes no matter the terrain.

Despite his peerless weapons skill, a seneschal's most formidable asset may well be his understanding of Menoth's purpose for him on Caen. Where lesser exemplars simply follow orders, the seneschal has the experience and wisdom to interpret the needs of his superiors while still adhering to absolute obedience. Any brother errant would volunteer to take his seneschal's place in Urcaen, so clearly do they see his special duty and so unwavering are they in their beliefs.



Attaining the rank of seneschal among the Exemplars Errant is a recognition of a knight's particular skills and qualities. As one of the superlative few chosen to command the knights, a seneschal must be a veteran of numerous missions on foreign soil who has demonstrated a tireless devotion to judging the enemies of the Protectorate.

These commanders possess a zeal to carry their faith to the far corners of the world. Success requires more than simple faith, and each seneschal must prove himself an expert in wilderness survival. On



# VASSAL MECHANIK

## PROTECTORATE SOLO

*Praise the Lawbringer and pass the accumulator plugs.*  
—Vassal Mechanik Jehra Torus



Prayer alone cannot maintain the warjacks of the Protectorate. Menoth does not bless each of his tools equally, and even Choir battle hymns can fall silent under an onslaught of heathen aggression. At these times the faithful rely on the mechanics of the Vassals of Menoth to do the dangerous field repair work required in the heat of battle.

The Sul-Menites have never had an entirely comfortable relationship with mechanika, but the realities of war in western Immoren require that they maintain and expand their warjack capabilities. Though the Protectorate has increased its warjack production, it still lags behind other nations—making maintenance and repair even more crucial. The mechanics who learn their trade from the vassals view their duties as a holy necessity.

### MECHANIK

**Iron Sentinel** – While B2B with a friendly Faction warjack, this model gains +2 DEF and ARM and cannot be knocked down.

**Repair [8] (★Action)** – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

MECHANIK							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	5	5	4	13	13	8	

MULTI TOOL	
POW	P+S
3	8

<b>DAMAGE</b>	<b>5</b>
<b>FIELD ALLOWANCE</b>	<b>3</b>
<b>POINT COST</b>	<b>1</b>
<b>SMALL BASE</b>	

### TACTICAL TIPS

**REPAIR** – A wreck marker cannot be repaired.

The vassals themselves, many being kidnapped heretics, are too few in number and their skills of cortex fabrication too valued to be given the task of repairing the Protectorate's warjacks. During the reign of Hierarch Voyle, the organization was directed to instruct promising Menites in the repair and maintenance of warjacks and military mechanika in order to provide this vital support.

These volunteers are courageous not only for their resolve in performing battlefield repairs but also for their willingness to tamper with the impure forces of arcane mechanika. To keep their faith strong in the face of such dangerous work, apprentice mechanics continue to devote a significant portion of their training time to studying Menite scripture even as they learn their practical art. By the time a mechanic completes his training with the vassals he is as expert in the psalms and passages of the Canon of the True Law as he is with his spanner wrench.

A mechanic's greatest weapon is his aptitude for keeping Protectorate warjacks running no matter how severely they are damaged. Armed only with their tools and their faith, vassal mechanics follow warjacks into the thick of battle, using the 'jacks themselves as moving fortresses. More than one battle has been turned in the Creator's favor by a determined mechanic with a spanner in hand and a prayer on his lips.





# BANE THRALL OFFICER & STANDARD

## CRYX UNIT ATTACHMENT

*Death can be thought of as the perfect process of distillation. Tempered in the fathomless void between Caen and Urcaen, all that remains of a bane is the single-minded determination to sow destruction among the living.*

—Goreshade the Cursed

### OFFICER

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



### WAR AXE

POW	P+S
4	11

### STANDARD BEARER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	15	8



### WAR AXE

POW	P+S
4	11

<b>OFFICER'S DAMAGE</b>	<b>5</b>
<b>FIELD ALLOWANCE</b>	<b>1</b>
<b>POINT COST</b>	<b>3</b>
<b>SMALL BASE</b>	

### STANDARD BEARER

- Standard Bearer
- Stealth
- Undead

**Dark Shroud** – While in this model's melee range, enemy models suffer –2 ARM.

**Granted: Tough** – While this model is in play, models in its unit gain Tough .

### WAR AXE

- Weapon Master

There is order even among the ranks of the dead. Rune-bound captains lead blasphemous bane thralls onto the battlefield to slaughter for their own heinous pleasure. Only the most hateful and malevolent spirits are chosen to command the banes in battle. Pulled from eternal torment in the abyss between Caen and Urcaen, these officers remember little of their former lives, but what remains fills them with a consuming hatred for all life. The night-shrouded legions follow their officers in ghastly silence, obscured by the darkness that clings to them. From this nightmarish procession rise ancient standards, mockeries of the kingdoms and causes the dead once fought for as mortal men.

### Attachment [Bane Thrall] –

This attachment can be added to a Bane Thrall unit.

### OFFICER

- Officer
- Stealth
- Undead

**Dark Shroud** – While in this model's melee range, enemy models suffer –2 ARM.

**Granted: Dead Rise** – While this model is in play, after resolving continuous effects during your Maintenance Phase, knocked down models in its unit stand up and stationary models in its unit are no longer stationary.

### TACTICAL TIPS

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

Death favors the dread officers, surrounding them and those who follow them in a miasma of unnatural strength. Emblazoned with profane words in dead languages, their tattered standards flap above them, empowering the bane thralls to shrug off wounds that would otherwise send them howling back to the abyss from which they came. The living look upon such sorties and despair, knowing that any victory they might claim against the darkness is only temporary at best.



# SATYXIS BLOOD HAG

## CRYX BLOOD WITCH UNIT ATTACHMENT



*After they butchered the rest of the crew, the crone turned to me. Twenty feet away I could sense the chill from her even in the warmth of day. She was like death itself. That's when I threw myself over the side.*

—Loreo Masi, sole survivor of the Ordric privateer Bountiful

### TACTICAL TIPS

**BLOOD MIST** – Because a boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

**DISPEL** – Because they expire immediately, upkeep spells that had an effect when the model was hit or damaged will have no effect.

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

Time does not touch the women of Satyx like it does others. The blight that rained down on them two millennia ago granted them unnaturally long lives. Few Satyxis, however, live to enjoy the great age available to them, preferring to die in battle or in the process of fueling their bloody sorceries. The crones who survive past their first century are formidable and vicious. They become central figures among Satyxis covens and sisterhoods.



**Attachment [Satyxis Blood Witches]** – This attachment can be added to a Satyxis Blood Witches unit.

### BLOOD HAG

⊗ Officer

👁️ Stealth

**Blood Shadow** – Once per game during its unit's activation, this model can use Blood Shadow. At the end of this activation, models in this unit gain Incorporeal 🌀 for one round.

**Entropic Force** – While in this model's command range, enemy models lose Tough, cannot heal or be healed, and cannot transfer damage.

**Gang** – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### BLOOD RAZOR

⚔️ Magical Weapon

**Bloodletting** – When this model makes an attack with this weapon during its activation, choose one of the following abilities:

- **Blood Mist** – If this attack boxes a living model, center a 3" AOE cloud effect on the boxed model and remove it from play. The cloud effect remains in play for one round.
- **Death Strike** – If this attack destroys a living model, after resolving the attack choose a model within 4" of this model. The chosen model suffers a damage roll with a POW equal to the STR of the model destroyed by the attack.
- **Dispel** – When this weapon hits a model/unit, upkeep spells on that model/unit immediately expire.

BLOOD HAG							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	5	7	4	13	13	9	

BLOOD RAZOR	
POW	P+S
5	10

HORNS	
POW	P+S
3	8

<b>DAMAGE</b>	5
<b>FIELD ALLOWANCE</b>	1
<b>POINT COST</b>	2
<b>SMALL BASE</b>	

These experienced hags lead the culture's most hallowed rites: sacrificing newborn males, initiating young girls into the cruel ways of the Satyxis, and conducting the auguries by which they steer the fate of their people. Decades of practice in these corrupt traditions grant the hags unparalleled skill in their art. Leading blood witch covens, they bestow their dark favors upon their sisters. Their very presence in battle leeches vitality from their enemies, and their most potent invocations can temporarily transform them and their sisters into blood-hued wraiths able to laugh off the suddenly impotent weapons of their enemies.



# STEELHEAD RIFLEMEN

## MERCENARY UNIT

*You cannot put a price on having more guns than the other guys.*  
—Drake MacBain



The Steelheads have men for hire who are equipped to deal with any threat on any battlefield. Working in concert with other Steelheads or the regular forces of a client army, the riflemen are soldiers capable of decimating enemy lines or providing covering fire to ensure their allies reach the enemy in one piece. Every rifleman is a reliable shot; when ordered to concentrate their fire at a single target, a group of riflemen become truly deadly.

Although anyone can apply to join the Steelheads, only those meeting the company's standards of professionalism are accepted as riflemen. Because of this preference, it is no surprise that many disgruntled former soldiers of national armies make their way into rifleman forces, seeking better pay, wider travel, or a greater variety of engagements. Their ranks also contain more than a few former long gunners and Winter Guard, with Ordic militiamen and Llaesele refugees just as commonplace. Men and women with such experience are usually inducted as officers or quickly rise to leadership. Mixed backgrounds occasionally create interpersonal conflicts as old rivalries and grudges flare up. Lieutenants and captains are adept at quashing squabbles and seeing that unavoidable brawls between the men take place off the battlefield—and after the client has paid.

While the overall quality of the men in these units is high, they are filled out by a number of lowlifes and criminals

**Mercenaries** – These models will work for Cryx, Cygnar, Khador, and the Protectorate.

### LEADER & GRUNTS

☉ Combined Ranged Attack

**Combined Arms** – When this model misses an attack roll for a combined ranged attack, it can reroll that attack roll. Each attack roll can be rerolled only once as a result of Combined Arms.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	5	13	12	8

MILITARY RIFLES			
RNG	ROF	AOE	POW
10	1	–	11

SWORDS	
POW	P+S
3	9

<b>FIELD ALLOWANCE</b>	<b>2</b>
<b>LEADER &amp; 5 GRUNTS</b>	<b>5</b>
<b>LEADER &amp; 9 GRUNTS</b>	<b>9</b>
<b>SMALL BASE</b>	

drawn to the mercenary life. Often these are individuals desperate to escape punishment who join the company with the understanding they will be posted far from the nation or gang pursuing them.

Ultimately, coin is the driving force for every member of the company, and Steelhead quartermasters are experts of financial manipulation. As an incentive to increase their skills and decrease wasted shots, riflemen earn bonuses based on their conservation of ammunition. Although this rarely leads to problems, more than one client general has made a dour remark after witnessing the riflemen making a show of aiming at a routed enemy without actually firing. This stinginess with ammunition also leads to riflemen ruthlessly scavenging from their killed or unconscious comrades.





# A SECOND INCIDENT

Fiction by Simon Berman • Scenario by Thomas Dill • Art by Chippy, Karl Richardson, Brian Snoddy, and Chris Walton

Sunlight blazed down from a clear blue sky. Falling across the mountain valley, the light bounced from peak to frost-covered peak, down across the small garrison and village before coming to rest in the snow-blinded eyes of the Rhulfolk standing guard atop a stone watchtower.

Despite the glare, the dwarf felt the brutal chill of the spring air even through his insulated armor. The cold cut hard against his exposed and well-worn face, bringing forth a grimace. Even the low boil of his warcaster armor couldn't keep the chill from creeping in through his collar. He rubbed his gloved hands together and eyed the mechanically augmented maul he'd left leaning up against the stone parapet. He knew the weapon would be painful to pick up and he sighed. Still, Gorten Grundback decided he was glad to be back in his homeland.

He looked out again over the snowy open ground before the wall of the garrison that protected the village of Heffgrun. Gorten sighed and turned to his companion, another Rhulfolk dressed in black silks covered by a heavy, white woolen cape to protect against the biting cold. "Why me? If it's like you say it is, the Moot should've mobilized a real army."

The younger dwarf raised an eyebrow. "You actually have to ask? Perhaps you've been among humankind too long." His expression suggested a weariness Gorten found surprising in a dwarf at least ten years his junior. He had to remind himself that Bulin Jhord was the younger brother of the Clan Jhord stone lord, who was one of the thirteen rulers descending directly from the Great Fathers. Jhord was the keeper of secrets for the

dwarven gods, and his clan handled gathering intelligence for the Moot. The business of spying was too sordid for paragons like the stone lords to manage personally, so traditionally one of the younger Jhord siblings was given the ceremonial Raventalon dagger, a blade Gorten saw in Bulin's belt. It symbolized command of Rhul's spy corps. Bulin was therefore privy to the deepest secrets of the Rhulic state, a great burden and responsibility for anyone, regardless of age. Looking at that dagger made Gorten uneasy. It was said to be a relic once held by Great Father Jhord himself. Matters of religion and politics unsettled Gorten and reminded him why he preferred to roam the human kingdoms and fight battles for outsiders.

Bulin spoke again, "The Moot is slower to move now than at any time

in centuries. They look west to Khador and see the hungry empress. She has already gobbled up Llael, and even with all her other concerns I'm sure she has an eye for our minerals. The Protectorate's hierarch invited himself to that party as well, and now even the Iosans emerge from their forest." With a wave of his hand, he added, "I don't know why I'm telling you this; you've fought in half those battles for any number of clients."

Gorten shrugged. "I'm here now, aren't I? You pay all right, Bulin, but I'm passing up a lot more coin to be here today. Do me a favor and answer my question. Why isn't the Moot sending in the Mootguard or some official force from Horgenhold?"

"There is considerable debate, as always in the Moot. The southern reaches where Leffenworn stands are outside the bounds of our protection, technically. It may sound cold, but some lords think they got what they deserved, living so far from our patrols."

"No one deserves what happened to them—" Gorten scoffed.

"Of course not. Still, those clan lords are legally correct; we never claimed we could protect the southern reaches between the Horgenhold and Brunder. Those folk moved there lured by untapped mines, but we can't protect all the mountains."

"What details do you know of what happened at Leffenworn?" Gorten asked. "That letter you sent made it sound like a massacre." He grimaced.

Bulin nodded grimly. "When I first received the reports I wasn't sure what to make of it. You know how odd things occasionally happen in remote villages or up in the passes. There was that business with the gorgandur a few years ago. Still, there's usually a survivor or two, and that first report left me uneasy. I dispatched two of my most trusted people to reconnoiter and they came back shaken. They are no green recruits, you understand, but veterans who have seen their share of mass graves and battlefield surgeries. They told me the place looked like an abattoir after the first slaughter of the

season. They saw the campfires of what looked to be a significant force perhaps camped in the next valley over, but they were too spooked by what they saw of that village to investigate closer. At least a month had passed since the incident, and the blood was still frozen upon walls and visible as red patches beneath the fresher snow. They said they could see it glittering like rubies." The dwarf paused once more. "The really strange thing is that aside from the bloodstains there were no remains. No graves, nothing. Also no local wildlife, like everything natural had fled."

Gorten raised an eyebrow and grunted an epithet. "You think this means what? Cryxians?"

Bulin shook his head. "That was my original thought as well, but we'd have seen them by now. The undead

are certainly ravaging parts of Llael, but we've no real evidence of them near Rhul. I was more worried by a few reports we've had of Nyss—Nyss who are sometimes seen in the company of unnatural-looking creatures. Maybe blight." He cast an uneasy glance toward the mountains that flanked their valley. "I have a connection in the CRS who mentioned a few, um, *incidents* in Llael last year involving Nyss elves and blighted things. There were mentions of blood-filled cauldrons and harvesting corpses after battles. The whole thing rang familiar."

"Sounds like some of what we saw out west last year when I was with the 33rd Hammerfall Corps. Dragonspawn and other nastiness," Gorten mused.

"Yes, I remember those reports. This might be related. I can't claim to understand the particulars, but there



does seem to be some new threat afoot, one that is nibbling around the edges of Rhul. It has the clans upset, but mostly just those on the periphery, and you know how little clout they have in Ghord. The growing wars of the Iron Kingdoms have them unsettled, and the discovery of a real threat already present in Rhul could cause some of the, er, hastier members of the Council to engage in alarming behavior. There's naturally a growing outcry about the incident, but the question at stake is whether to root out whatever cancer is at work in this region or to sit back and spend our energies shoring up our borders at the defensible passes. The Moot will decide to act eventually, but it doesn't help that no two clans can agree on what support they can be expected to supply. Few really care about the poor mountain clans scraping out a living here on the fringes. I'd like to do something, but until the Moot speaks I can't act officially. That's why we're looking to you."

"So, business as usual, Bulin?" Gorten rolled his eyes and smirked. "Lot of words to tell me you're counting on ol' Grundback to pull your arses out of the fire again."

The younger dwarf laughed. "That's about the size of it, yes." His face became serious as he shifted his weight from one foot to the other, trying to keep moving in the brutal cold. "I really must thank you again for coming such a great distance for such a moderate reward."

Gorten shook his head ruefully. "I must be crazy, coming all the way here for the little coin you're offering. Those 'jacks don't fuel themselves." He pointed a thumb over his shoulder toward the small group of Rhulic 'jacks below being fueled and prepped by a crew of engineers. "Been here three hours and we're already chewing through coal. Haven't even done a first patrol yet."

"Well, I appreciate it. This garrison is remote, but the village is big enough to warrant protection. Heffgrun's vital to the iron trade coming out of the Silvertips into Laedry. There are at least two hundred civilians down there, and I don't want to see another Leffenworn." Taking a moment to absorb everything he'd been told, the warcaster let his gaze move from his warjacks across the walled garrison and then out across the flat, snow-covered ground to the tree line. The sunlight was

still blinding as it glittered off the frozen ground, and Gorten squinted, thinking for just a moment he'd seen something moving rapidly among the trees. He dismissed it, sheepishly thinking that Bulin's tale had gotten to him. He was about to speak when a black-feathered arrow struck the parapet just inches from his arm, skidding off in a blur and ricocheting against his armor. Gorten threw himself to the stone floor of the watchtower. As more arrows flew overhead he grasped his maul and pulled the knife-switch that fired his armor's furnace to a full boil. Adrenaline pumping, he barely noticed how painfully cold the handle of Forgefather was, even through his armored gloves.

Gorten looked over to where Bulin had stood and saw only a small pool of blood. One of the garrison's guards slumped over the parapet farther back, propped against the low wall with the three arrows in his chest as though he had been caught mid-fall. Gorten took a full second to look around, then pushed himself to a crouch and dropped over the lip of the tower's walkway, falling a full story to the snow-covered courtyard below.

He thumbed the switch that engaged his weapon's accumulators and realized Bulin was there, binding a gash on his arm with a piece of cloth torn from his cloak. The white rag was already soaked through with a shock of blood. He grunted as he finished tying the improvised bandage and smiled sardonically. "I guess you're going to earn your keep, Gorten."

The warcaster pulled a dour face and didn't bother to respond. He was already reaching out with his mind, feeling for the cortexes of his warjacks. His mind instantly filled with the knowledge of how much fuel and ammunition each of the 'jacks carried, and he said a silent prayer, thankful that the attack had occurred as his crew had been prepping for patrol. He could see through the eyes of his battlegroup that the mechanics were finishing their combat checks and that those who could be spared were already rushing to marshal the garrison's warjack reserves. Without further pause, Gorten began to run for the fort's main gates, commanding his 'jacks to follow.





Civilian miners and their families were rushing toward the garrison's interior keep, and Gorten cursed savagely as he maneuvered his warjacks around them. Arrows began to litter the courtyard, striking down the garrison's guards with disturbing accuracy, given that the attackers could not even see their targets from the other side of the walls. A unit of gun corpsmen were assembling behind him, locking shields and preparing to venture out in support of the mercenary warcaster. As Gorten approached the gate, a guard signaled that there was still time to sortie out, and the huge iron doors swung open with the sound of grinding machinery.

His first thought was that this might be an easy victory yet. A dozen or so black-clad figures Gorten quickly identified as Nyss were approaching the garrison in a skirmishing line. They trotted forward smoothly over the snow, firing arrows into the fort as they moved. Just as Gorten formulated a plan of counterattack, dozens more Nyss erupted from the snow only a short distance from the fort. As arrows ricocheted off the power field provided by his armor, the warcaster gritted his teeth and commanded his newly acquired—and highly prized—Avalancher to return fire. There was a loud thumping, and three of the archers vanished in an explosion of red-tinted snow.

He glanced over his shoulder to see the gun corps marching into the field and waved for the guards to close the gates. He turned back to the field to see massive creatures emerging from the tree line, their smooth white flesh interrupted by stony crags that seemed to erupt from their skeletons. Smaller beasts—all knife-filled mouths and hopping legs—ran around them, streaming toward the fortress. Gorten heard the gates clang shut behind him and began to wonder how much extra hazard pay he could get out of Clan Jhord when this cursed day was finally over.

# A SECOND INCIDENT: THE BATTLES

## FOUR LEGION OF EVERBLIGHT VS. RHUL LINKED SCENARIOS

By Thomas Dill

This mini-campaign is set somewhere north of Ios and southeast of Rhul, following the conclusion of *HORDES: Metamorphosis*.

These four scenarios are linked; the outcome of each scenario determines the special rules granted to each player in the next. *These scenarios are not balanced!* For the Rhul player, victory means escaping from the fortified village with as many survivors and warjacks as possible in the face of overwhelming

Legion of Everblight forces. For the Legion of Everblight player, victory arises from inflicting as much damage as possible while preventing any Rhulfolk from escaping to warn other garrisons.

While the scenarios were written for a Rhul player and Legion of Everblight player, with a little tweaking they can be adjusted to any two HORDES or WARMACHINE factions. The Retribution of Scyrach could raze a Khador border town where a Koldun Greylord is

rumored to reside; the Trollbloods could strike back at Cygnar for taking their land; or the Circle Orboros could attack a Protectorate settlement.

This is a narrative storyline played in order from the first to last scenario. Read each scenario carefully, as they contain many special rules. The army point sizes change as you work through the scenarios, and it is not necessary to play the same army list or even the same warcaster/warlock from one scenario to the next.

## SCENARIO 1: ATTACK AT THE FRONT GATES

### DESCRIPTION

*Rhulic troops are rotated here for light duty as a respite from the harsh border garrisons to the southwest and north. They watch their quiescent border with the Elves of Ios and are ill-prepared for an attack by the Legion of Everblight.*

### SPECIAL RULES

#### ARMY LISTS

For this scenario, each player should bring an army list with one warcaster/warlock. Scenario 1 can be played as a 35-, 50-, or 75-point game, as agreed on by the players.

### SETUP

#### Rhulic Bunkers and Guard Towers:

The Bunkers and Guard Towers are large-based models with the profile shown here. These templates can also be printed from [privateerpress.com/no-quarter/web-extras](http://privateerpress.com/no-quarter/web-extras).

**The Gate:** The gate is a structure set into a heavy, reinforced stone wall. The gate itself is the only weak point. It has ARM 18 and 40 damage points.

Place the Bunkers and Guard Towers on the Rhulic side of the board as shown on the map. The back edge of the table is a large, heavily reinforced stone wall surrounding the Rhulic outpost. Any Rhulic model/unit that fails a command check or is forced to flee will do so toward the gate. Once the model/unit reaches the gate, it stays there until it passes a command check or the game ends.

Mark a 6"-wide road leading from the Legion table edge to the Rhulic gate.

RHULIC GUARD TOWER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
-	0	0	4	5	18	-



SIEGE CANNON			
RNG	ROF	AOE	POW
16	1	3	14

<b>DAMAGE</b>	10 EA
<b>FIELD ALLOWANCE</b>	N/A
<b>POINT COST</b>	N/A
<b>LARGE BASE</b>	

### SIEGE CANNON

**Arcing Fire** – When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

**Light Artillery** – This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

### RHULIC GUARD TOWER (MERCENARY RHULIC SOLO)

**Construct**

**Close Fire** – This model can make ranged attacks while engaged.

**Scenario Model** – This model's deployment is determined by the scenario and cannot be used outside of scenarios that specify its deployment.

**Terrain Feature** – This model cannot be knocked down, moved, or placed. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

RHULIC BUNKER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
-	0	0	4	5	18	-



CARBINE			
RNG	ROF	AOE	POW
10	1	-	10

<b>DAMAGE</b>	20 EA
<b>FIELD ALLOWANCE</b>	N/A
<b>POINT COST</b>	N/A
<b>LARGE BASE</b>	

### RHULIC BUNKER (MERCENARY RHULIC SOLO)

**Construct**

**Close Fire** – This model can make ranged attacks while engaged.

**Scenario Model** – This model's deployment is determined by the scenario and cannot be used outside of scenarios that specify its deployment.

**Terrain Feature** – This model cannot be knocked down, moved, or placed. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

### TACTICAL TIPS

**CARBINE** – This model can aim.

Players should take turns placing forest, obstruction, hill, and linear obstacle terrain features on the Legion player's side of the board. Terrain cannot be placed on the Rhulic player's side of the board or on the road. The terrain in this battle should be fairly dense to represent the woodlands surrounding the Rhulic outpost.

The Rhulic player deploys first. He must deploy his warcaster and battlegroup within 6" of the gate. This represents the 'caster closing the gate just before the Legion forces arrive. The rest of the Rhulic units deploy normally, but they must be deployed immediately, even if they have Advance Deployment.

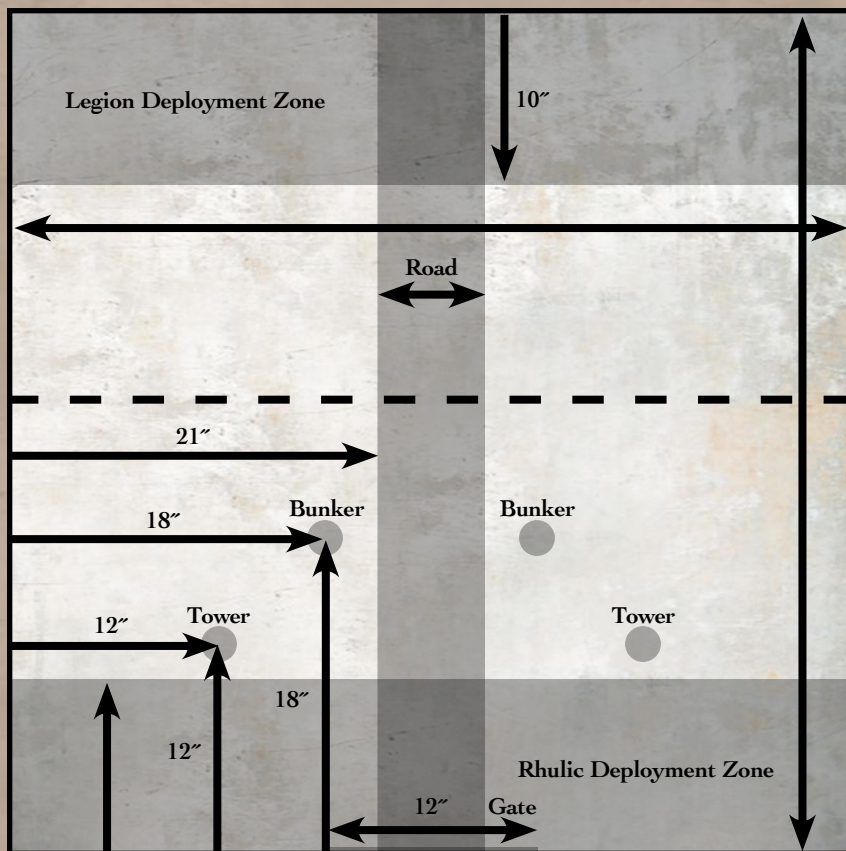
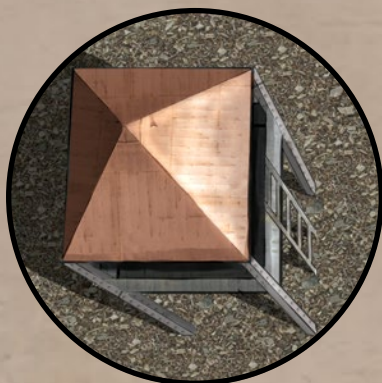
The Legion player then places his entire force on the table. The Legion player takes the first turn.

### VICTORY CONDITIONS

The Rhulic player wins by destroying the Legion warlock to delay the Legion army's advance.

The Legion player wins when three of the four outbuildings (bunkers and guard towers) have been destroyed or when the gate has been destroyed.

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# SCENARIO 2: BLOOD IN THE STREETS

## DESCRIPTION

The Rhulic defenders have bought valuable time, but the Legion of Everblight forces pour through the broken gate like a dark tide of destruction. They will not stop until all within the outpost are dead. The remaining Rhulic defenders set up a hasty barricade and try to evacuate the remaining villagers.

## SPECIAL RULES

### ARMY LISTS

This scenario requires several small-based Rhulic villagers. Villager tokens can also be printed from [privateerpress.com/no-quarter/web-extras](http://privateerpress.com/no-quarter/web-extras). The number of villagers needed depends on the game size:

**35 points – 8 villagers**

**50 points – 12 villagers**

**75 Points – 16 villagers**

### SETUP

Players take turns placing building, hill, and linear obstacle terrain features. Terrain features cannot be placed in the Legion player's deployment zone. The buildings in this scenario are obstructions, so they cannot be targeted, damaged, or destroyed. The Rhulic outpost is full of villagers and industry to support the local soldiers, so numerous building terrain features are recommended.

After all terrain is placed, players take turns placing the Rhulic villagers anywhere within 3" of the centerline

of the table. Villagers are small-based models with the profile shown below. Villagers are friendly Faction solos in the Rhulic player's army.

The winner of Scenario 1 deploys first and takes the first turn.

The Rhulic player uses a standard 10" deployment zone.

The Legion player can deploy only in the center 12"-wide section of his 10" deployment zone. This area represents the breached gate from Scenario 1. Legion models with Advance Deployment or Ambush lose those abilities during this scenario. Any model/unit that cannot fit completely within the deployment zone must remain off the table, and must enter through the gate in a subsequent turn. These models are placed within 5" of the center 12"-wide section of the Legion player's board edge before any subsequent Maintenance Phase of the Legion's next turn.

### GAME PLAY

If a villager makes it to the Rhulic player's table edge, remove the villager from the table. The villager has safely fled from the Legion attack.

If the Rhulic player won Scenario 1, he gains Quickly Now. A Rhulic villager model that begins its activation within

the command range of a Rhulic unit commander or solo gains +1 SPD during its activation this turn.

If the Legion of Everblight player won Scenario 1, he gains Without Number. During his Maintenance Phase, he can remove from play any one of his non-warlock models/units. All spells, effects, and animi on the model/unit expire. The model/unit can then be returned to play (see *WARMACHINE: Prime Mk II*, p. 68) at its full starting size and damage boxes anywhere within 5" of the Legion player's board edge and within his deployment zone.

## VICTORY CONDITIONS

The Legion player wins if the requisite number of villagers is destroyed or removed from play during the course of the game. The number of villagers needed depends on the game size:

**35 points – 6 of the 8 villagers**

**50 points – 9 of the 12 villagers**

**75 points – 12 of the 16 villagers**

The Rhulic player wins if he prevents the Legion player from slaying the above number of villagers or destroys the Legion of Everblight warlock. Record the number of surviving villagers (villagers left in play at the end of the game as well as villagers who made it to the Rhulic player's table edge) for a future scenario.

RHULIC VILLAGER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	5	4	3	11	13	7

HAND WEAPON	
POW	P+S
3	8

<b>FIELD ALLOWANCE</b>	N/A
<b>POINT COST</b>	N/A
<b>SMALL BASE</b>	

**RHULIC VILLAGER (MERCENARY RHULIC SOLO)**  
 ⚔ Stealth  
 Ranked Attacks – Friendly Faction models can ignore this model when determining LOS.  
 Scenario Model – This model's deployment is determined by the scenario and cannot be used outside of scenarios that specify its deployment.  
 Untrained – This model cannot run unless it receives the run order. This model cannot charge unless it receives the charge order.

Rhulic Villagers  
 Fold as shown, then tape or glue to keep the shape.



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# SCENARIO 3: THE MOST PRECIOUS RESOURCE OF ALL

## DESCRIPTION

*Bloody and battered, the overwhelmed Rhulfolk will not go down without a fight. Though the defenders know it is a hopeless battle, a rearguard is readied to slow down the invaders and give the innocent civilians time to escape. The desperate defenders rush to the warjack reserves and try to activate as many warjacks as they can.*

## SPECIAL RULES

### ARMY LISTS

The Legion of Everblight player creates an army list of up to 50 points. The Rhulic player creates a list of up to 35 points. The Rhulic player also brings up to 30 additional points of warjacks to the table for this scenario. These warjack models comprise the “warjack reserves.”

### SETUP

Players then take turns placing obstruction and linear obstacle terrain features. The battle takes place in the industrial heart of the Rhulic outpost, so

numerous obstructions such as crates, work benches, cranes, tool boxes, spare parts, coal bins, and water tanks are recommended in addition to buildings.

After the terrain is set up, the Rhulic player places his additional warjacks on the table. These warjacks cannot be placed anywhere within 20” of the Rhulic player’s table edge. These warjacks are inert. (See map.)

The winner of Scenario 2 deploys first and takes the first turn.

The Rhulic player uses a standard 10” deployment zone for the rearguard forces. If the Rhulic player won Scenario 2, he uses a 12” deployment zone instead.

The Legion player uses a standard 10” deployment zone. The Legion forces have overrun the outlying areas of the Rhulic outpost and have made their way to the ‘jack yards.

## GAME PLAY

If the Legion player won Scenario 2, he can use Dark Rituals. During his Maintenance Phase, he can add one lesser warbeast to his warlock’s battlegroup. He must place the warbeast within 5” of his table edge during his Maintenance Phase.

The Rhulic player can attempt to activate the warjacks within the hangar by following the rules on p. 68 of *Prime Mk II* under “Reactivating Warjacks.” Desperate times call for desperate measures, however, and once per turn, the Rhulic player can attempt to “Hot Start” an inert warjack within his control area. To do so, the warcaster makes a command check. If he succeeds, roll a d3 and mark that many Cortex boxes off the warjack as damage. The warjack can then activate normally this turn and is a part of that warcaster’s battlegroup. A failed command check means the warjack fails to start.

A Rhulic warjack from the warjack reserves that is within 2” of the Rhulic table edge during its activation can be removed from play. Such warjacks are “rescued” to fight in a future battle.

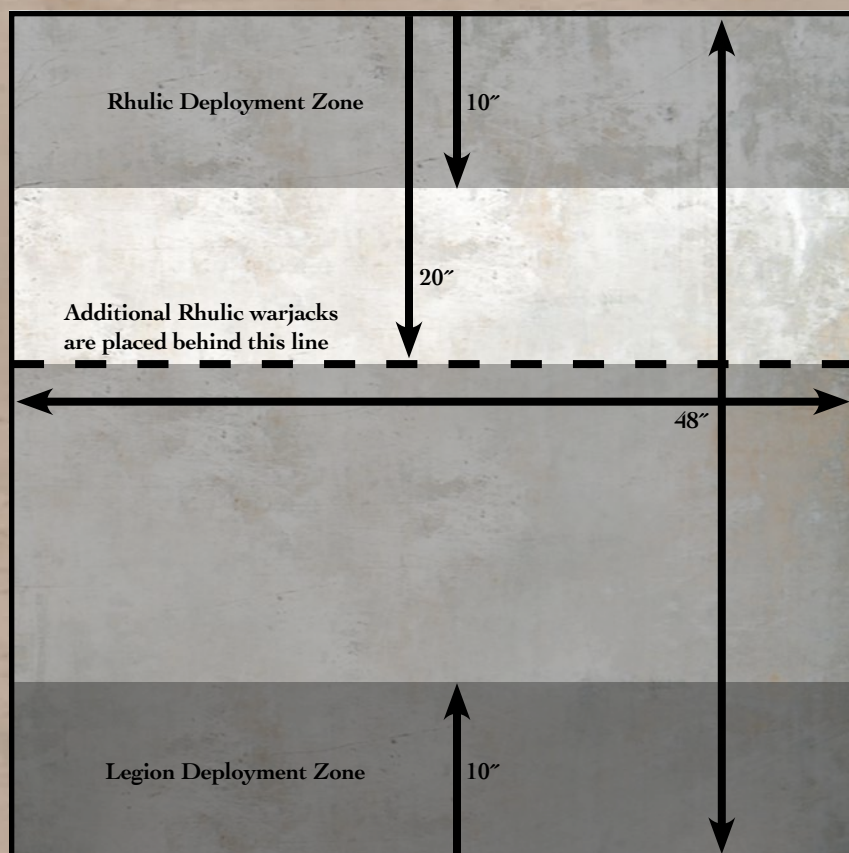
## VICTORY CONDITIONS

The Rhulic player wins if the Legion warlock is destroyed or removed from play.

The Legion player wins if the Rhulic warcaster is destroyed or removed from play.

If all warjacks from the warjack reserves have been destroyed or rescued before either player has won, tally the army points of warjacks destroyed versus warjacks rescued. If more army points of warjacks were destroyed, the Legion player wins. If more army points of warjacks were rescued, the Rhulic player wins.

Make a note of which warjacks were rescued and any damage they sustained. They will be used in the next scenario.



# SCENARIO 4: WE ARE NOT RETREATING. WE ARE ADVANCING TO THE REAR

## DESCRIPTION

*The seemingly endless Legion of Everblight's forces press the attack with determination. The defenders are outnumbered and under-equipped. Someone must get away to warn the other garrisons about what has happened here today. The Legion of Everblight will try to stop that from happening.*

## SPECIAL RULES

### ARMY LISTS

The Legion of Everblight player creates an army list of up to 50 points. The Rhulic player creates a list of up to 35 points, plus the following free models:

**Any warjacks rescued in Scenario 3, any villagers rescued in Scenario 2, and two additional villagers for each scenario he has won.**

### SETUP

Mark a 6"-wide road running left-to-right across the table as shown on the map. Players then take turns placing hill, forest, and obstruction terrain features. Terrain cannot be placed on the road. The battle takes place in the mountains surrounding the Rhulic outpost, so obstructions such as boulders are recommended in addition to buildings.

The winner of Scenario 3 deploys first and takes the first turn.

The Rhulic player uses an 18" x 24" deployment zone as shown on the map for the fleeing Rhulfolk and their stalwart defenders.

The Legion player uses a standard 10" deployment zone.

If the Rhulic player won any of the previous scenarios, he gains *Quickly Now*. A Rhulic villager model that begins its activation within the command range of a Rhulic unit commander or solo gains +1 SPD.

### GAME PLAY

If the Legion of Everblight player won any of the previous scenarios, he gains *Without Number*. During the Legion player's Maintenance Phase, he can remove from play any one of his non-

warlock models/units. All spells, effects, and animi on the model/unit expire.

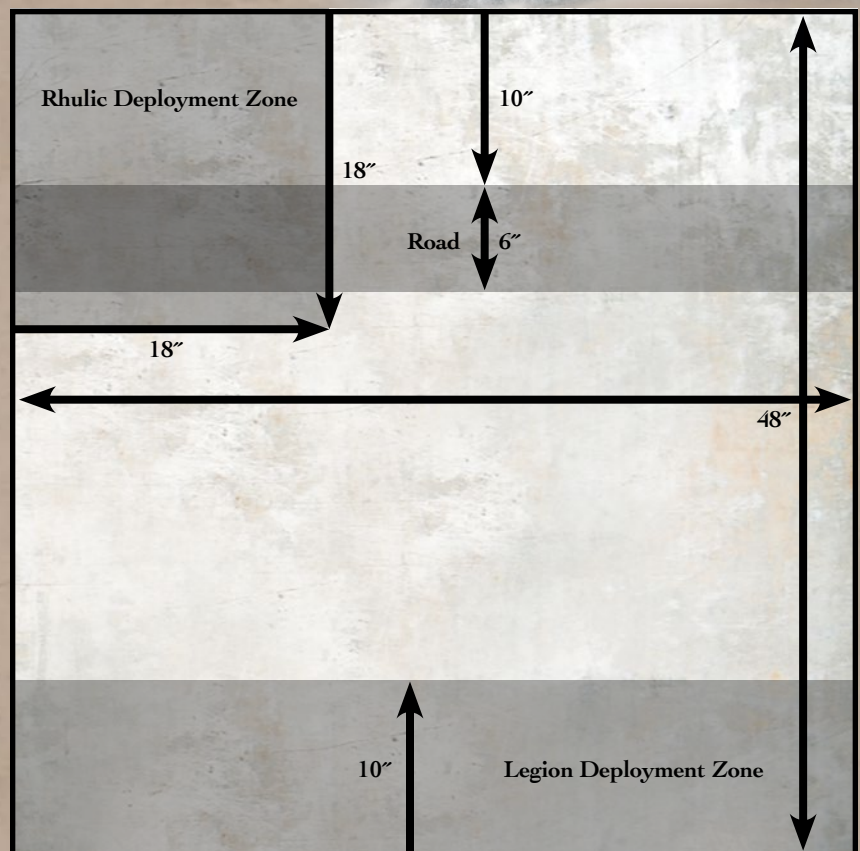
The model/unit can then be returned to play (see *WARMACHINE: Prime Mk II*, p. 68) at its full starting size and damage boxes anywhere within 5" of the Legion player's board edge, within his deployment zone.

### VICTORY CONDITIONS

The Rhulic player wins if one Rhulic villager makes it to the opposite table edge—he has successfully escaped from the Legion attack to warn the other nearby garrisons.

The Legion player wins if all Rhulic villager models are destroyed or removed from play.

Note that killing the opposing warcaster or warlock will *not* immediately end this scenario.





# TERRAIN BUILDING

## Creating Trenches and Bunkers

Terrain by John Salmond • Models by John Salmond and Scott Vaughn

In the gritty battlefields of the Iron Kingdoms, trenches scar the landscape and bunkers dot the torn up land. As the frontlines shift, new trenches and bunkers are built or destroyed, leaving behind a grim scene of battles waged. This article looks at getting your hands dirty and building your own trenches and bunkers for your WARMACHINE or HORDES battles.

An initial look at this project made it apparent I would have to use techniques I had never tried before. It was an intriguing prospect. I enjoy figuring out how to

get from point A to point B, and the specific instructions given for this project might have posed additional obstacles—even though they still had to produce a playable piece.

In these tutorials, be sure to pay special attention to the pictures. Read the entire tutorial and review the pictures for details before you begin construction.

Countless variations can be created with the methods described here. Although I used to dislike creating cement-works from pink foam, this project has changed my mind. It's easy to work with and can produce great results. I hope you enjoy creating these as much as I did.



### What You'll Need

- 1/8" Square basswood strips
- 1/8" x 1/4" Square basswood strips
- 1/16" basswood sheet
- Cereal box
- Fabric bandage
- Fine sand
- Formula P3 Modeling Putty
- Formula P3 Super Glue
- Large figure base
- 1/2" Pink insulation foam
- 3/4" Pink insulation foam
- 1/8" Sheet masonite
- 1/32" Sheet styrene
- Plastic container
- Sandpaper, 150-grit
- Sculptamold®
- Static grass
- Styrene tubing
- Trencher chain gun
- VCR/Clock parts
- Water
- White glue

### Tools

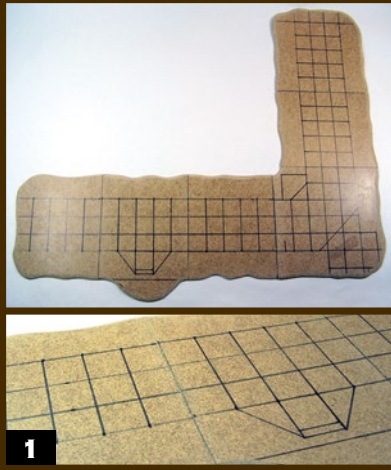
- Foam cutter
- Formula P3 Fine Hobby Brush
- Formula P3 Hobby Knife
- Formula P3 Large Drybrush
- Formula P3 Small Drybrush
- 1/16" Hole punch
- Metal ruler or Straight Edge
- 1/4" Paper hole punch
- Permanent marker
- Rasp file
- Scroll saw
- Wire brush

### Formula P3 Paint

- Armor Wash
- Battlefield Brown
- Beast Hide
- Bloodstone
- Bloodtracker Brown
- Bootstrap Leather
- Cold Steel
- Greatcoat Grey
- Gun Corps Brown
- Iron Hull Grey
- Menoth White Base
- Morrow White
- Pig Iron

## Creating Trenches

**Step 1)** The trench system consists of six pieces. The center walking area will be 3" wide. The dirt slopes on each side will be 1 1/2" wide, for a total of 6" wide. Draw a grid on your sheet of masonite to assist in your layout. Be sure to make the edges wavy as you cut them. After you have cut out all the pieces, use a rasp file to file down the edges where the dirt will be placed. Extend one section of the trench out 1-1/4" to form a gun emplacement that can accommodate a large-based weapon crew. One end of the trench system will be closed off while the other will be open.



**1**



**2**

**Step 2)** Cut strips of pink foam 1-1/2" wide and 5" long. With white glue, apply the strips just inside the 3" mark, leaving room for the wood walls and supports. Make adjustments for the end cap, gun emplacement and corner pieces.



**3**

**Step 3)** Once all the foam has dried in place, use a foam cutter to trim it. On the outer edge, use the masonite as a guide. On the inner edge, make sure you keep the height at its original thickness.



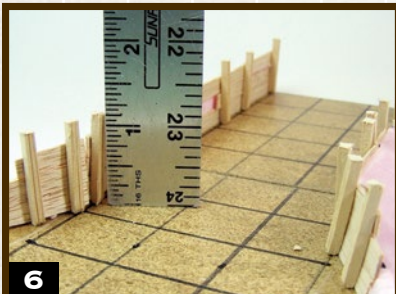
**4**

**Step 4)** Gather all the basswood strips you will use. Before you cut them, apply a wire brush to the wood in a back and forth motion to create grooves that will simulate a wood grain texture.



**5**

**Step 5)** Cut the 1/16" basswood sheet into strips just a little wider than 1/4". Be sure the wood extends beyond the foam. Cut the wood to length and glue it to the sides of the foam. Your support poles will give the illusion of planks cut to different lengths. Start thinking about battle damage at this point. The trenches pictured here have endured very little warfare and have therefore suffered little battle damage.



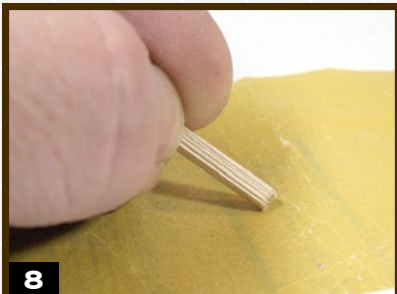
**6**

**Step 6)** In a random fashion, glue in the poles with white glue. Place a pole at the joints of each section. The poles should *not* stand perfectly straight. The more random, the better.



**7**

**Step 7)** Cut the 1/8" x 1/4" square basswood strips to a length of 3/4". You do not need to use a wire brush on these strips because they will not be visible. Glue in the pieces in a random fashion using white glue.



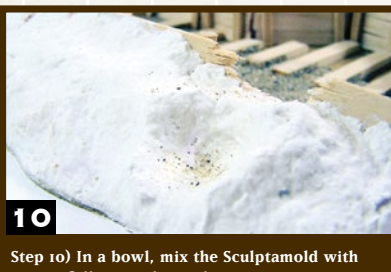
**8**

**Step 8)** Cut the 1/8" square basswood strips into 1-1/8" long poles. Use 150-grit sandpaper to sand off the tops to make them look like they have been pounded into the ground. You can make it appear more random by varying the lengths of the poles.



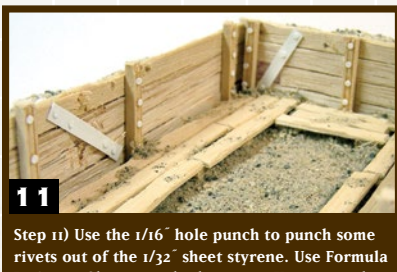
**9**

**Step 9)** The process you used to create the side planks can be used to make the planks for your troops. Make sure all the plank joints rest in a random fashion on support pieces of wood. Once you have all the wood in place, add repair strips of metal and wood.



**10**

**Step 10)** In a bowl, mix the Sculptamold with water, following the package instructions. Place the material on the pink foam, but try to avoid adding too much height to it. Once the Sculptamold has dried, spread some white glue in a thin layer, then apply the fine sand. Note: Sculptamold does not shrink like papier mâché, so it will not warp your project.

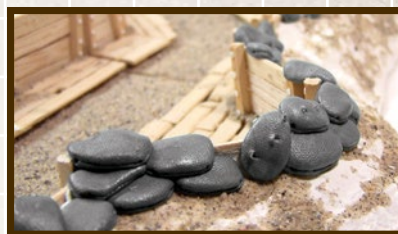


**11**

**Step 11)** Use the 1/16" hole punch to punch some rivets out of the 1/32" sheet styrene. Use Formula P3 Super Glue to apply the rivets. You can stab the rivets with a Formula P3 Hobby Knife and then dip them in glue to apply. You may have to use another tool to push it off of the knife. After you have added all the rivets, apply the rest of the sand. Apply sand to the Sculptamold, then apply sand sparingly to the wood planks.



Step 12) To create the sand bags, mix enough modeling putty to make about three sand bags at a time. Roll them into balls about the size of a pea. Flatten them out, then use a fabric bandage to gently apply the texture. Use a hobby knife to create the seam around the bag. Once your bags are in place you can use a hobby knife to create some bullet damage. Place the bags in a mostly uniform, but somewhat random, fashion.



## Painting Trenches



**1**  
Step 1) Mix some Battlefield Brown with a little water and paint the earth and wood.



**2**  
Step 2) Drybrush Bloodtracker Brown over all the earth. When drybrushing earth, I apply several layers to add depth and color.



**3**  
Step 3) Drybrush Bootstrap Leather over all the earth.



**4**  
Step 4) Drybrush Gun Corps Brown over all the earth.



**5**  
Step 5) Drybrush Menoth White Base over all the earth. Drybrush Bootstrap Leather over all the wood.



**6**  
Step 6) Drybrush Iron Hull Grey over all the wood.



**7**  
Step 7) Paint the sand bags Bloodstone.



**8**  
Step 8) Drybrush Bootstrap Leather over all the sand bags.



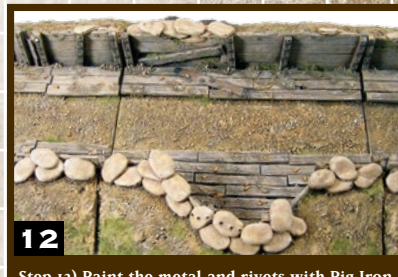
**9**  
Step 9) Drybrush Beast Hide over all the sand bags. This layer will not be as aggressive. Try to leave the inner portions untouched.



**10**  
Step 10) Drybrush Menoth White Base very lightly over the outer edges of the sand bags. This is to add highlights and should not cover the entire sand bag.



**11**  
Step 11) Mix Battlefield Brown with some water and paint the sand areas of the wood. Follow the instructions for painting the earth to paint the dirt portions.

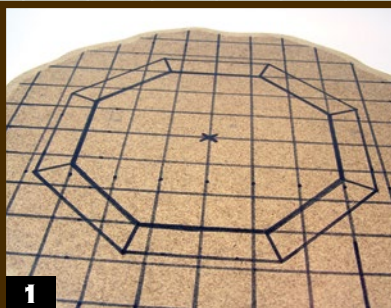


**12**  
Step 12) Paint the metal and rivets with Pig Iron and then wash them with Armor Wash. When the wash is dry, drybrush Cold Steel over the metal pieces. Apply static grass with white glue.

## Creating Bunkers

Now that you have created the trenches, you can put together a bunker that serves as a centerpiece or end cap. Of course, because this is the Iron Kingdoms, you should include some bits of mechanika and a chain gun on top to keep the enemy at bay.

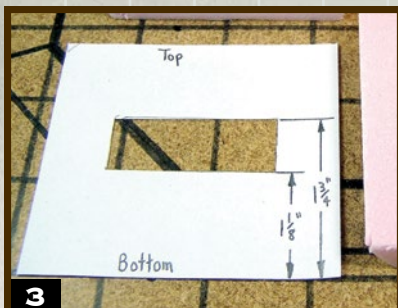
Many of the steps for creating bunkers will be similar to those for creating trenches. You will need to refer back to the previous instructions occasionally.



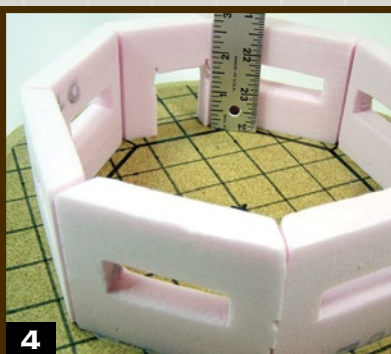
**1** Step 1) Make a hexagon 6" wide with a 1/2" wall. The outer edge will be about 2" from the edge of the bunker to the board edge. File the edges down with the rasp file.



**2** Step 2) Cut out eight 1/2" foam pieces, 3" wide and 2-3/4" tall. Use a hobby knife and a metal ruler to cut the straight edges. Use a foam cutter to create the angles. Make sure to leave the pieces 3" wide.



**3** Step 3) Use the template in the picture to cut out windows in seven of the pieces. The door piece will be 1-1/4" wide and 1-3/4" tall. Cut out the windows and doors with a hobby knife (use a new blade).



**4** Step 4) Using the template drawn on the board, glue the walls together with white glue.



**5** Step 5) Use the walls to draw out a template for the roof. With the hobby knife, cut 3/4" foam, leaving a straight edge.



**6** Step 6) To align your roof, use a dowel or some other object to punch holes in the walls and roof in at least two places.



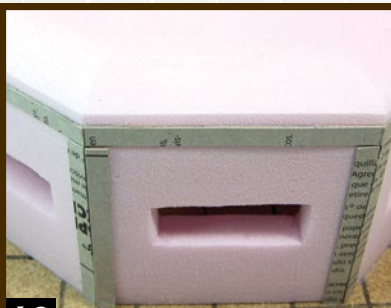
**7** Step 7) Put the roof on and sand all the visible foam with the 150-grit paper. This will give the foam the appearance of cement after the bunker is painted. You can conform the roof to the walls and align the wall joints by sanding.



**8** Step 8) To create the slanted edge on the roof, first measure halfway down the side of the rooftop and draw a line. Draw another line 5/8" in on the rooftop. Use these guidelines to cut the edge with a foam cutter. Be sure to sand it.



**9** Step 9) Cut 1/4" strips from a cereal box to create the "metal" you will apply to the bunker. Box strips will allow you to use white glue with the foam rather than super glue, which will melt foam. Cut the strips for the roof first. Apply the strips around the edge of the roof, leaving 1/16" of the strip exposed on the bottom edge. This will allow you to attach the roof like a lid.



**10** Step 10) After the roof has dried, add it to the bunker and apply the rest of the outer strips butting up against the roof strip. The strips on the inside will be as tall as the walls.



**11** Step 11) For the rivets, measure out roughly 1/4" increments on the strips. Punch out the rivets with the 1/16" hole punch and apply them with the Formula P3 Hobby Knife to all the strips.

Step 12) To assemble the gun mount, gun, and power source, you will need VCR/clock parts, large tubing, sheet styrene, a large figure base, and a chain gun. Placement of these pieces is largely up to you, so you can refer to these instructions simply a guideline. The gun mount is intended to support a rotating gun with gears and a power source. The one shown here has been elevated to permit greater visibility and to accommodate an enclosed housing for ammo. Because the gun is mounted atop the bunker add a hatch to allow access to the roof.



12



13

Step 13) Using Formula P3 Super Glue, glue cereal box cutouts to the portions of the mount that will be attached to the bunker.



14

Step 14) Glue the sheet styrene cutout to the top of the tube with super glue. Glue the base to the large gear.



15

Step 15) Using super glue, add styrene strips and a door to the pipe where the gun will be placed.



16

Step 16) Apply the rivets to the strips and the door.



17

Step 17) Glue the mounting pieces to the roof, aligning the gears. Glue the extra gears to the main gear before you glue the entire mechanism to the roof.



18

Step 18) Clean the gun and mount it to the platform. You can fashion a piston system out of styrene tubing to make it appear the gun can move up and down. A casing for the ammo feed also gives the illusion of ammo being loaded into the gun from below.



19

Step 19) Cut the 1/8" x 1/4" basswood strip into 1" lengths. Glue them into the bunker with the narrow side down so they can support the wood walkways.

Step 20) With a smaller tube, create the centerpiece the same way you constructed the gun mount. Use small paper brads for the chrome rivets to give the appearance of a support system. Apply the wood planks with the same process you used to create the trenches. The initial concept called for a ladder and aiming mechanism for the gun, but these interior details were omitted to facilitate playability and allow models to be placed inside.



20



21

Step 21) To create the port covers, use #10 washers for the gears and styrene punch-outs to cover them.



**22**

Step 22) Cut out the window covers from the cereal box.



**23**

Step 23) Finish the window covers with styrene pieces. Glue the cereal box portion to the bunker with white glue.



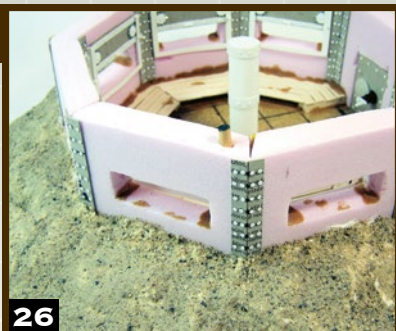
**24**

Step 24) Build the power source and the door with tubing and styrene. When their construction is complete, apply the rivets. Because you can use a variety of materials to create these features, feel free to make changes in this design to suit your preference.



**25**

Step 25) Mix and apply the Sculptamold to create an earthen embankment.



**26**

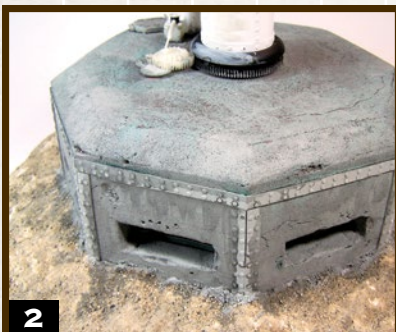
Step 26) Apply sand to the Sculptamold. Then apply the sand sparingly to the inner part of the building with white glue. Add a little sand to the roof as well.

## Painting Bunkers



**1**

Step 1) Paint the bunker with a Iron Hull Grey.



**2**

Step 2) Apply a mix of Armor Wash, Greatcoat Grey, and water to the bunker. As the wash is drying, you can streak it with your brush to create a weathered appearance.



**3**

Step 3) Drybrush a 70/30 mix of Iron Hull Grey and Morrow White over the entire bunker. Be sure to focus on defects to make them more prominent.



**4**

Step 4) Paint the metal with Pig Iron. Use Bloodstone to drybrush some weathering.



**5**

Step 5) Paint Armor Wash over all the metal. Once dry, use Bloodstone to drybrush rust over the metal. Make a wash of Bloodstone and Battlefield Brown. Apply the washes to create weathering streaks and rust stains over the metal and the sides of the bunker.



**6**

Step 6) Paint the earth the same way you painted it for the trenches. You can also paint the top of the bunker walls black.



**7**

Step 7) Apply static grass both inside and out for the final touch.



# NO MAN'S LAND

An Iron Kingdoms Mini-Adventure

By John Meagher and Larry Wile • Art by Florian Stitz, John Gravato, and Brian Snoddy

*The penalty for this insolence is death.*

*—The final words of Hierarch Garrick Voyle*

As the recent battles for Caspia-Sul came to an end, armies of the Protectorate surged across the Black River, as if the sword of Menoth were thrusting itself into the heart of Cygnar itself. The final confrontation between Hierarch Garrick Voyle and Lord Commander Coleman Strycker led to a fragile truce, and each side withdrew to its side of the Black River. Valuable resources, both men and material, were left trapped behind enemy lines. As the dust settled, the Cygnaran Army learned one of their logistics officers was not, in fact, dead but captured. Should the Menites realize who

they have in their possession, the information in the man's head could spell disaster for Caspia. Now, Cygnar will do anything to get Lieutenant Redstone Harring back.

Designed for four PCs of 9th level, this adventure takes place in the ruins of Eastern Caspia and Western Sul.

This adventure requires the *Iron Kingdoms Character Guide* and the *Monsternomicon*, Vols. 1 and 2. Access to *No Quarter Magazine* #8 is helpful but not required.

## Encounter Background

This adventure could be random or could have special significance to a group of more politically motivated adventurers. Some ideas include:

- The PCs come to Caspia wanting to work for Cygnar, perhaps as mercenaries or even spies.
- One or more of the PCs is a devout Morrowan and has made the journey to Caspia to see the wonders of the Sancteum. Unfortunately, they arrive just as the conflict erupts.
- One or more of the PCs has a wealthy relative in Caspia who has requested assistance in evacuating to King's Vine.



- The PCs are native to Caspia and are known by the guard and the army as a dependable resource in a crisis.

The adventure occurs, at most, a few days after the death of Hierarch Garrick Voyle. The dead still litter the streets, fires still rage across the cities of both Sul and Caspia, and many buildings verge on collapse. Emissaries of the Cygnaran Army approach the PCs (perhaps covertly) almost immediately after the Menite forces withdraw across the Black River. The army requests their aid with the rescue of a seemingly unimportant logistics officer. Once the PCs accept the mission, the adventure plays out in the five chapters detailed here.

Chapter One details the characters' journey across ruined Caspia and their crossing of the Black River. Chapter Two covers their journey from river's edge to the rendezvous point in Sul. Chapter Three sees the PCs fighting a Menite patrol while trying to save the logistics officer from a burning building. Chapter Four has the PCs returning to the Black River and bluffing their way onto a boat and back to Caspia. Chapter Five concludes the adventure with the characters' debriefing and an optional ending.

## Introduction

### Read Aloud

*You have all just gathered for the evening meal when there is a swift knock at the door. The door is opened and a tall, cloaked figure asks to speak to you all privately. As he steps into the room, he removes his dusty cloak, revealing a ruggedly handsome man dressed in a Cygnaran officer's uniform. "Hello," he says curtly. "My name is Lieutenant Derrin Granby. My apologies for the interruption, but a matter of some importance to my superiors requires your particular skills. If you are interested, please follow me. You will be paid for your time, regardless if you accept the mission." He dons his cloak and turns toward the door.*

Other than being asked to acquire individuals of the mercenary persuasion, Lt. Granby knows nothing

of the mission. If asked how he found the PCs, Granby will say they came highly recommended from various sources around Caspia. He escorts the PCs to the Strategic Academy near the Black River. The academy has endured considerable damage from shelling. The PCs are escorted through the badly damaged halls, past blown-out windows, and finally into an office where they are introduced to Colonel Lauren Wrynn. She dismisses Lt. Granby, then addresses the PCs.

### Read Aloud

*"Thank you for coming on such short notice. We're still digging out from those blasted Menites, and now this!" She motions to a folder on her desk. "It seems that during their final push into Caspia, the Menites overran one of our logistics centers. The place was damned near burned to the ground when we went back, so we assumed everyone inside had been killed. We were wrong. Scout General Rebal'd's men have informed us that one of his people across the river claims one man survived—Lt. Redstone Harring. His name probably means nothing to you. Unfortunately for us, Lt. Harring is critical to the Cygnaran war effort. Completely worthless in combat, but you see, the little blighter is a certified genius. Has a true gift for facts and figures. In fact, he's got the numbers and locations of the entire bloody Cygnaran military in and around Caspia rattling around in his head. Rebal'd's men say our inside man over in Sul managed to extricate Harring from where he was being held, but they're both trapped over there. We need you to go over and get them. We can't stage any sort of rescue operation with military personnel. It would tip off the Menites to the value of Lt. Harring. It's why we found you lot. You're not obviously linked to the army or the crown. It'll be dangerous, but we'll make it worth your while. If you're up for it, you leave at dawn."*

If the PCs accept, Colonel Wrynn provides the PCs with a leather letter case containing the following:

- 1,000 crowns worth of gems for bribes if necessary. The PCs may keep what they do not spend.
- One map from the Sul docks to the address where Lt. Harring is being hidden.
- One forged Mark of Passage authorizing travel across the Black River from Sul to Caspia (DC 25 Forgery check to recognize the forgery).

Additionally, upon the safe return of Lt. Harring, Cygnar will compensate each PC with 2,500 crowns as well as one mechanical (or magical, if possible) item worth up to a 4,000 gp value and provide any magical healing necessary up to spells of 5th level.

*Optional: A darker tone can be added to the adventure if the PCs are feeling bloodthirsty enough. The military may stipulate that Lt. Harring can never be questioned under any circumstances and that he is to be "denied to the enemy." The PCs are authorized to take any steps necessary to carry out this directive, and this action is fully sanctioned so long as proof is provided.*

## Chapter One – The Burial of the Dead (EL 9)

Near dawn, the PCs set out toward the docks along the Black River. The army has arranged for the PCs to escort a boatload of fallen Menite troops back across the river to Sul, under the auspices of an honorable exchange of the dead.

### Read Aloud

*The sky above lightens as dawn approaches, but it will be hours before direct sun falls on these ruined streets so deep behind the walls. Rubble from countless buildings litters the main avenues. In places, even the mighty blue stone blocks of Caspia's outer walls lie toppled like a child's toys. The smell of smoke, ash, and death clings to every surface as you make your way toward the docks. Most main roads are not yet cleared, so you are forced to take detour after detour. As you duck down yet another alleyway, you hear a man's voice hiss, "It's the guard! Get 'em!" followed by the sound of swords being drawn.*

The PCs have inadvertently stumbled upon a group of looters picking this particular neighborhood clean. Thinking the PCs are the city guard, the looters attack, hoping to overwhelm the PCs before they can react.

## Looters

**Sorceress:** Female Caspian sorcerer 6; CR: 6; medium humanoid; HD 6d4+6; hp 25; Init +6, Spd 30 ft; AC 12/16 with mage armor (touch 12/16, flat-footed 10/14); Base Atk +3, Grp +3; Atk: dagger +2 melee (1d4-1/x2), dagger +5 ranged (1d4-1/x2); Space/Reach 5 ft/5 ft; AL NE; SA: Spells; SV Fort +3, Ref +4, Will +6; Str 8, Dex 14, Con 13, Int 10, Wis 12, Cha 16; Feats: Alertness, Combat Casting, Improved Initiative, Toughness; Skills: Bluff +8, Concentration +8, Spellcraft +8; Spells: (6/7/6/4; save DC 13+spell level) 0—*daze*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *touch of fatigue*,

*prestidigitation*; 1st—*cause fear*, *mage armor*, *magic missile*, *sleep*; 2nd—*blur*, *flaming sphere*; 3rd—*lightning bolt*; Possessions: 20 pp, potion of *blur*, potion of *cure moderate wounds*, dagger, 2 scrolls of *web*, scroll of *animate dead*.

**Fighter (2):** Male Caspian Fighter 5; CR: 5; Medium Humanoid; HD 5d10+15; hp 47; Init +6, Spd 20 ft; AC 19 (touch 11, flat-footed 18); Base Atk +5, Grp +8; Atk: MW bastard sword +10 melee (1d10+5/19-20/x2), MW composite longbow [+3 Str] +8 ranged (1d8+3/x3); Space/Reach 5 ft/5 ft; AL NE; SV Fort +8, Ref +4, Will +3; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8; Feats: Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Cleave; Skills: Climb +5, Jump +5; Possessions: 75 gp, masterwork banded bastard sword, masterwork composite longbow (+3 Str bonus), 20 normal arrows, potion of *bear's endurance*.

**Rogue:** Male Gobber Rogue 5; CR 5; Small Humanoid; HD 5d6+5; hp 25; Init +8, Spd 20 ft; AC 19 (touch 15, flat-footed 19); Base Atk +3, Grp -1; Atk: MW small short sword +4 melee (1d4/19-20/x2), MW small shortbow +9 ranged (1d4/x3); Space/Reach 5ft/5ft; AL NE; SA: sneak attack +3d6; low-light vision, camouflage; SQ: evasion, trapfinding, trap sense +1, uncanny dodge; SV Fort +3, Ref +9, Will +2; Str 10, Dex 18, Con 13, Int 14, Wis 10, Cha 6; Feats: Dodge, Improved Initiative; Skills: Appraise +10, Balance +6, Craft (alchemy) +6, Disable Device +10, Hide +20, Jump +2, Listen +8, Move Silently +12, Open Lock +12, Search +10, Spot +8, Tumble +12, Use Magic Device +6; Possessions: 75 gp, masterwork small studded leather, small buckler, masterwork small short sword, masterwork small shortbow, gobber poncho, potion of *cure moderate wounds*, masterwork thieves tools.

## Conditions

The alleyway is strewn with rubble and is considered difficult terrain. Additionally, the darkened shapes in the alleyway are considered obstacles. Rules for difficult terrain and obstacles are located in the *PHB* on p. 148.

## Tactic

The PCs begin the encounter at the north end of the alleyway. The two fighters immediately begin moving up the alley to engage the PCs. The sorceress, a budding necromancer, stays behind cover and casts *animate dead* from her scroll on Round 1, sending her undead minions to fight the PCs. After that, she launches spells down the alley. The rogue uses the gobber poncho he wears to blend in with his surroundings. He circles around behind the party to get flanking attacks on them. When two of the four looters have fallen, the other two make a break for it. If the sorceress is able to flee, she will use one of her scroll of *web* to block the alleyway to aid in her escape.

## Treasure

Once the PCs have defeated or driven off the looters, they discover the looters had systematically stripped a squad of Cygnaran soldiers of all their belongings, up to and including every stitch of clothing they had on when they died. Just inside the ruined building, the PCs find a number of dead Cygnaran soldiers alongside neatly separated piles of boots, cloaks, weapons, and clothing.

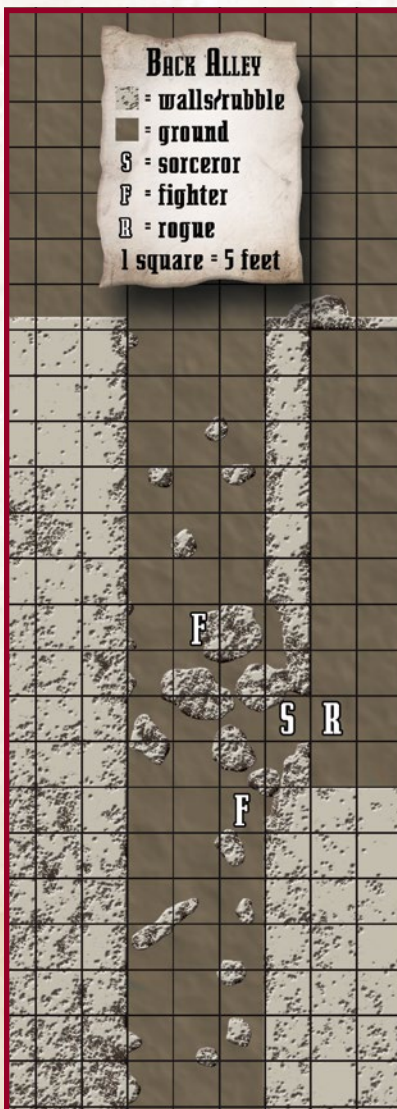
Other than the treasure carried by the fallen looters (described in the callout) and the aforementioned gear, the characters find nothing of value here.

## Conclusion of Chapter One

The PCs moves on after their encounter and head toward their rendezvous at the docks.

## Read Aloud

*As you round a final corner, you see the docks ahead. Ships crowd the docks as crews and jacks load and unload cargo with an efficiency that, in the wake of combat between the two cities, defies imagination. You quickly scan the docks for the boat you need. It waits near a dock where a large banner adorned with the radiance of Morrow hangs. As you approach, several men are loading canvas bags onto the boat. Each bag has a crude Menofix painted on it.*





The PCs are introduced to Lt. Nathaniel Caswell, the army officer supervising the exchange of the dead with the Menites. The PCs are given plain gray cloaks to put over their armor and several empty bags in which to hide their weapons.

### Read Aloud

*“All right,” says Lt. Caswell. “Colonel Wrynn sends her greetings. We’ve had no further word from our friend on the other side, so everything is still on schedule. The men you’ll meet offloading the dead on the other side of the Black are amenable to your group taking a little sightseeing tour of Sul. I believe the Colonel provided you with the necessary fees. Now, these little exchanges of ours”—he nods to the body bags—“only occur once per day and at dawn, so you’ll be spending at least one night over there. One final thing. The Colonel respectfully requests that you try to make your journey over there as bloodless as possible. Don’t get yourselves killed. Discretion is the word of the day. We’re not quite ready to start up the war again.”*

With those final words, the PCs board the boat and slowly make their way across the Black River.

## Chapter Two – A Game of Chess (EL 10)

### Read Aloud

*As your small steam barge clears the walls of Caspia and enters the Black River proper, you see for the first time the extent of the damage both sides have inflicted on each other. Great holes have been blasted in the walls on either side. The damage further in is just as extensive. Fires still burn, and foul black smoke drifts toward the sky. Ash mars the bright blue walls of Caspia and the pristine white walls of Sul. The great stone pillars that once supported the mighty bridges from Caspia to Sul now dot the Black River, blasted into oblivion as one of this war’s first casualties. Your pilot, clearly an expert, deftly maneuvers your craft around the massive stone debris and brings you to a similar dock on the Sul side of the Black. Several men stand waiting by the dock.*

The men immediately help secure the boat and begin unloading the dead, who are treated with far greater reverence here than on the other side of the river. The PCs will also notice several body bags painted with a crude Morrowan radiance in yellow lying next to the dock. One of the older Sulese men approaches the PCs. He was informed the PCs had a package to deliver in Sul, so he needs to collect the “tariff” of 500 crowns as agreed. If the PCs refuse to pay the “tariff,” treat the four men at the docks as 1st level commoners (*DMG*, p. 109) who will immediately shout for help unless stopped.

As the PCs set out, they realize the map provided by the Cygnaran army is virtually useless. Like Caspia, Sul suffered extreme damage from cannon fire, and debris blocks many streets and avenues. Also, fires still rage in some sections. With Menites trying to douse the flames, these areas become far too dangerous to travel. Although the map can serve as a rough guide, the PCs will need to make three separate DC 15 Survival checks to maintain as direct a course as possible. If any Survival checks are failed, consult the Encounter Chart below for an appropriate encounter. Alternatively, to intensify their sense of entrapment, simply have the PCs run into dead-ends and be forced to double back.

### Random Encounter Table (d10)

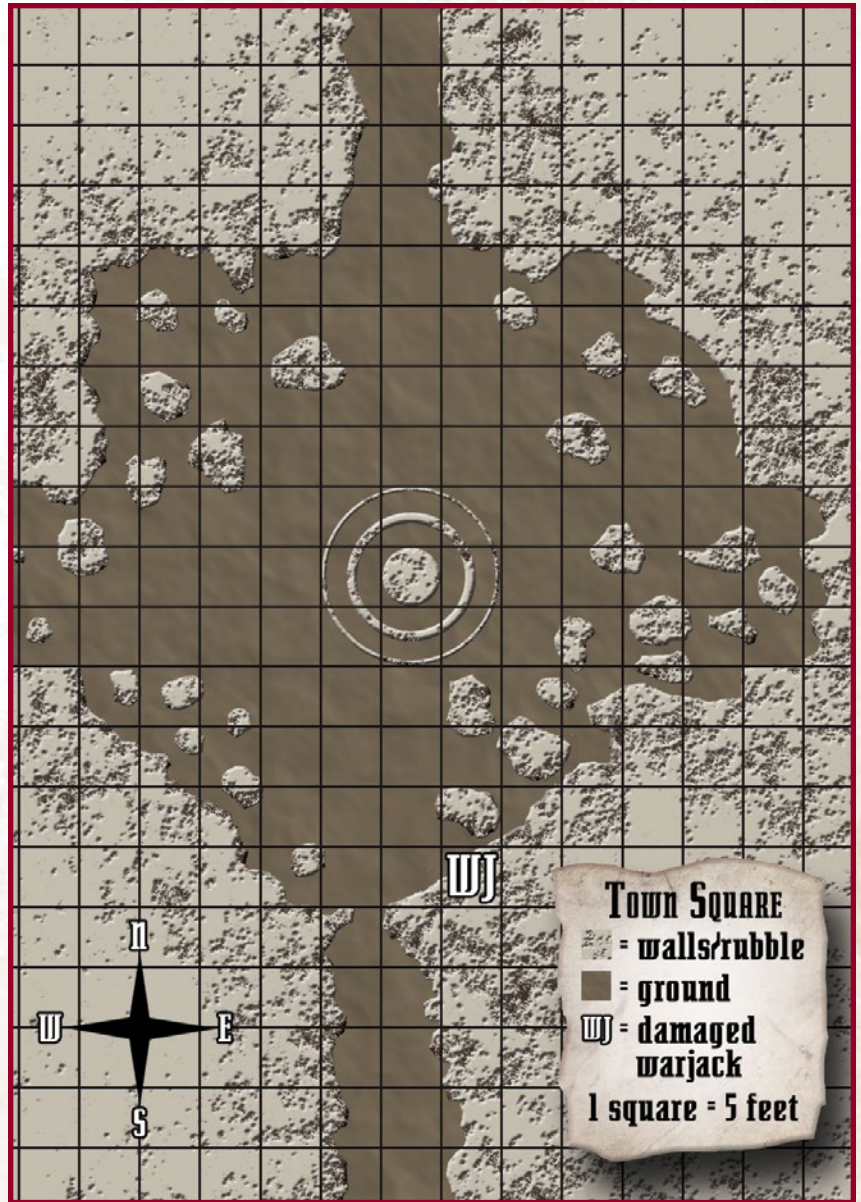
d10	Encounter
1	4 Ftr5 with Drudge template ( <i>MN1</i> , EL 8)
2	1 Hollowed ( <i>MN1</i> , EL 6)
3	1 Disembodied (priest died in building collapse) ( <i>MN1</i> ; EL 7)
4	1 Razorbat Swarm ( <i>MN2</i> , EL 4)
5	1 Advanced 13 HD Sludge Brute (from nearby destroyed alchemy lab; <i>MN2</i> ; EL 8)
6	5 Viper Tatzylwurms (escaped from zoo; <i>MN2</i> ; EL 6)
7	1 Advanced 12 HD Huge Thrullg ( <i>MN1</i> ; EL 8)
8	1 Chain Ripper Animaton ( <i>MN1</i> ; EL 8)
9	1 Advanced 16 HD Junker Hulk (made from both Cygnaran and Menite warjack parts; <i>MN2</i> ; EL 10)
10	1 Kaelram (escaped from zoo; <i>MN1</i> ; EL 9)



After the final check is made, read or paraphrase the following:

### Read Aloud

*You search for several hours and finally reach the neighborhood where you believe Lt. Harring is being hidden. A small town square opens up just ahead of you to the north, but the air is thick with smoke and the sound of running water fills the air. Droplets even mist against your skin. According to the map, you have to venture through this town square to reach the address you were given. None of the buildings around the square survived the recent battles. Gaping holes and massive piles of rubble mark where they once stood. As you move into the square, a pile of rubble explodes as a massive figure rises from it. A Protectorate warjack turns its dented head towards you. One glowing eye flickers brightly. With its one remaining arm, it raises a mighty, metal club and swings with a creak.*



The PCs have run afoul of a damaged Protectorate Redeemer warjack. Due to its damaged cortex, it can no longer recognize friend from foe and attacks everything in sight. Fortunately for the PCs, the recent battle and building collapse have amputated its left arm — and the attached Skyhammer rocket pod — and crippled one leg, impeding its movement. PCs can make a DC 15 Knowledge (mechanika) check to determine the special abilities of the Reckoner-class warjack.

**Damaged Redeemer:** CR 10; Large mechanical construct; HD 14d10+30; hp 96; Init -1; Spd 15 ft (cannot run); AC 22 (touch 9, flat-footed 22); Base Atk: +10, Grp +21; Attack: Battle Mace +10 melee (2d6+6/x2); Space/Reach

10ft/10ft; AL N; SQ: Construct traits, DR 5/serricsteel, darkvision 60', low-light vision, steamjack traits; SV Fort +4, Ref +4, Will +4; Str 22, Dex 5, Con -, Int 8 (Aurum Grade Cortex), Wis 5 (damaged, sees everyone as foes), Cha 1.

### Conditions

The town square lies in utter ruin and is considered difficult terrain. The darkened shapes around the edge of the square are considered obstacles. Smoke and the mist from the damaged fountain fill the entire square, reducing visibility. Rules for difficult terrain and obstacles are located in the *PHB*, p. 148. Rules for fog (or its equivalent) are in the *DMG*, p. 94. Additionally, the Redeemer makes a great deal of noise as it starts moving. The PCs should make

a DC 10 Knowledge (tactics) check to realize that if the Redeemer is not dealt with immediately, all that noise will quickly attract the attention of nearby Menite patrols. Finally, a simple DC 10 Spot check allows the PCs to see the extensive damage the Reckoner has already suffered, including its lack of a ranged attack.

### Tactics

With its damaged cortex, the Redeemer will attack blindly without regard for itself. Its darkvision ability allows it to ignore the visibility problems in the town square. If the PCs simply decide to try to outrun the Redeemer, it will continue to pursue them as long as it can, until it loses sight of them (5 rounds). The alleyways surrounding the town square are very narrow and choked with rubble, so the Redeemer's pursuit of the PCs will generate considerable noise and may attract the notice of nearby Menite forces.

### Treasure

Other than its massive Battle Mace, the Redeemer has no treasure.

## Chapter Three – The Fire Sermon (EL 11)

### Read Aloud

*Still shaking from your encounter with the Reckoner, you make your way to the street where Lt. Harring is being hidden. Long before you can see what is happening, you hear a rhythmic shouting from up the street. As you draw closer, you see three Menites who stand in the middle of the street and stare at one of the few buildings left intact. The middle one wears the mask and robes of a scrutator and finishes his exultation. "... and may the fires of Menoth burn away your sins and light your way to salvation!" he shouts as his subordinates throw two large clay jars into the building, which erupts into flame.*

The PCs have arrived at the address on the map, just in time to see a Menite patrol set fire to the building. Lt. Redstone Harring (male Midlunder Exp 5) and the spy (female Idrian Mnk 5) hide in a two-story trading post/

general store that was clearly a tavern before the Menites took power in Sul. The front door opens into the main area, where the numerous shelves once housed various dry goods and tools. The tavern's kitchen, a separated area on the building's western side, has become a storage area. A set of steps leads up to the former living quarters for the building's owner and his family. The lieutenant and the spy now take refuge here—along with a swarm of enraged devil rats (*MN2*, p. 38).

**Scrutator:** Male Sulese cleric 6/sorcerer 2; CR: 8; medium humanoid; HD 8d6+16; hp 40; Init -2, Spd 20 ft; AC 18 (touch 10, flat-footed 18); Base Atk +5, Grp +6; Atk: staff of authority +7 melee (1d8+1/1d6+1/x2); Space/Reach 5 ft/5 ft; AL LE; SA: spells; Torture Training, Manifestation of the True Law 4/day, Witch Hound (*JKCG*, p. 167), Extra Domain (evil); SV Fort +9, Ref +2, Will +12; Str 13, Dex 6, Con 14, Int 10, Wis 19, Cha 12; Feats: Iron Will, Weapon Proficiency (Stave of Authority), Lightning Reflexes, Leadership Skills; Concentration +13, Intimidate +12, Knowledge (religion) +11, Profession (torturer) +10; Spells: (6/6/5/5/4; save DC 14+spell level) Domains: Law, Tyranny (*JKCG*, p. 291), Evil. 0—*cure minor wounds* x2, *detect poison* x2, *light, purify food and drink*; 1st—*bane, bless, cause fear, command\**, *sanctuary, shield of faith* (+2 deflection); 2nd—*enthrall, hold person\**, *resist energy* (20 pts), *silence, spiritual weapon (flail)*; 3rd—*bestow curse, crushing despair\**, *dispel magic, magic vestment* (+2 AC), *prayer*; 4th—*cure critical wounds, discern lies, divine power* (attacks improve to +15/+8, +5 to damage, +8 hp), *geas* (lesser)\* (\*domain spell); Possessions: 25 gp, masterwork full plate, masterwork stave of authority, 2 potions of *cure moderate wounds*, +2 ring of protection.

**Exemplar (2):** Male Sulese Exm 6; CR 6; medium humanoid; HD 6d10+12; hp 50; Init +5; Spd 20 ft; AC 20 (touch 11, flat-footed 19); Base Atk: +6, Grp +8; Atk: masterwork relic blade +8 melee (1d10+4/19-20/x2), Full Attack: MW relic blade +8/+3 melee (1d10+4/19-20/x2); Space/Reach 5ft/5ft; AL LN; SA: smite heretic: +2 to hit, +6 to damage 2/day; divine warding: Command—1/day CL 3; Zeal of Brotherhood - +2

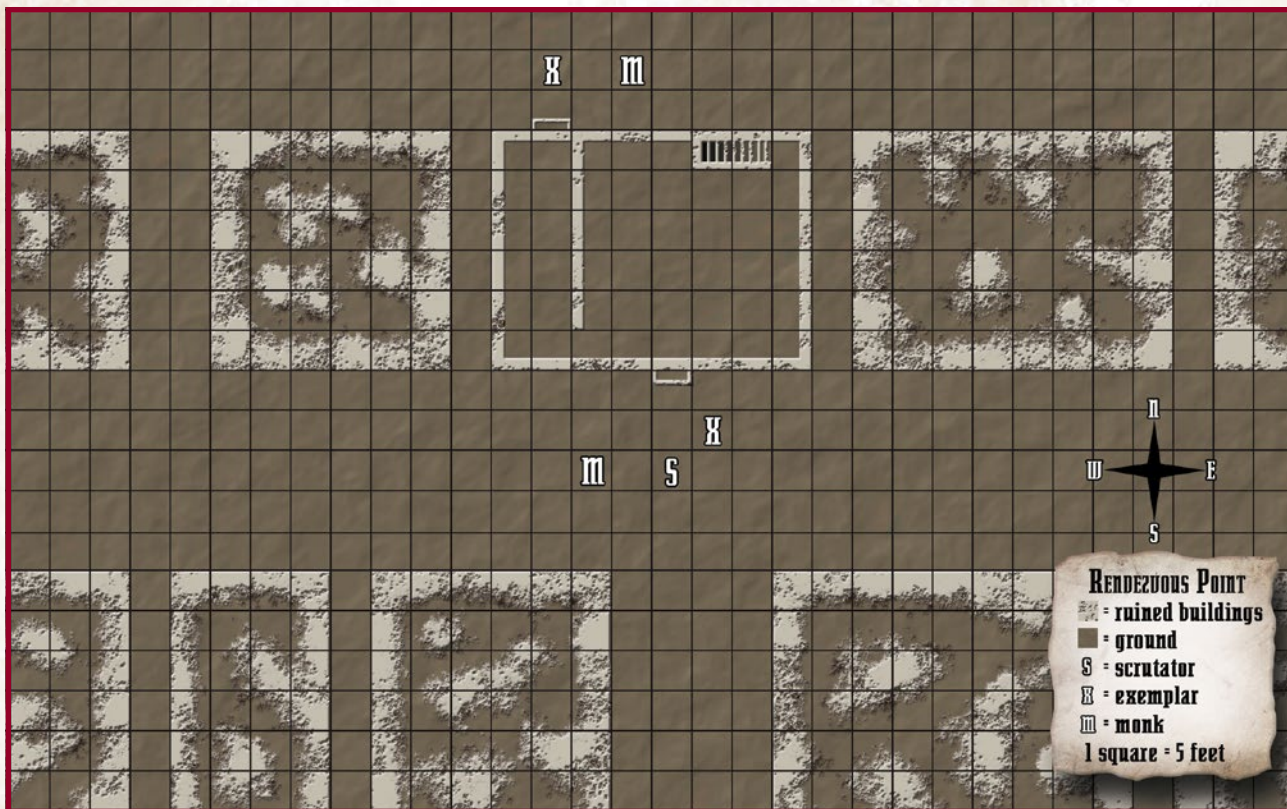
to Str/Con if fellow Exemplar drops; *detect thoughts*: 1/day, Aura of the Iron Mind - Immune to *charm, geas, domination, suggestion*, and *fear* effects. Allies get +4 to saves vs. these effects Anathematize: 1/day; SV Fort +6, Ref +5, Will +7; Str 15, Dex 12, Con 14, Int 10, Wis 14, Cha 8; Feats: Exotic Weapon Proficiency (relic blade), Improved Initiative, Power Attack, Weapon Focus (relic blade), Weapon Specialization (relic blade); Skills: Concentration +5, Diplomacy +2, Intimidate +2, Knowledge (religion) +3, Listen +5, Ride +4, Search +3, Sense Motive +5, Spot +5; Possessions: 25 gp, masterwork half-plate, large steel shield, masterwork relic blade, potion of *cure moderate wounds*.

**Monk (2):** Male Sulese Mnk 6 (Order of the Fist); CR 6; medium humanoid; HD 6d8+6; hp 35; Init +5; Spd 50 ft; AC 16 (touch 15, flat-footed 16); Base Atk: +4, Grp +6; Atk: Unarmed Atk +7 melee (1d8+2/x2), Flurry Atk +6/+6 melee (1d8+2/x2), Menoth's Sting +5 ranged (1), Flurry Atk: Menite's Sting +4/+4 ranged (1); Space/Reach 5ft/5ft; AL LN; SA: Flurry of blows, evasion, still mind, *ki* strike (magic), slow fall 30', purity of body; SV Fort +6, Ref +6, Will +8; Str 14 Dex 13, Con 12, Int 10, Wis 16, Cha 8; Feats: Improved Initiative, Dodge, Mobility, Weapon Focus (unarmed attack), Stunning Fist, Combat Reflexes, Improved Disarm; Skills: Balance +6, Hide +6, Intimidate +4, Jump +7, Knowledge (Religion) +5, Search +5, Sense Motive +8, Spot +8, Tumble +6; Possessions: 25 gp, 10 Menoth's Sting, *amulet of natural armor* +1, potion of *cure moderate wounds*.

### Conditions

The avenues and side streets in this part of the city have been cleared, so movement is not impaired outside.

Inside the burning building, the PCs will be subject to Heat Dangers and Smoke Effects found in the *DMG*, pp. 303-304. Ten rounds after the first PC has entered the building, it will begin to collapse. The extreme heat of Menoth's Fury and the obscured visibility from the smoke reduce movement by half (round up). When the PCs climb up to the second floor, they will find Lt. Harring and the spy both armed with torches and fighting off a swarm of devil rats. The



swarm resided in the basement but has fled to the second floor to escape the flames. The fire and smoke provoke the swarm into a state of rage.

If the PCs are still inside the building when it collapses, the building deals 3d8 points of damage as well as 1d6 points of fire damage. A DC 20 Reflex save is required to avoid becoming trapped in the wreckage. You will need a DC 15 Strength check to pull free. Each round a PC is trapped, he or she takes an additional 1d6 points of fire damage.

### Tactics

With some clever tactics, it may take the Menites a round or two to realize the PCs are hostile. Otherwise, the three Menites in the street will immediately engage them. The moment they hear combat noise, the exemplar and monk around the back of the building will move in and engage. Filled with rage and sorrow over the death of Hierarch Voyle, these Menites will fight to the death.

The devil rat swarm, unable to escape from the flames below, will fight to the death.

### Treasure

Each member of the Menite patrol has 25 gp worth of coins on them. Other

than the gear listed in their stat blocks, they carry no additional treasure.

### Conclusion to Chapter Three

Once the PCs have defeated the Menite patrol and rescued Lt. Harring and the spy, they must plan their escape and return to Caspia. The spy, who does not wish to give her name, suggests they take the fallen Menites' clothing, which can help them bluff their way onto a boat heading across the Black. She knows of a nearby cellar where everyone can hide for the night. Once the PCs have secured the cellar, they finally have a chance to talk to Lt. Harring and the spy. The spy says very little. Lt. Harring more than compensates for her silence. He prattles on endlessly, spewing his wild theories about why he was captured and pressing the PCs about their various adventures. The only time he remains quiet is when he listens intently to the PCs. This would be an excellent time to challenge the PCs with a random encounter from the Encounter Table found in Chapter Two.

The following morning as the PCs prepare to leave, the spy informs them that she will not travel with them, as she has further work to accomplish.

### Read Aloud

*"Unlike many of my fellow believers," she says, "I do not feel war is the answer. I believe in the True Law, but what has been done here is madness. I cannot believe that Menoth would see all be created soaked in so much blood. I shall return to my people and hopefully temper their lust for revenge."*

If the PCs do not wish for the spy to leave, Lt. Harring will vouch for her and describe in excruciating detail the acts of valor she performed to rescue him. He asks the PCs to at least trust him, if not her.

### Chapter Four – Death by Water (EL 10)

### Read Aloud

*You rise before dawn and head back toward the docks where you first arrived. Clad in the clothing and armor of the Menite patrol, your party and Lt. Harring pick your way through the ruined streets of Sul. The few individuals you encounter at this early hour quickly avert their eyes and give you a wide berth. You suddenly grasp the absolute control the clergy*

*of Menoth hold over the populace here. As you turn down the main avenue toward the docks, you see a scene that fills you with dismay. Torchlight flickers over the gleaming chassis of several warjacks. At least three dozen Menite troops stand at the docks, led by an impressive armored warrior. You immediately sense you stand no chance of bluffing your way past them. You must find another way to cross the Black River and return to freedom.*

Fortunately for the PCs, Lt. Harring has not only information of the Cygnaran Army trapped in his head, but a detailed map of Sul as well. He seems completely oblivious, however, to the inherent dangers of escorting him to the docks. As he leads the PCs farther south, they will quickly realize he hasn't a lick of common sense. He stops on several occasions to point out sites and objects of historical and military significance to them. If not for their quick thinking, Lt. Harring would stumble in front of horses or warjacks—and, on at least one occasion, fall down a well.

### Read Aloud

*Just as the sun peaks over the horizon, you finally make your way to another series of docks farther south. As luck would have it, these appear to be unguarded. You quickly approach one of the boats. Noting your party's attire, the man aboard defers to your authority—except when asked to travel out onto the river.*

*"I'm sorry, your holiness," the pilot explains, "the Visgoth has ordered no boat traffic today without proper authorization."*

If the PCs produce the forged document, the pilot (male Sulese Exp 2) will examine it cursorily then agree to take the PCs and Lt. Harring across the river. Just as the PCs are about to depart, read or paraphrase the following:

### Read Aloud

*"Halt in the name of the Lawgiver, traitors!" a voice shouts from farther up the docks. A group of four torch-wielding Menites—monks, by the look of them—race down the dock toward the boat.*

Unbeknownst to the PCs, a dockworker had felt deprived of his fair share of the "tariffs" his superior collected and betrayed them the day before. If the PCs slew those men, their bodies were found by soldiers.

**Monk (4):** Use the Monk stat block from Chapter Three, but remove the *amulet of natural armor +1* and reduce the AC by 1.

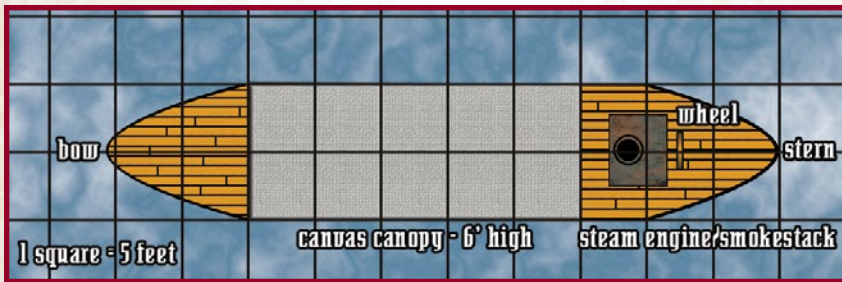
### Conditions

The monks cover the distance to the boat in two rounds. If the PCs can overpower the pilot and seize control of the boat, the boat can move 20 feet away from the dock by the time the monks arrive. All the monks will attempt to make the DC 20 Jump check to get aboard the boat. Any monks who do not make it fall short and plunge into the Black River.

The PCs face the very real threat of being thrown overboard should the monks board the boat. The rules for Drowning are found in the *DMG*, p. 304.

If the PCs manage to evade or defeat the monks and continue toward the Caspia side of the Black River, Menite snipers and cannon will begin firing on the PCs.





## Tactics

Any monks who make it aboard will attempt to use their flurry of blows and stunning fist abilities to incapacitate the PCs and toss them overboard.

If the monks are not successful, the snipers and cannons on the Sul side will begin firing on the boat. It is not the purpose of this adventure, however, to have the PCs come so far only to be felled by a lucky shot. Therefore, it is recommended the DM make several secret rolls to worry the players: several bullets can hit the boat, specifically near the steam engine, and one or two shells can land perilously close to the boat. Despite everything, the PCs make it to the Caspian side of the river.

*Optional: For those DMs wanting to create a darker tone for the adventure, more cannons can be added and actual rolls can be made to hit the boat as it crosses the river. The boat has the following stats: AC 22 (+6 size, +6 dex), 50 hp, and 0 hardness. Snipers and cannons will roll to hit at +10 ranged with 206 damage per bullet and 5010 damage per shell (10' radius burst). Any PC with Profession (sailor or boat pilot) can maneuver the boat more easily, increasing its effective AC to 24.*

## Treasure

Unless one counts continued survival as a treasure, no treasure can be had for this chapter.

## Conclusion to Chapter Four

### Read Aloud

*As you near the blue stone walls of Caspia, the Menites stop firing. They are probably just as unwilling to restart the conflict as the Cygnarans. Your boat pulls up to the dock, where you are greeted by a squad of Cygnaran long gunners, led by Lieutenant Caswell.*

*"Welcome back to Caspia," he says with a smile, extending his hand to help the first person off the boat. "As far as I know, no one else is planning a rapid escape by boat from Sul today, so I assumed it would be you. I'm glad you made it back safely. My superiors are very interested in debriefing you and Lieutenant Harring. If you will follow me . . ." With that, he turns and strides back toward the city.*

The PCs are then escorted back to the Strategic Academy to be debriefed.

## Chapter Five - What the Thunder Said (EL 12)

The PCs are brought into the same academy room where they first met Colonel Wrynn.

### Read Aloud

*As you enter the room, several armored knights turn to face you. Colonel Wrynn stands next to her desk in deep consultation with an elderly man seated in her chair. Wrynn glances up as you come in. "Ah, General," she says to the seated man. "These are the individuals who rescued our wayward lieutenant." She nods to everyone as you enter. "May I introduce you all to Warmaster General Olson Turpin."*

*Warmaster Turpin rises and comes around the desk to shake each of your hands. "Well done, well done. Not sure what we would have done had those zealots gotten their hooks into Harring. Wish I could have gone with you. They called me 'Thundering Turpin' back in my youth. Crash right through anything. Ah, well. Those days are long past," he says with a faraway look in his eyes. "You have the thanks not only of the army, but of all Cygnar for your courage. We'll be certain*

*to keep you in mind when we have other missions that require a delicate touch. Now I have other matters to attend to." He nods to you all and leaves the room. The armored knights follow, leaving you alone with Colonel Wrynn.*

The PCs can now discuss the arrangement of payment by the army. If the DM wishes, this can be the stopping point for the adventure. *Optional: A final encounter has been included below.*

## Finale

As the PCs finish their discussions with Colonel Wrynn, an officer rushes into the office with a letter. Wrynn takes it, reads it quickly, and swears.

### Read Aloud

*"By all that is holy, can we not catch a break!?" she sighs. She waves the letter in your direction. "Seems that Lieutenant Harring's miraculous return has spooked someone under observation with Scout General Rebal and his men. We have to assist them in capturing him before he escapes. I'm afraid you've got one final assignment ahead of you. All the details are in the letter. You had better get going."*

Since this final assignment is technically not part of the original agreement, the DM can allow the PCs to barter with Wrynn for additional payment. Although this seems distasteful to Colonel Wrynn, she will agree to up to an additional 1,000 crowns per PC. If the PCs refuse to cooperate, she will thank them for their service to the army and the crown and withhold any further payments until the PCs agree to help.

The PCs accept and receive an address in a less-than-reputable neighborhood of Caspia, along with a password. When they arrive, they are met by members of Cygnaran Intelligence. These officers inform the PCs their quarry, Captain Ian Kavanaugh, was Harring's superior and was involved in smuggling operations with the Protectorate. Harring knew about this—or Kavanaugh suspected he did—and bolted. He took a great deal of logistics information with him,

but he hasn't escaped the city yet. Cygnaran Intelligence knows he will appear at one of three locations tonight to be extracted. The PCs will stake out one of the locations and stop Captain Kavanaugh and any of his accomplices if they appear.

Of course, Kavanaugh and his accomplices show at the PCs' stakeout location. The scrutator and his men slipped across the river under cover of darkness and agreed to meet Kavanaugh at this warehouse. The plan calls for the Menites to extract the waiting Kavanaugh from the warehouse, escort him to the Black River, and return to Sul with the boat they have hidden near the docks.

### Read Aloud

*You have been observing the warehouse for several hours now and the sun has long since vanished. This back alley, bereft of street lamps, is poorly lit at best. Just as you are about to give up hope, you see four cloaked figures quickly dart down the alley, knock at the warehouse door, and duck inside.*

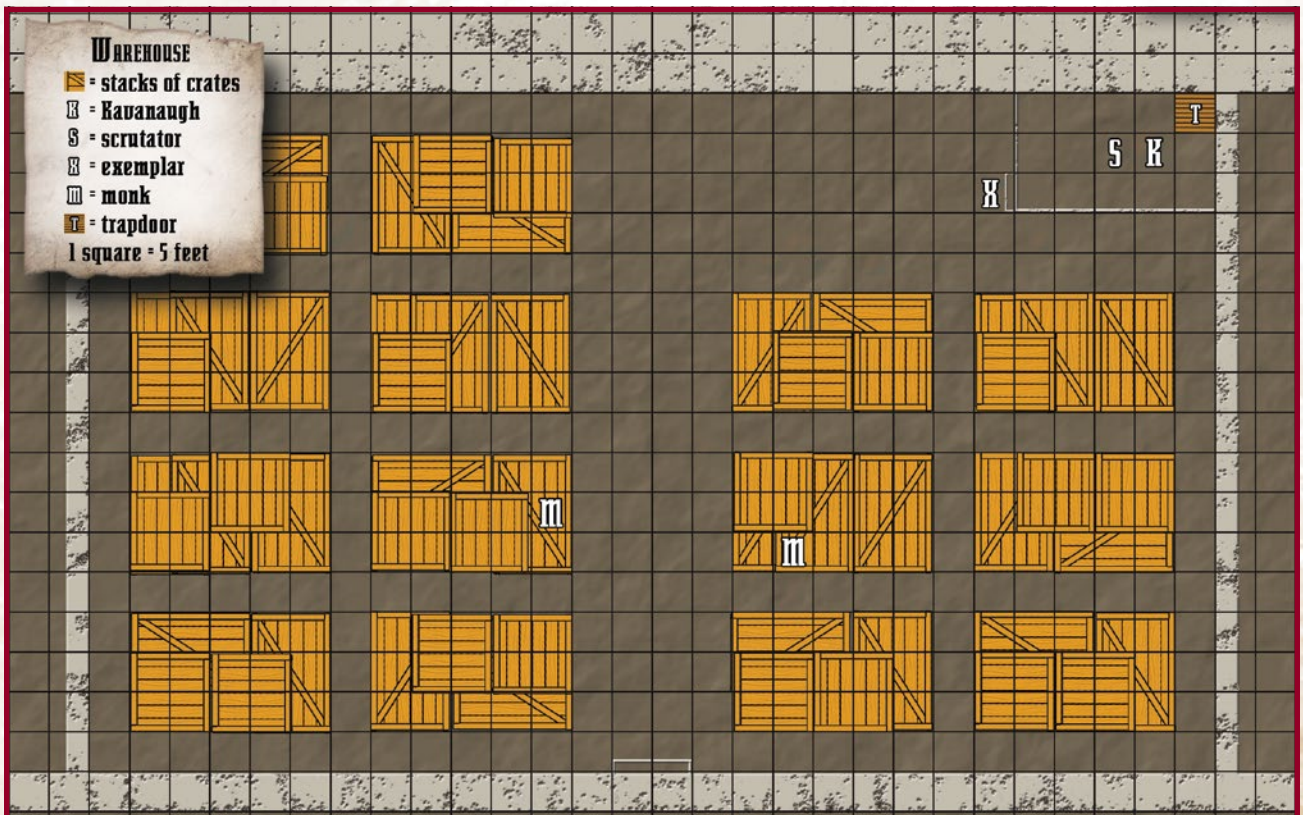
The warehouse is 50' high. Crates are neatly stacked like blocks to heights of 30' to 40'. The back of the warehouse abuts a large city wall, cutting off escape around the back. Only a few feet separate the warehouse from its neighbors on either side. The characters have no room to maneuver in the tight space between the buildings.

**Captain Ian Kavanaugh:** Male Caspian arcane mechanik 8; CR: 8; medium humanoid; HD 8d6+8; hp 39; Init +4, Spd 20 ft; AC 18 (touch 12, flat-footed 18); Base Atk +4, Grp +4; Attack: masterwork short sword +5 melee (1d6/19-20/x2); Space/Reach 5 ft/5 ft; AL NE; SV Fort +3, Ref +4, Will +9; Str 10, Dex 10, Con 13, Int 18, Wis 16, Cha 13; Feats: Scribe Scroll, Improved Initiative, Combat Casting, Still Spell Lighting Reflexes, Craft Wondrous Item, Craft Wand; Skills: Appraise +15, Concentration +10, Craft (clockwork) +9, Craft (mechanika) +15, Craft (steam engine) +10, Knowledge (arcane) +14, Knowledge (mechanika) +15, Knowledge (clockwork) +9, Search +15, Sense Motive +14, Spellcraft +15, 'Jack Handling +8; Spells: (3/4/4/2; save DC

14+spell level) 0—*detect poison, message, read magic*; 1st—*disguise self, flare\**, *ray of enfeeblement, touch of fatigue\**; 2nd—*charm person\**, *expeditious retreat\**, *magic missile\** (4 bolts), *resist energy (fire/20, already cast)*; 3rd—*invisibility, water breathing*; Possessions: 200 gp, 2000 gp (in gems), mechanical wand of *lightning bolt* (14 charges, CL8, DC 17 Reflex save for half), mechanical wand of *dispel magic* (12 charges, CL8), mechanical wand of *hold person* (7 charges, CL 8, DC 17 Will save), masterwork breastplate, masterwork short sword, Liber Mechanika: 0—*acid splash, detect poison, flare, mending, message, ray of frost, read magic, resistance, touch of fatigue*; 1st—*charm person, disguise self, expeditious retreat, floating disk, magic missile, scramble*; 2nd—*arcane lock, crush construct, detect cortex, detect thoughts, invisibility, knock, overdrive, scorching ray, seize gears, shatter*; 3rd—*clairaudience/clairvoyance, dispel magic, hold person, illusory script, lightning bolt, secret page, water breathing*.

\* Still Spell.

**Scrutator:** Use the Scrutator stat block from Chapter Three, but remove the *ring of protection* +2 and reduce the AC by 2.



**Exemplar:** Use the Exemplar stat block from Chapter Three.

**Monk (2):** Use the Monk stat block from Chapter Three, but remove the *amulet of natural armor +1* and reduce the AC by 1.

### Conditions

An oak bar secures the warehouse's front door. A DC 25 Strength check is required to break it.

Inside, the illumination is dim (unless the PCs bring their own), so everyone is given concealment (20% miss chance). Due to all the boxes and crates, all ranged attacks suffer a -4 penalty to hit.

### Tactics

Once the monks enter the warehouse, they immediately climb to the top of two stacks of crates to act as lookouts. When the PCs enter, the monks are already perched atop these piles, where they have a good view of the front door. They are well hidden in the shadowy alcoves (+6 to Hide checks) and will not engage the party when they enter. Instead, they will climb down and sneak up behind the party. The exemplar blocks the door to the small office where the scrutator and Kavanaugh meet. If it appears the party has a way to gain surprise on the exemplar, the monks will abandon stealth and attack with loud shouts to warn their fellows. Both the scrutator and Kavanaugh will use the first round to cast a defensive spell before exiting the office (magic vestment for the scrutator, expeditious retreat for Kavanaugh).

For the Menites, it is kill or be killed. The scrutator will cast divine power on round 2 and enter the fray, exhorting his minions to fight to the death. Kavanaugh will employ targeted spells like *magic missile* as well as his wand of hold person as long as possible. He has no desire to die or be captured. Once either of those possibilities appears likely, he lets loose with the wand of *lightning bolt* and tries to hit as many PCs as possible, regardless of the Menites still fighting. He will flee into the office, lock the door behind him, and try to escape into the sewers through the trap door. In the sewers, Kavanaugh casts *water breathing*

on himself. Able to breathe in this unspeakably foul water—an indignity he will not soon forgive—Kavanaugh will allow the sewer current to sweep him out into the Black River to freedom. He will not forget, however, the PCs who ruined his scheme, and he may one day return for revenge.

### Treasure

The Menites each have 25 gp worth of coins. Kavanaugh has 200 gp worth of coins and 2,000 gp worth of gems in a money belt under his armor. All other treasure is listed as gear in the stat blocks at the end of the adventure.

*Optional: DMs who wish to end this scenario here rather than allow Kavanaugh to escape can simply remove water breathing from his 5th level spell slot and replace it with a stilled scorching ray (2 rays).*

### Conclusion

If the PCs succeed in capturing or killing Captain Kavanaugh, they are welcomed back with open arms and perhaps even receive a small medal of recognition for their service to Cygnar. Payment is provided immediately, and the PCs can look forward to more work from Cygnar.

If the PCs do not manage to capture or kill Captain Kavanaugh, the Cygnaran Army is very displeased. Several individuals from Scout General Rebal's office debrief the PCs; uncovering no evidence of collusion with the enemy, the officers release them. Payment for the rescue of Lt. Haring takes several days, but is finally approved.

### Further Adventures

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

- The Cygnaran army has received word

that Captain Kavanaugh is headed to Clocker's Cove. The PCs are offered a chance to redeem themselves in the eyes of the army by finally capturing Kavanaugh.

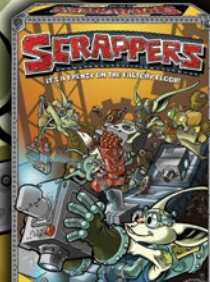
- It seems Menoth sees all and knows all. The PCs receive word the Menites somehow learned of their involvement in the rescue of Lt. Haring and have put a substantial bounty on their heads.
- With the Protectorate so close, the Cygnaran army feels it is time for Lt. Haring to be reassigned elsewhere. Because the PCs were so helpful in retrieving him, the army requests they escort him to his new station at Point Bourne.
- The PCs are approached by one of Scout General Rebal's men. The spy the PCs met in Sul has been in contact and says she has found something so vital the PCs need to travel deep into the Protectorate to meet with her.





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# MODELING & PAINTING

By Matt DiPietro, Studio Painter

## UNDER THE WEATHER: WEATHERING TECHNIQUES



Some of you may have noticed the detailed weathering on the new Destroyer extreme and wondered how these results were achieved. This issue of Modeling & Painting describes the secret technique so that everyone can try it. And the good news is that it's pretty easy to pull off!

### The Salt Weathering Technique

This method, uses salt as a spray mask to simulate chipped paint and battle damage. An airbrush is the most versatile way to apply your spray, but the same effects can be achieved with spray paints of the correct colors. If you go that route, make sure you use paints with a matte finish; paints with a gloss or satin finish will present difficulties when you try to paint layers over them. Although flat finish spray paint can work, it may turn out grainy and will be more susceptible to damage during transport.



Step 1) Basecoat the model with a rust-colored mixture. Choose a mixture that will contrast nicely with your spray color; for this model I used a mixture of Bloodtracker Brown, Bloodstone, and Sanguine Base.



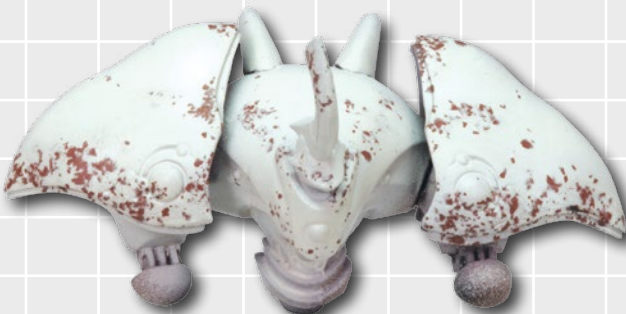
Step 2) For this step you'll need some coarse salt (kosher or sea salt works well). Using regular table salt won't ruin the paint job, but the results will look less realistic due to the uniform size of the salt granules. Using a wet paintbrush, paint clean water onto the areas that would get the most wear and tear, such as armor plate edges, fists, kneecaps, and feet. Next drop small pinches of salt onto the wet areas. It's best to apply the salt gradually, area by area, and take the time to remove any errant salt particles that will create chips in undesirable locations before moving on to the next step.



Step 3) Allow the water to completely dry so that the salt is firmly stuck to your model. Then spray the area using your airbrush or spray paint.



Step 4) Using a stiff-bristled brush, remove the salt from the model to reveal a beautifully chipped surface. A stiff nylon scrubbing brush is ideal for this, as removing the most stubborn particles can take quite a bit of force.



After you're done removing the salt, your figure should look similar to this Myrmidon. Notice how the rust peeks through the paint now. Enhance this weathered effect further with the steps offered in the Airbrush Masking Technique section.

# Airbrush Masking Technique

Masking is a method by which sections of a model are shielded so that only a specific targeted area is covered by a spray paint or airbrush layer. This technique is great for creating accurate designs and insignias and combines well with the salt weathering technique to achieve really cool effects with a relatively small amount of work as compared to hand painting. For a fresh-from-the-factory look, just omit the salt weathering.



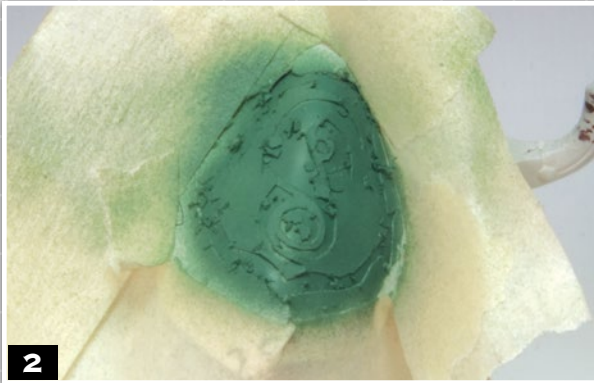
**1 A**

Step 1) A cool trick for simulating lettering and insignias is to write/design a mask on the computer and print it onto label paper. Then just cut out the design, peel the label from the sheet, remove some tackiness, and apply the mask to the model.



**1 B**

Once your stencil is applied, mask off the desired area using masking tape. Most masking tape is designed for use with less precise work and more durable paints, so before sticking the tape to your model remove some of its tackiness by sticking the tape to your shirt a couple of times. This will prevent the tape from removing paint from the model when it is peeled off later. A piece of firm card or paper with a window cut into it is a good way to isolate an area so only a small portion of the model shows.



**2**

Step 2) Next, just apply water with a brush and stick a small amount of coarse-grained salt to the unmasked area, as shown in the Salt Weathering Technique section. Carefully remove any salt that ends up in undesired locations. Let the water dry completely before proceeding to the next step. Spray your design using an airbrush or spray paint.



**3**

Step 3) Remove the masking tape. Using a stiff brush, scour the salt particles from the model to reveal the chipped design.



**4**

Step 4) With the salt weathering and masking out of the way, add some highlights and shadows to the model. It is important to add mixing medium to your paint for this step to ensure that your paint is translucent and won't mess up the previous steps. Lastly, using thin glazes of Brown Ink mixed with Bloodstone, add some subtle rust drips and additional weathering to complete the look.



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# •IRON KINGDOMS GAZETTEER•

## HORGENHOLD: Gatehouse of Rhul

By Andrew Linstrom

Map by Christopher West • Art by Muttonhead and Brian Snoddy

A stronghold commands the southern borders of Rhul, older than the memory of the human nations it watches and grander in its low immensity than any fortress built by human hands: Rhul's great gatehouse, the Horgenhold. The fortress and its defenders have repulsed Molgur and Orgoth and have since stood untested by the comparatively fledgling Iron Kingdoms.

The main trade route out of Rhul is the mighty Black River, a coursing waterway that runs from Armsdeep Lake through all of Llael and then through Corvis, where it branches into the Dragon's Tongue River, which reaches Five Fingers and continues

south all the way to Caspia and the Gulf of Cygnar. The Black River slices through the Silvertip Peaks to the south of the Armsdeep, making it the easiest path through the tall mountains that shield Rhul better than any walls. The Horgenhold sits at the base of the Silvertips, overlooking both the river and the narrow road that follows it through this pass.

The Horgenhold is a sight unlike any other. Its walls are carved from the same stone as the cliffs it rises out of, the rough face of the mountain turned to sleek-faced bulwark. From every aperture and crenellation, a multitude of cannon barrels stare out to challenge any who approach. The innumerable

buttresses shoring up the exterior walls have been likened to dozens of clenched, defiant fists, daring any who would style themselves enemies of Rhul to approach.

The rushing Black River is bridged by the Holdspan, an extension of the fortress. This bridge is tall enough to accommodate nearly any vessel capable of traveling up the river and sits above a series of iron gates that can be raised up from the riverbed via great geared mechanisms to narrow traffic or block it entirely. Like the Horgenhold itself the Holdspan hosts cannons all along its length, a fair number trained upriver to catch any vessels attempting to avoid inspection. Few passing the imposing gate have had the temerity to try.



The outer walls of Horgenhold seem impenetrable, but they are only the beginning of the fortifications. The fortress extends deep within the mountain, and every chamber of it is built to withstand assault. Should a foreign army manage to breach the Horgenhold, their fight would begin anew within its walls. Its long, tight corridors are riddled with portcullises, murder holes, and mechanical traps. Coded runes and diagrams are carved along the walls and floor throughout the fortress to aid in coordinating defense; without proper training, these marks are incomprehensible. The entire garrison drills regularly in preparation for the unlikely need for defense.

The chambers abutting the walls themselves are dedicated to defense: besides embrasures for the cannons there are armories, warjack hangars, and mustering rooms. The next layer is chiefly barracks for the garrison's thousands of dwarves and ogrun. A variety of clans contribute to the fortress defenses, and these have affiliated into several distinct groupings and companies, each with its own housing and facilities. These groups can become territorial, but even lawful feuds are to be set aside while within the Hold, and duels must be coordinated with the senior officers. Past the barracks are the kitchens, mess halls, parade chambers, workshops, shooting ranges, shrines to the Great Fathers, and other shared facilities needed to keep the garrison in fighting shape.

The fortress contains a small but fully outfitted warjack machine shop and armory along with sufficient crew to keep its fighting machines ready for battle. While 'jacks are not created here, they can be nearly entirely rebuilt if the personnel are given the time, and additional parts or supplies can be requested from Ghord as required. These mechaniks earn a bit of extra coin during slow weeks by hiring their repair services to the mercenaries who stop at the fortress for resupply. Fortress supply officers keep a close watch on ammunition inventory to prevent opportunistic mechaniks from undermining fortress defenses by selling off vital powder stockpiles.

Deeper within the fortress are the levels given over to civilian control. Here one can find a mix of dwarves and non-dwarves, Rhulfolk and foreigners. Some are merchants or adventurers, stopping for brief business or just passing through. Others are the civilian part of the Horgenhold's infrastructure. Taverns such as the Churned Riverbed run by Barl Stonefast (male Rhulic Ftr2/Exp7) serve ale and pies at exorbitant prices paid by soldiers eager for a taste of home.

These levels also house a host of refugees from occupied Llael. They were admitted—after due consideration and questioning—when Khador invaded their homeland, and most have done their best to integrate usefully with the civilian economy under the

fortress. A small human minority has been present in Horgenhold for centuries, but their numbers swelled considerably after the war and required additional facilities to be set aside. With the Protectorate's crusade now making a claim on that war-torn region, the greater part of the refugees in the Horgenhold have followed their hosts' urging to repatriate. Many have started new lives as Rhulic citizens and distrust Llael's new foreign governors.

Within the bowels of the fortress are its vast storerooms and cisterns. The enormous chambers can hold enough coal, blasting powder, water, and dried and canned food to keep the Hold supplied for up to a year. The storerooms are amply braced in Rhulic fashion to minimize the chance of collapse from above in the face of catastrophic bombardment. These measures were put to the test in 537 AR, when an ogrun custodian got careless while evicting a pack of skiggs from one of the powder magazines. Thankfully the construction held, and since the repairs the storerooms are regularly swept for extraordinary vermin. The deep chambers are also home to one of the banks of steam engines that powers the river-blocking gates under the Holdspan, ensuring Rhul could deny passage even if the machinery within the bridge itself were to be knocked out.

Every vessel not bearing recognizable Rhulic clan standards—and many that do—are inspected as they pass Horgenhold. Each of the gated archways beneath the Holdspan has a small dock for transferring inspectors. The hold also has a half dozen paddle-wheel cutters, small boats with oversized steam plants and light cannon mounted on the fore, just large enough to chase down runners while carrying a squad of soldiers and a light warjack. The cutters sometimes conduct inspections on the river, usually if traffic is backed up or a ship is too large to hold position under the bridge for long.

## History

The Horgenhold's history goes back millennia. There are records of a fortification at its location as far back as



3000 BR, before the rise of the priest-kings, set there to watch the Black River for signs of Molgur incursions into Rhul from the south. Work on the Horgenhold itself began around 1000 BR, when the Grand Moot noted the human kingdom of Rynyr on the rise to the south, and decreed the construction of a citadel.

Oversight of planning for the fortress was entrusted to Clan Udo, inheritors to the Great Father, who is one of three major patrons of battle. Udo's master builders worked with masters of Clan Orm, who specialize in masonry, to honor their progenitor with a fortification of unrivaled size in dedication to its purpose. Dwarves from many clans joined the Udo in this labor, yet it was a century before the Horgenhold was deemed functional and three more before they considered it complete.

The Rynr petty lords and kings living just south of the fortress never dared challenge the might of Horgenhold, so its true test came in the winter of 542 BR, when the Orgoth advanced into Rhul having conquered Rynr. For three months, the defenders of the Horgenhold battled the Orgoth legions with hammer, sword, and axe. They fought through snow-blinded mornings and nights luminous with the fell fires of Orgoth sorcery. Above the din, the dwarven priests' passionate descants to the Great Fathers and the Claywives clashed against the chanting of the Orgoth warwitches and the anguished battle cries of their slave soldiers. Legends claim that when the invaders finally relented, the Black River was so thick with corpses you could walk across it.

The Orgoth managed to penetrate the outer gates and walls of the Hold but were brought to a halt by its array of internal defenses. So steep were the Orgoth losses that they declared Rhul to be unassailable and never marched on the dwarven kingdom again. Dwarven historians refer to the battle as the Lesson of the Horgenhold, and no other army or nation has since dared to learn it for themselves. Although it is not well known outside Clan Udo, this lesson has two meanings, as the Horgenhold was almost lost during this battle. While enemy casualties

outnumbered the defenders by a large margin, the Orgoth nearly exhausted those who manned the walls. This was the closest Rhul ever came to facing invasion, and it was a bitter lesson that prompted the extension and reinforcement of fortifications.

During the Occupation era, the Horgenhold was already the gateway for river trade between Rhul and the subjugated human lands. The dwarves inspected all crafts approaching up the Black River, but Rhulic commerce with the outside was limited. The plight of their neighbors had the dwarves' sympathy even as the Moot remained adamant they would not risk the lives of their own citizens on any offensive outside their borders. During the Rebellion when the humans rose up against their oppressors, the Horgenhold served as an occasional haven for Immoese freedom fighters, and some of the exchanges of mechanical acumen between the rebels and the Rhulfolk that led to the inception of the Colossals took place in the fortress' halls. Today the Horgenhold is a cannon-studded signpost warning enemies away from Rhul's southern borders as well as a center for recruiting.

## Life in the Hold

Command of the Horgenhold is traditionally entrusted to the eldest sibling of the stone lord of Clan Udo. The present commander of the garrison, Champion Gornrick of Udo (male dwarf Pal12) coordinates the fortress from the headquarters located in the uppermost levels. Responsibility for the Horgenhold's readiness and watchfulness rests ultimately on Gornrick, but details of the fortress' day-to-day operations are delegated to the four holdmasters: Holdmaster Guvul of Redhammer (male dwarf Ftr10), in charge of marshaling and disciplining the bulk of the soldiers, including the elite Forge Guard; Holdmaster Kalmon of Rockfast (male dwarf ArcMk5/Ftr2/Exp2), responsible for the cannons and other engines of war; Holdmaster Kurtol of Shieldbearer (male ogrun Ftr11), oathsworn to Clan Udo and korune to many of the fortress' ogrun; and

Holdmaster Dragha of Sigmur (female dwarf Ftr4/Exp4), in charge of supplies and logistics. Champion Gornrick is responsible not just for the Horgenhold itself but also for the network of watchtowers and lesser fortresses along Rhul's southern border that it anchors. He prefers to spend his days touring and personally overseeing those forts and towers and is found within the Horgenhold less than half the time, entrusting its general administration to his capable holdmasters.

The fighting dwarves are largely the responsibility of Holdmaster Guvul, alongside the ogruns' overseer Holdmaster Kurtol. Guvul is in charge of overall military preparedness, organizing patrols of surrounding countryside, and authorizing mercenary contracts. He is a veteran of the Forge Guard and served several mercenary tours abroad throughout his career, including fighting for Ord during the Scharde Invasions and for the ill-fated loyalists in the aftermath of the Lion's Coup. Like many in Rhul, he is wary of the new Menite neighbors to the south but also considers them a better alternative to the Khadorans. The Menites have also proven to be reliable in paying their mercenary contracts. He considers combat experience as mercenaries the final phase of training for his men, and through Menite contracts they have gained seasoning.

The units stationed at the Horgenhold spend roughly two-thirds of their time patrolling the miles of battlement and the surrounding area, with the remainder of their time reserved for drilling and exercising. Because the feuding that has traditionally helped keep Rhulic clans in fighting form is forbidden here, the holdmasters arrange supervised mock battles every season. These battles can become quite intense and often result in injuries or even the occasional fatality. Such hazards are considered an acceptable risk to maintain Rhul's defenses.

The Horgenhold boasts acres of chambers suitable for training exercises, from full parade grounds and firing ranges to temporarily unoccupied barracks wings. The parade grounds, firing ranges, and surrounding

countryside allow the men to drill their formations and practice taking the field. Running exercises in the empty wings acclimates them directly to defending the fortress and lets them simulate urban combat. Periodically, temporary fortifications are erected across the river for exercises, allowing their warjacks to test their guns and the Forge Guard to whet their warhammers against metal and masonry.

Holdmaster Kalmon is responsible for the guns and walls as well as for what goes on within those walls. He commands the engineers, artilleryists, and provosts. Kalmon was sent to the fortress from Lakeforge a decade ago as a dubious promotion amid rumors of scandal. He misses the workshops of Lakeforge and hopes to return there in honor after proving himself as custodian of the Horgenhold. A shrewd leader, he keeps the fortress' crews of masons and mechaniks about their business with a minimum of friction with the troops.

While Rhulic law is maintained in Horgenhold, the fortress also has its own interior laws. Clan lords who have donated warriors to the defenses have authorized their subordinates to be disciplined by the holdmasters. Overall disciplinary policy is left to Holdmaster Guvul, but actual policing is performed by the Hold provosts under Holdmaster Kalmon's purview. The provosts are

respected for their impartiality and dedication to keeping the peace within the Horgenhold, which also involves scheduling authorized duels between soldiers with irreconcilable differences. Their regular patrols through the barracks help keep the garrison's soldiers honest, and they are quickly dispatched to quell the situation—with glove and truncheon when necessary—if troops from rival clans threaten feud. Their other main duty is policing the civilian quarter, a task that requires greater attention than policing reliable soldiers who better understand Rhulic law.

## Within the Walls

Holdmaster Guvul commands the warjack-mounted guns and field artillery that accompany soldiers to battle, but the dozens of stationary cannons that cover the Horgenhold and the Holdspan and their crews are under Holdmaster Kalmon's command. Every yard of rock, river, and road within five miles of the fortress is pre-sighted for artillery, and a sophisticated array of powerful telescopes atop the fortress let them spot and scrutinize vessels coming up the river well in advance. The armament ranges from pintle guns for sweeping enemy infantry off the ramparts to high-angled mortars and long-barreled cannons. Boats bring weapons from Lakeforge as needed to replace older guns deemed no longer up to snuff.

The crews drill regularly, and the road and far cliffside bear the scars of thousands of dense cannonballs fired in lieu of explosive shells as the Horgenhold's defenders honed their skills over the years. The fortress is riddled with reinforced magazines, and a network of railcart track and gear-driven lifts extending all the way to the bottom storage chambers ensures that should an enemy present itself, the guns will not go hungry.

The ancient walls of the fortress that have stood for generations continue to endure with little need for maintenance. Most of the daily work of the Horgenhold's engineers and mechaniks goes into the modern features of the fortress, like the lifts, the gates on the river, and the steam plants. The systems are doggedly reliable and have built-in redundancies, so service in the Horgenhold is not especially challenging for a mechanik or engineer. Many are glad when they are detailed to travel with mercenary units on defensive postings abroad, where they can advise and oversee their comrades' safety in the field.

Holdmaster Dragha's own small army of dwarves and ogrun coordinate procurement and distribution of consumables and equipment throughout the Horgenhold, which is no small task in a fortress its size. Essential supplies are delivered regularly from deeper in Rhul according to contracts with various clans, great and small. Most of the supply contracts are generations old, and a few small clans, notably the Obdurr and Whitghrd, have built their entire reputations on regular deliveries to the Horgenhold. Barges offload barrels and crates onto the docks across from the Hold, where stout ogrun stevedores and squat laborjacks whisk them across the bridge and down into the supply chambers in the bowels of the fortress.

Dragha's predecessor was known to use her position to play favorites with units in the garrison, leaving a reputation on the supply division that she was not thrilled to inherit. Under her, the goods are counted, catalogued, and distributed with stern precision. Skimming provisions or sloppy bookkeeping can land an offender's entire unit in hot

## RHUL AND THE MENITE FAITH

Some of the humans who have moved into the Horgenhold have been surprised to discover that local Rhulfolk are not alarmed about the neighboring city of Leryn being occupied by the Protectorate of Menoth's Northern Crusade. Indeed, the Forge Guard has periodically hired out mercenary services to Protectorate emissaries and is willing to establish long-term contracts.

Generally most Rhulfolk do not understand the Menite religion, nor do they comprehend the distinction between the Morrowan and Menite faiths. At first glance, the True Law of the Menites seems at least loosely analogous to the Codex of the Great Fathers. Deeper analysis demonstrates the benevolent Rhulic religion is much closer to Morrowan philosophies, but this is not widely understood. A religion based on law and order seems eminently appropriate to Rhulfolk, and thus they are willing to give Menites the benefit of the doubt. Wider exposure has demonstrated the fundamental differences between these faiths to those Rhulfolk who travel abroad, but it is only slowly that soldiers of Horgenhold are coming to understand the pervasive zealotry and fanaticism possessed by most Sul-Menite crusaders. Even with that understanding, they consider these matters a human concern so long as the Northern Crusade makes no threatening moves on Horgenhold.



water and result in them being docked ale or hooaga. For all that she can be a stern taskmaster, Holdmaster Dragha's honesty and competence in the task of keeping the fortress fed and stocked have earned her the genuine respect and devotion of her staff. Some of the ogrun under her have even gone so far as to swear her their korune.

## Blood & Coin

Like Hammerfell to the west, the Horgenhold is a center for mercenary organization. In the Rhulic tradition, units within the garrison are available to be hired for contracts abroad. This provides the soldiers and their clans the opportunity for good income. It also provides valuable combat experience for the troops, something hard to come by in a fortress unassailed since the Orgoth conquest.

The dwarves of Horgenhold once hired out to any party in the Iron Kingdoms willing to meet their price, but the invasion and brutal subjugation of Llael by Khador colored their diplomatic temperament. Rhul has long had mutually profitable financial dealings with Khador, but unlike their warm, neighborly relationships with Cygnar and Llael, the dwarves and the cold-hearted Khards have never been particularly fond of each other. The bloody massacre at Riversmet and the subsequent conquest of Leryn completely soured relations. It was not only that these two cities were on friendly terms with the Horgenhold; in addition, a number of prominent dwarves living in Riversmet had died at Khadoran hands. Trade and commerce with Khador continues from other quarters in Rhul, but the Horgenhold keeps itself apart from these dealings. These dwarves have offered their aid instead to the Highborn Covenant, Cygnar, and local representatives of the Protectorate of Menoth.

Today's Forge Guard carries the same name as the defenders who joined in fighting off the Orgoth in the Lesson of Horgenhold. Like their forebears, the Forge Guard focus their training on fighting man-to-man in close ranks. Some purport that generations of distrust of the Khadorans shaped the Forge Guard's



contemporary armament and doctrine. They are a favorite of commanders expecting to face Khadoran Man-O-War shocktroopers in particular, as the Forge Guards' thick plate armor allows them to close ranks under fire and their piston-driven mechanical warhammers are built to topple and smash.

## Civilian Life & the Shadows

The civilian levels are a lively place, full of sights, sounds, and smells that cannot be found elsewhere in the austere fortress. One of the vaulted parade chambers is now a bazaar thick with tents and stalls offering goods from throughout Rhul and abroad. Mess halls have been converted into taverns and restaurants, and mustering rooms have been turned into theaters. Some bunk rooms remain simple hostels, while a handful have become expensive hotels with brick walls and soft beds instead of curtain partitions and simple cots.

Most of the civilians in the fortress are dwarves, there to satisfy the eager market of the garrison, but a sizable minority are humans or of other races: merchants and mercenaries, refugees and roustabouts. Gaining entrance to the fortress is simple for those traveling the road. As long as they pass inspection and consent to staying out of the garrison's way, travelers are welcome. Stopping by boat is common but can be difficult for a lengthy stay, as the

Hold has limited mooring for overnight visitors. When the few piers here are full, ships must anchor their vessels in the river and cross by dinghy or raft back to the bridge. A gobber going by Predd (male gobber Rog3) does good business ferrying travelers to and from their boats by raft. Coal and provisions can be expensive at the Horgenhold, so captains with ample fuel prefer to steam on through to Armsdeep Lake. This is a long and difficult stretch of river, however, and Horgenhold makes a tidy profit from the inevitable resupply that must take place here.

The local taverns are a good place to look for mercenaries. Holdmaster Guvul negotiates contracts for formal military units like the Forge Guard, but smaller companies and irregulars like the famous Gorten Grundback or Herne Stoneground can be contacted through civilian channels. Many mercenaries hire locals here to represent them when they are working abroad, thus maintaining a steady flow of offers. Horgenhold's position on the border has also made it an occasional gathering point for human mercenaries hoping to be noticed by brokers come to hire dwarves. Additionally, Holdmaster Guvul sometimes hires freelance mercenaries to participate in training exercises with the garrison in order to expose them to fresh foes and techniques. Those participating do so at their own risk, of course, as there is no guarantee of safety.

## Intrigue & Skullduggery

The goings-on of a fortress of the Horgenhold's importance attracts the scrutiny of Rhul's noble spymasters, Clan Jhord. The young Bartan Ghrdlar (male dwarf Rog 7/Spy1) is Clan Jhord's chief agent in the Horgenhold. Dispatched to the fortress by his mentor and father-in-law Bulin Jhord (*IKWG* p. 255), Bartan shares Bulin's hatred for the guild of freelance Rhulic spies called the Glomring. The skilled Bartan was raised and trained in the covert intelligence climate of the Rhulic capital but is inexperienced and does not yet fully grasp the subtler interactions taking place within the fortress town. To impress his father-in-law he dedicates resources to harrying the Glomring that might be better utilized watching the Khadorans. At this point in their subversive game, Glomring agents routinely outmaneuver him, but that may change in time.

The Glomring has been operating in the Horgenhold for as long as it has been watching the Black River, though the Hold has little in the way of the inter-clan competition the mercenary shadow clan traditionally exploits. Instead, the lurkers who come to the Horgenhold make their services available to fellow dwarves in their competition with foreign interests. Their most experienced member, Nollos Domescaler (female dwarf Rog6/Spy4), attempts to keep an eye on all the covert activities in the fortress, maintaining a who's who of agents and their identities as well as mentoring younger lurkers and helping manage their contracts. Rather than taking on contract assignments of her own, Nollos is on retainer with Holdmaster Kalmon to keep shadow business to the shadows. The boat would be rocked if Bartan Ghrdlar were to discover this arrangement, but Nollos is very good at giving him the runaround.

Though the fortress has officially severed ties with Khador's military and refuses to enter into new large-scale contracts, Khadoran citizens are not forbidden to visit and trade; they are merely unwelcome. That hasn't deterred Kayaz Pavel Krinitskiy (male

Khadoran Ari2/Rog2) from expending a small fortune in Khadoran silver fruitlessly attempting to establish profitable trading arrangements in the Horgenhold. Krinitskiy has spent more than two years in the Hold ignored or derided by his hosts, who gladly take his coin but offer him decidedly unfair terms for his goods. Since his arrival he has been carefully watched by the provosts, Clan Jhord agents, and the Glomring, who all are wary of kayazy interloping in the Horgenhold's affairs. Krinitskiy seems to be harmless, however, merely a cheerful drunk known for making his rounds among the merchants with his daily offers of negotiations before settling into his cups at the tavern. He jokes that his profitless mission continues as a bureaucratic oversight, the obvious explanation for why after two years of no profits and now being stranded behind Menite lines, his sponsors in the Strevnost Public Trade company continue to send him capital and rotate out his bodyguards.

Unbeknownst to their doddering charge, the bodyguards sent by Krinitskiy's sponsors in the Motherland represent the real kayazy interest in the Horgenhold. A mix of talented spies, thieves, and assassins, the kayazy agents are active participants in the Horgenhold's covert scene. Clan Jhord, the Glomring, and the holdmasters suspect their true nature but tolerate their presence as long as they aren't caught acting directly against their hosts. These agents are involved in a complicated but subtle game of diversion, misinformation, spying, and counterspying: trying to ferret out details of the holdmasters' mercenary dealings while the holdmasters endeavor to maintain secrecy and discretion. This might eventually escalate to violence, but until the agents are caught in wrongdoing they are protected by Rhulic law.

Given the delicacy of the situation the kayazy agents have not sought to gather intelligence about Rhulic security, but they are keenly interested in Cygnaran and Llaelese activity. They keep a close watch on the human population of the fortress, particularly new visitors.

The bladesmen led by Capo Sergei Relnov (male Umbrean Rog6/Enf5) are consummate professionals, and they clean up after themselves well. When Llaelese freedom fighters, Protectorate mercenary brokers, or Cygnaran merchants with eyes too wide for their own good go missing in or around the Horgenhold, any bodies found are discovered miles downriver with their identifying features removed—if they are found at all.

The kayazy policy of respecting their hosts is in danger of changing. The latest bodyguard rotation brought a disguised agent of the Greylords Covenant, Magziev Ihrin Kosposin (female Khadoran Wiz9). One of Relnov's recent victims, an unhealthily nosy Illuminated One, carried evidence in his journals of a secret cache of Orgoth relics hidden somewhere in the fortress' storage chambers. Kosposin's task is to locate the artifacts—prizes the dwarves claimed after the Lesson of Horgenhold—and smuggle them back to Korsk. Unbeknownst to her, safeguarding the trove of cursed trinkets is a sacred task handed down by the caretakers of a particular shrine to the Great Fathers. The duty currently lies with the priestess Juror Anlost Huldr (female dwarf Clr6/Bcp3) and her husband Gerhard (male dwarf Pal8), a veteran Knight of the Patriarchs. Kosposin is not the first human to come sniffing after forbidden power in the Horgenhold's cellars, and the last one was not the first that Anlost and Gerhard laid to rest.





# SHATTERED GROUNDS LEAGUE

## THE WAR BEGINS ANEW

This is a year of great change for WARMACHINE and HORDES, and that includes league play. The new Shattered Grounds league system brings players a wealth of options for their league experience. Each Shattered Grounds season features unique Iron Kingdoms fiction, an interactive map, and individualized season models.

For 2010, league fiction centers on specific fields of conflict across western Immoren. Shattered Grounds moves away from collections of letters and dispatches to craft a different story for each season that will detail the specific forces and the events leading up to their battles—which will be fought by you, our players! The first season, Nightfall, brings you a story that takes place on the plagued island of Garlghast, where the armies of Cryx, Khador, and Circle Orboros battle to claim the blasphemous relics of the shattered Orgoth Empire.

Garlghast Island is not only the backdrop for this new Iron Kingdoms fiction; it is also featured on the interactive map. Much like the Summer Rampage leagues of the past, each Shattered Grounds season allows players to band together with faction

players around the globe to fight for territories on the league map. These territories offer bonuses to the controlling faction, so choose your battles with care.

Season models are another defining element of the Shattered Grounds league. These models, such as the set of model cards you see on the pages that follow, are legal for just one league season but offer players new perspectives on well-known elements of their faction armies. In Nightfall, players will get a glimpse of occult research, models steeped in blighted energies, or the combat of these evils.

So go forth to battle! Fight for your faction's dominion over Garlghast or just to have a good time at your local store or game club. In addition to the new thematic elements, Shattered Grounds gives players the opportunity to play multi-player matches or team games and earn awards for painting, making terrain, or demoing the game to new players.

For more information on leagues, go to [www.privateerpress.com/leagues](http://www.privateerpress.com/leagues). For everything you'll need to participate in the Nightfall league, go to:

[www.privateerpress.com/nightfall](http://www.privateerpress.com/nightfall)

**GRAVEDIGGER GRENADIER**  
CYGNAR LIGHT WARJACK

**GRENADIER**

SPD	STR	MAT	BAT	DEF	ARM	CMD
6	7	6	6	14	15	—

**GRENADIE LAUNCHER**

RNG	ROF	AOE	POW
10	2	3	12

**MATTOCK**

POW	P+S
5	12

FA U

PC 5

SYSTEM STATUS

L R M C C

L L M M C

L L M C C

L L M C C

DAMAGE

3 2 3 4 5 6

Included on Shattered Grounds: Nightfall use only.

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**GRAVEDIGGER GRENADIER**

**GRENADIER**

**ARCANE PRECISION** - If this model forfeits its movement during its activation to gain the aiming bonus, it ignores Stealth that activation.

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

**GRENADIE LAUNCHER**

**ARCING FIRE** - When attacking with this weapon, this model can ignore intervening models except those within 1' of the target.

**STEAM PRESSURE** - This model can forfeit its movement to give this weapon +4 RNG this activation and gain the aiming bonus.

FA U

PC 5

SYSTEM STATUS

L R M C C

L L M M C

L L M C C

DAMAGE

3 2 3 4 5 6

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**HIERONYMOS**  
CRYX SKARLOCK THRALL SOLO

**HIERONYMOS**

SPD	STR	MAT	BAT	DEF	ARM	CMD
6	4	5	3	14	14	9

**CLAW**

POW	P+S
2	6

FA C

PC 3

SYSTEM STATUS

L R M C C

L L M M C

L L M C C

DAMAGE

3 2 3 4 5 6

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**HIERONYMOS**

**BLACK MANTLE** - While B2B with this model, friendly Faction models gain Stealth ③.

**MAJIC ABILITY (8)**

**BLIGHT STORM (\*ACTION)** - Place a 5' AOE anywhere completely in this model's command range. When an enemy model in the AOE is directly hit by an attack and the damage roll fails to exceed its ARM, it automatically suffers 1 damage point. Blight Storm lasts for one round.

**DARK FIRE (\*ATTACK)** - Dark Fire is a RNG 10, POW 12 magic attack. When a living enemy model is destroyed by Dark Fire, this model gains its soul token regardless of the proximity of other models.

**INFLUENCE (\*ACTION)** - Influence is a RNG 10 magic attack. Take control of target enemy non-warcaster, non-warlock warrior or model hit. The model immediately makes one normal melee attack, then Influence expires.

**RANGE AMPLIFIER** - When this model casts a spell and is the point of origin for the spell, the spell gains +5 RNG.

**SOUL TAKER** - This model gains one soul token when a living enemy model is destroyed within 2' of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

FA C

PC 3

SYSTEM STATUS

L R M C C

L L M M C

L L M C C

DAMAGE

3 2 3 4 5 6

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### ARCANIST PRECURSOR

**ARCANIST PRECURSOR** - RING 5. Target friendly Faction warjack. If the warjack is in range, it gains +2 on melee damage rolls this turn.

**POWER BOOSTER (\*ACTION)** - RING 5. Target friendly Faction warjack. If the target warjack is in range and has no focus points, it gains 1 focus point. If the warjack is Disrupted, it is no longer Disrupted.

**REPAIR (9) (\*ACTION)** - This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove the damage points from the warjack's damage grid.

**SACRIFICIAL PAIN (MYRMIDON)** - When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Myrmidon model within 3' of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

Intended for Shattered Grounds. Nightfall use only.

Skills: **FA 2**, **PC 2**

Damage: **DAMAGE** (6 yellow)

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**ARCANIST PRECURSOR**  
RETRIBUTION SOLO

Skills: **FA 2**, **PC 2**

Damage: **DAMAGE** (6 yellow)

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SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	5	4	13	12

**MULTI-TOOL**

P-S	POW
8	5

### BLIGHTED PRESS GANGERS

**MERCENARIES** - These models will work for Cryx, Cynar, Khador, and the Protectorate.

**LASS**

**BLIGHT KISS (\*ACTION)** - Choose an enemy warrior model B2B with this model. That model suffers 1 damage point. If this action boxes a living model, center a 3' AOE on the boxed model and remove it from play. Enemy models in the AOE suffer the Corrosion continuous effect.

**GANG** - When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

**GRUNTS**

**GANG** - See above.

Intended for Shattered Grounds. Nightfall use only.

Skills: **FA 2**, **PC 4**

Damage: **DAMAGE** (6 yellow)

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**BLIGHTED PRESS GANGERS**  
MERCENARY PRIVATEER SEA DOG UNIT

Skills: **FA 2**, **PC 4**

Damage: **DAMAGE** (6 yellow)

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SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	5	4	13	12	8

**HAND WEAPONS**

P-S	POW
10	3

**GRUNTS**

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	5	4	13	12	8

**HAND WEAPONS**

P-S	POW
10	3

### FUNEREL CASTIGATOR

**CASTIGATOR**

**IT BURNS!** - If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Fire continuous effect unless this model was destroyed or removed from play by the attack.

**FLAME FIST**

**DISINTEGRATE** - Models boxed by this weapon are removed from play.

**GRUNTS** - See above.

Intended for Shattered Grounds. Nightfall use only.

Skills: **FA 10**, **PC 8**

Damage: **DAMAGE** (6 yellow)

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**FUNEREL CASTIGATOR**  
PROTECTORATE CASTIGATOR HEAVY WARIACK

Skills: **FA 10**, **PC 8**

Damage: **DAMAGE** (6 yellow)

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SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	5	10	19	-

**FLAME FIST**

P-S	POW
16	5

**FLAME FIST**

P-S	POW
16	5

**DAMAGE**

DAMAGE	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

### GREYLOD DRENDSHIES

**LEADER & GRUNTS**

**MAGIC ABILITY (7)**

- PROBITE (\*ATTACK)** - Frost Bite is a RING SP 8 magic attack. Models hit suffer a POW 12 cold damage roll.
- ICE CAGE (\*ATTACK)** - Ice Cage is a RING 10 magic attack. A model hit suffers a cumulative -2 DEF for one turn unless it has Immunity. Cold. When a model without Immunity. Cold is hit with three or more Ice Cage attacks the same turn, it becomes stationary for one round.
- INFLUENCE (\*ATTACK)** - Influence is a RING 10 magic attack. Take control of target enemy non-warcaster, non-warlock warrior model hit. The model immediately makes one normal melee attack, then Influence expires.
- ORGY'S SEAL** - When a model targets this model with an offensive spell, the spell suffers -5 RING. If a model directly hits this model with an offensive spell, after the attack is resolved the attacking model suffers 60 damage points.

**FELLCLEAVER**

**POWERFUL CHARGE** - This model gains +2 to charge attack rolls with this weapon.

Intended for Shattered Grounds. Nightfall use only.

Skills: **FA 5**, **PC 5**

Damage: **DAMAGE** (6 yellow)

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**GREYLOD DRENDSHIES**  
KHADOR GREYLOD TERNION UNIT

Skills: **FA 5**, **PC 5**

Damage: **DAMAGE** (6 yellow)

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

**FELLCLEAVER**

P-S	POW
11	9

**MODEL #3 DAMAGE**

6	6	13	13	4	5	9
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**MODEL #5 DAMAGE**

6	6	13	13	4	5	9
---	---	----	----	---	---	---

**MODEL #6 DAMAGE**

6	6	13	13	4	5	9
---	---	----	----	---	---	---

Trollkin Fellblades

**LEADER & GRUNTS**  
**BERSERK** - When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.  
**SPELL WARD** - This model cannot be targeted by spells.

Included for Shattered Grenads; Nighthell use only.  
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FA	2
PC	5
LEADER	and 5 Grunts

LEADER & GRUNTS										
SPD	STR	MAT	RAT	DEF	ARM	CMD	P+S	POW	P+S	POW
6	7	6	4	12	14	7	6	6	13	13

**FELLBLADE**

Trollkin Fellblades  
TROLLBLOOD FENNBLEAD UNIT

Deathtagae Basilisk

**ANIMUS**  
**REPUSSION** 2 SELF - NO NO  
 Enemy models currently within 2' of the model using Repulsion are immediately pushed 2' directly away from it in the order you choose.  
**DEATH GAZE**  
**AMNILLATING GAZE** - When a living model is hit by this attack, add its current STR to the damage roll.  
**DISINTEGRATE** - Models boxed by this weapon are removed from play.

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FA	U
PC	4

DEATHGAZE BASILISK										
SPD	STR	MAT	RAT	DEF	ARM	CMD	P+S	POW	P+S	POW
6	8	4	6	13	16	6	6	4	12	12

**DEATH GAZE**

**BITE**

Deathtagae Basilisk  
SKORNE BASILISK DRAKE LIGHT WARBEAST

Legion Nephilim Warrior

**ANIMUS**  
**ARCANE SUPPRESSION** 2 SELF - NO NO  
 While within 10' of this model, enemy models must pay double fury and focus points to cast or upkeep spells. Arcane Suppression lasts for one round.  
**WARDER**  
**FLIGHT** - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.  
**FORCE BARRIER** - This model gains +2 DEF against ranged attack rolls and does not suffer blast damage.  
**SPELLBLADE**  
**BLESSED** - When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.

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FA	U
PC	5

WARDER										
SPD	STR	MAT	RAT	DEF	ARM	CMD	P+S	POW	P+S	POW
6	9	6	3	12	16	8	4	4	13	13

**SPELLBLADE**

Legion Nephilim Warrior  
LEGION NEPHILIM SOLDIER LIGHT WARBEAST

Trollkin Circle Unit

**LEADER & GRUNTS**  
**AMPHIBIOUS** - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.  
**BLOOD THIRST** - When it charges a living model, this model gains +2' movement.  
**FINISHER** - This model gains an additional die on damage rolls against damaged models.  
**SUBMERGE (♦ACTION)** - This model cannot be targeted by ranged or magic attacks for one round.

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FA	2
PC	5
LEADER	and 5 Grunts

LEADER & GRUNTS										
SPD	STR	MAT	BAT	DEF	ARM	CMD	P+S	POW	P+S	POW
7	7	7	4	14	12	7	3	10	10	10

**SACRAL BLADE**

Trollkin Circle Unit  
CIRCLE UNIT

By Justin Robinson • Art by Matt Dixon

## WINTER TROLL

Deep within Khador's northern mountains, the howl of a winter storm can sound like a shriek of endless rage torn from the throat of a ravenous behemoth. At the sound, the townsfolk who make their homes in the foothills huddle together, praying it is just the wind. Sometimes the remains of an isolated village or homestead are found weeks later. There, cracked beams from buildings torn asunder peek from beneath a fresh layer of snow like the picked-clean ribs of a wolf's kill. Eerily, neither blood nor bodies are visible; all traces of the inhabitants have vanished into the frigid night.

The scene is the aftermath of an attack by the dreaded winter troll. Like their brethren, winter trolls are nine-foot carnivores with powerful limbs capable of tearing trees in half or punching holes in the steel hides of warjacks. The skin of a winter troll is icy blue, and the typical troll quills are instead a thick mane of white fur. Instead of the lean and knotted physique of the southern troll species, the winter troll has a thick layer of blubber across its midsection. An aura of palpable cold follows them. A single touch from a winter troll can freeze water, while a gust of its chill breath stings like the bitterest gale.

To scholars, the winter troll is an enigma, but not for its adaptability or its ability to thrive in temperatures that would kill a man in minutes. No, the winter troll is unique among the higher animals for the deep chill it carries within its blue-white tissues. The source of this iciness is a mystery, but the winter troll is capable of harnessing it into icy breath that can freeze a man in his tracks. Indeed, it is this strange feature for which the winter troll is most infamous.

Other subspecies of troll appear to have gained their unusual abilities at least partly through an exotic diet. The winter troll is a keen predator and prefers to eat meat that has been frozen or chilled. While it will eat fresh meat if particularly hungry, usually it will take the time to breathe on the flesh of its killed prey before consuming it. If already gluttoned, the winter troll may drag its prey back to its lair where it freezes the prey into a solid block of ice to be consumed later. Winter troll larders are the stuff of nightmare, with terrified faces screaming silently behind a slick wall of ice, limbs reaching from within, and spilled blood frozen into crimson icicles.

The winter troll does this out of necessity; in the extreme cold of its habitat, food

sources are far from secure. When food is found, it must be obsessively stored to provide through the lean months. Indeed, the band of fat around their waists is visible proof of the trolls' unusually frugal metabolism.

A side effect of the winter troll's chilling body temperature is that its breath never mists in the cold. This, combined with its snowy complexion, makes it nearly impossible to spot a hidden winter troll in its natural habitat. These features render the winter troll an effective ambush predator.

Winter trolls are generally solitary and territorial. This is less pronounced in a large area, such as scavenging battlefields, until the corpse of a horse or other beast is found; then, the trolls will fight viciously over the prize.



The winter troll supplements its diet with copious scavenging. The activities of other predatory creatures, including those that are apparently blighted, have depleted its food supplies in the north. Accordingly, a number of the adaptable winter trolls have begun to move south. In recent years they have been seen more frequently among Khador's northern communities, where local militia or garrisons slaughter them whenever possible.

Ogrun, Nyss, Rhulfolk, and trollkin have also known of these elusive giants for some time. Before the cataclysm that destroyed the homeland of the Nyss, the elves treated the winter troll as a hazard to be avoided whenever possible and hunted and killed when it intruded past their marker stones. Ogrun paint a more charitable picture, with their name for the creature translating most closely to "the old man of the mountain." The ogrun acknowledge the creature as a predator, but isolated legends of winter trolls caring for orphaned ogrun

circulate, in the same way that wolves have been rumored to occasionally care for abandoned human infants. By contrast, man has always believed the winter troll to be a harbinger of the storm, summoning the angry winter winds with its unholy shrieks.

For most of recorded history, the winter trolls had intermittent contact with the northern trollkin kriels. These trollkin respected the territories of the winter trolls out of simple pragmatism: there is little more frightening than dealing with one of these predators on its home turf. Winter trolls occasionally aided trollkin kriels in exchange for access to more regular food but were not seen living among them in the same way as other full-blood troll breeds. It was not until the war against the Ruscar that the two subspecies made a more formal alliance.

The Ruscar were a loose confederation of human barbarian tribes that made their homes in the extreme north of

Khador. They had lived relatively at peace with the local trollkin until the rise of a leader named Galarix. He drew followers to him with claims of prophetic dreams and genocidal rhetoric against the local trollkin. His army descended upon the kriels along the Falconbridge River like a vengeful storm. Krielstones were shattered. Entire lineages were put to the sword.

Were it not for the great shaman Borka Kegslayer, the trollkin of the north might have faced extermination. Kegslayer knew his forces were outnumbered and demoralized. An attack on the Ruscar would be suicide. In search of hope, he drank himself a vision. Lying in a snowbank, his keg empty beside him, he heard a mournful howl sound across the starry night. An answer echoed, then another, and another. Borka sat up, grinning like a madman, and led his trolls into the Spires.



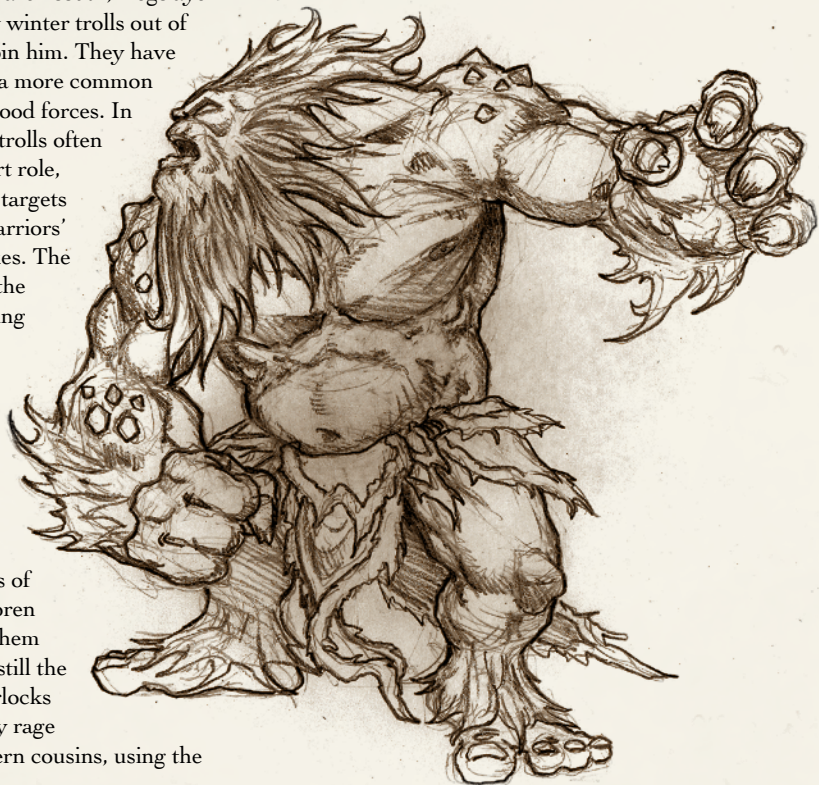
Another champion might have tested the strength of the winter trolls, perhaps trying to bend them to his will. Borka was far wiser, or perhaps merely lucky that his preferred method of diplomacy was precisely what was needed. He loaded ten wagons with grog and drove them into the mountains. Then he slaughtered the wooly oxen that pulled the wagons. As the blood steamed in the fresh snow, he let out a bellow that seemed to come from the throat of Dhunia herself. One by one, winter trolls stalked into the camp, sizing one another up with ice-blue eyes and staring at the enormous trollkin who had drawn them. Borka defused hostilities with the freezing yak meat and promised them a feast in the southern lands. They needed only to follow him.

As Kegslayer and his new allies marched to war, the Ruscar attempted an ambush at Velter Pass. The arrows of the barbarians fell thick upon Borka's column, only to ineffectively glance off of the crusted layer of ice the trollkin wore like armor. The winter trolls froze the oncoming Ruscar with blasts of numbing cold, and Kegslayer's champions shattered the barbarians like glass. Kegslayer walked out of Velter

Pass holding the frozen head of Galarix. The few remaining Ruscar fled south shortly thereafter.

After he accepted Madrak Ironhide's invitation to march south, Kegslayer brought many winter trolls out of the north to join him. They have since become a more common sight in trollblood forces. In battle, winter trolls often serve a support role, freezing large targets in place for warriors' precision strikes. The farther south the trollbloods bring their arctic cousins, the fouler the tempers of the winter trolls become. The promise of feasting on the battlefields of western Immoren barely keeps them in check. Yet still the trollblood warlocks harness the icy rage of their northern cousins, using the

merciless cold of winter itself to strike at their enemies with talons of ice and gales of snow.



## Trolls of Icebrand Lakes

The advantage of adaptive coloration is well established in nature and a fact that some troll bloodlines have demonstrated in certain extreme environments. Among the far northern winter trolls inhabiting the desolate wastes near the Icebrand Lakes northeast of Uldenfrost, some bear markings very similar to the pelts of snow leopards that hunt nearby. The mechanism by which the hides of these trolls change to mimic that of other nearby predators is not well understood but has been observed in other climates. Some of the trollkin kriels in this region that make use of these winter trolls have occasionally taken similar measures by adopting these colors in quitari patterns or even going so far as to paint their steeds with similar markings.





# WINTER TROLL TACTICS

By David "DC" Carl

The Winter Troll is one of the more subtle warbeasts in the Trollblood lineup, but it also has vast potential to swing the tide of battle in favor of the Trollblood forces. With multiple abilities to freeze enemies in their tracks, the Winter Troll can turn any foe into easy prey for the kriels.

## The Cold Shoulder

The Winter Troll is highly specialized toward stationary effects. With Rime, Freezer, and the Ice Breath's Critical Freeze, its mastery of the forces of cold translates into a powerful control element. The Rime ability is the most basic of these abilities, but it also does not require a fury investment. Any time a model hits the Winter Troll but does not destroy it, the model is frozen in place at the end of its activation. Freezer costs a couple points of fury, but it extends the freezing power to a 2" area around any Trollblood model. Enemy models ending their activation within that bubble become stationary.

Positioning and survivability are key elements for making the most out of Rime and Freezer. The Rush animus is a good way to get the Winter Troll into an ideal position while the Protective Aura ability and Bump animus can keep it alive long enough to Rime its foes. The Earthborn Dire Troll is a particularly good companion for the Winter Troll. Given a terrain-heavy table, Elemental Communion will allow an Earthborn Dire Troll to get into position easily, claim extra ARM, and freeze any enemy that draws near thanks to the Freezer animus.

Once an enemy model is frozen, the rest is easy. Any Trollblood model or Minion ally can take advantage of the breach in an opponent's defenses. Even the meager RAT 4 of Pyg Burrowers can easily hit a frozen foe, and their POW 14 Slug Guns are certain to leave a mark if not a corpse.

## A Breath of Frost Air

The Winter Troll does not have a particularly high RAT, but the spray rules make his Ice Breath attack far more accurate than it appears at first glance. When making a ranged attack at a DEF 13 target in cover or engaged in melee, an Impaler or Slag Troll would need to roll a 12, which is difficult even when boosting. Against the same target, a Winter Troll needs only a 9. Spray weapons are also effective against targets with Stealth or those that cannot be targeted directly by ranged attacks.

Just as the stationary effect the Winter Troll causes can help other models to hit a target, the knockdown ability can help the Winter Troll hit *its* target. Use attacks from Thumper Crews, Troll Impalers, or Trollkin Long Riders to set up a Winter Troll for blanketing enemies with its icy spray. The combination of stationary and knockdown is particularly devastating. Even for models that can shake these effects, a model can only activate normally if it shakes *both* effects, severely limiting its remaining resources.

Though its icy defenses will often keep a Winter Troll from being tied up in melee combat, it still has a number of options while engaged. Its pair of P+S 12 claws is a good start, especially when combined with Trollblood enhancements like Acidic Touch, Rage, or Stone Strength. The Winter Troll's power attacks are also a good option. For high-priority targets, consider a head-butt, slam, or double-hand throw to knock down a target's DEF more reliably than the Ice Breath's critical freeze.

## Wintery Wiles

The Winter Troll meshes seamlessly into many Trollblood army lists, but some warlocks complement its strengths better than others.



Abilities like Hoof It and Refuge are great for repositioning models to take advantage of Rime or Freezer. Similarly, abilities like Barroom Blitz, Goad, and Warpath allow Winter Trolls to get to the perfect Ice Breath vantage point.

Combine control or defensive abilities like Cacophony, Stranglehold, Sure Foot, and Wind Wall with the power of Rime and Freezer to cut down enemy offense for their next turn while simultaneously increasing the power of your counterstrike.

Grim Angus is a great warlock to pair with a couple of Winter Trolls. His Marked for Death spell and Snare Gun make it much easier to attack successfully with Ice Breath; his Lock the Target and Return Fire spells can mitigate incoming attacks; and his Spread the Net feat helps both offensively and defensively.

Calandra Truthsayer is another excellent match for Winter Troll tactics. Bullet Dodger and Star-Crossed both work well with the Freezer animus, while Befuddle, Fate Blessed, Force Blow, and Good Omens make superb Ice Breath enhancers.

# PAINTING THE WINTER TROLL

## Winter Trolls of the Icebrand Lakes

By Adam Huenecke



### What You'll Need:

#### Tools & Materials

Formula P3 Black Primer

Formula P3 Modeling Putty

Formula P3 Sculpting Tools

#### Paint

-  Armor Wash
-  Bastion Grey
-  Battlefield Brown
-  Beast Hide
-  Cryx Bane Highlight
-  Flesh Wash
-  Ironhull Grey
-  Khardic Flesh
-  Menoth White Base
-  Menoth White Highlight
-  Mixing Medium
-  Sanguine Base
-  Thamar Black
-  Trollblood Highlight

### Sculpting Fur

Mix some Formula P3 Modeling Putty, and apply lumps of it to the troll's shoulders, chest, and forearms. Using your Formula P3 sculpting tools, spread the putty around each area that you want to be furry. Leave approximately a millimeter-thick layer of putty covering the desired areas.

Next, use a hobby knife or sculpting blade, and score the putty vertically and somewhat randomly, so it looks like long, thin hair. Once all the putty is scored, use your hobby knife to stab the scored putty (stabbing from the opposite direction that you want the fur to hang) separating the scores and turning them into individual clumps of fur.

Finally, use your sculpting tools to pull the clumps of fur in different directions, giving it a messy, wild look. Let the putty fully dry and set before you prime or paint the model.



### Basecoat

Start with a base of Menoth White Base on the fleshy areas and a base of Trollblood Highlight on the furry regions. Base coat the loincloth with Beast Hide and Ironhull Grey. Paint the mouth in Sanguine Base and the finger and toenails in Ironhull Grey.

### Colors Used:

- Flesh:** Menoth White Base
- Fur:** Trollblood Highlight
- Mouth:** Sanguine Base
- Loincloth:** Beast Hide, Ironhull Grey
- Nails:** Ironhull Grey



## Shading

All the shading is done with washes. For the flesh and fur, thin out some Bastion Grey with a little water, and wash the entire area. Once the wash is dry, use a small amount of thinned-out Armor Wash to carefully shade the areas around the eyes, mouth, and the deeper recesses that would naturally catch the deepest shadows (between the fingers, the crook of the arm, etc.). Shade the gray areas, the loincloth, and the nails with Armor Wash as well, and shade the Beast Hide area with some Flesh Wash.

### Colors Used:

**Flesh and Fur:** Armor Wash, Bastion Grey

**Loincloth and Nails:** Armor Wash, Flesh Wash



## Highlighting

The fur and flesh will be highlighted in two steps. First, highlight the fur using a mixture of Trollblood Highlight and Menoth White Highlight mixed in a 1:1 ratio. Dry brush the fur with this mixture, highlighting the raised portions. Next, mix some Menoth White Base and Menoth White Highlight in a 1:1 ratio, and add a small amount of Mixing Medium to make it dry a little more slowly than usual. Highlight the fleshy areas with this mixture by gradually layering the paint onto the areas that would naturally catch a light and avoiding the areas you want to leave shaded. Next, very lightly dry brush both the fur and flesh with a small amount of Menoth White Highlight in order to make the highlight pop. Highlight the loincloth with Ironhull Grey on the furry areas and Beast Hide on the cloth (counteracting the shading wash a little to strengthen the base colors). Use some Menoth White Highlight on a small brush to pick out the teeth. Finally, use some Cryx Bane Highlight to paint irregular spots on the flesh and fur.

### Colors Used:

**Flesh:** Menoth White Base, Menoth White Highlight, Mixing Medium

**Fur:** Menoth White Highlight, Trollblood Highlight

**Loincloth:** Beast Hide, Ironhull Grey

**Teeth:** Menoth White Highlight



## Detailing

Using Tamar Black, draw small, rounded crescents around the spots on the fur and flesh (partially or completely outlining the gray spots), and add smaller spots between the larger ones. Referencing a photo of a snow leopard can help create natural markings. Highlight the tongue with some Khardic Flesh. Highlight the nails and loincloth fur with a little Trollblood Highlight, and pick out the edges of the nails with a tiny amount of Menoth White Highlight to make them look shiny.

### Colors Used:

**Spots:** Tamar Black

**Tongue:** Khardic Flesh

**Nails and Loincloth Fur:** Menoth White, Trollblood Highlight



By Simon Berman • Art by Eric Deschamps

## ASSAULT KOMMANDOS

Not since the days of the Orgoth have the Iron Kingdoms undergone such a revolution in mechanika and warfare. The present wars of western Immoren have become a crucible of innovation where outdated weapons and tactics are mercilessly winnowed away. The escalating war between Cygnar and Khador has been a showcase of action and reaction, informing the military theories of both nations. Almost as soon as one army crafts a new tool of attack, its opponent develops a response. This deadly game of one-upmanship has gone on for centuries, but it was only in the invasion of Llael that it reached its current fever pitch.

When Khador invaded the nation of Llael in 604 AR, only a few members of the High Kommand recognized it was the dawning of a new age of warfare. The strategies and tactics theorized by Gurvaldt Irusk, who was then kommandant, were to be applied on a large scale for the first time. In less than a year Khador had annexed almost the entirety of Llael with an efficiency and ruthlessness that shocked even some members of the Khadoran army. Irusk's doctrine of combined arms and innovative use of artillery proved shockingly effective. Even so, the Khadorans were occasionally surprised by the tenacity of defending troops. Although the Llaelese military rapidly fell apart during the first months of fighting, Cygnaran troops and even some warcasters were made available for the beleaguered nation's defense. For the first time since the Battle of the Dragon's Tongue, decades earlier, the armies of Cygnar and Khador met in open battle beyond the skirmishes common to their borders.

The improvised earthworks and tactics employed by Cygnaran trencher units proved to be one of the most serious impediments to a flawless Khadoran victory. Before the smoke had cleared from the final battles of the invasion, Irusk was already assessing how best to

apply the lessons he had learned from his recent victories.

During the invasion, Irusk had made extensive use of the highly decorated warcaster Kommander Viktor Strakhov. Strakhov had proven to Irusk that he could carry out operations deep behind enemy lines with minimal or no support. Strakhov had been at the top of his class at the Druzhdina Academy and was a peerless field commander. While he was a potent sorcerer with a powerful connection to his warjacks, he preferred to rely on his own wits and physical superiority whenever possible. He even went so far as to train in his unpowered warcaster armor and was more than capable of overcoming an opponent in hand-to-hand combat while encumbered by the tremendously heavy plates and furnace. Among Strakhov's list of accomplishments during the war, many of which are still highly classified by the Prikaz Chancellery, were numerous actions against entrenched Cygnaran positions. So adept was he at clearing these earthworks that Irusk made a point of seeking him out while recuperating from severe wounds suffered during the last days of the campaign.

Strakhov was gratified to learn the kommandant valued his opinions, and with several conversations and a lengthy correspondence, the two began to formulate the vision of an ideal soldier. By this time, Irusk already knew his next great challenge would be against the Cygnaran fortress of Northguard. A vast no man's land defined by entrenchments, forts and earthworks stretched between that fortress and the Khadoran fortress of Ravensguard. As Irusk and Strakhov's conversation proceeded, both knew trenchers would be one of their greatest threats in the coming battle. Irusk directed his subordinates to assess the spoils of the Llaelese war for tools he might be able to leverage. One of the greatest windfalls of the war was the capture of Order of the Golden Crucible

guildhouses and a number of their most gifted personnel. These alchemists were quickly put to work finding ways to counter the trenchers and their signature smoke bombs.

Within a year, Irusk had designed a training regimen to produce soldiers who would meet his new vision. These warriors would be handpicked volunteers from within the Winter Guard, committed to a lifetime of service to the Motherland. Their advanced training would emphasize survival, endurance, and a willingness to take actions at which their enemies would balk. Their role in combat would be purely offensive and focus on the breaching of entrenched positions via speed and surprise.

To this end the assault kommandos would be armed with the cutting edge of alchemical weaponry. Each would carry a Vislovski carbine made to Irusk's exacting specifications. The weapon included a permanently affixed blade in place of a bayonet. Most importantly, the carbines were mounted with an integral underslung canister that fired specially crafted canisters filled with strangle gas, the fruits of the captured Golden Crucible's labor. The bombs would explode on impact and release a powerful alchemical gas. Heavier than air, the gas would settle into the low trenches, choking and sickening all who breathed it.

The assault kommandos themselves were issued masks that represented another achievement in modern alchemy. These masks filtered poisons and pollutants, protecting their wearers from all manner of toxins, particularly the strangle gas the kommandos would employ. Furthermore, exacting alchemical techniques applied to the lenses of the masks allowed the human eye to pierce clouds of smoke, a deadly advantage against the trencher units the kommandos were created to counter. In

addition, their armor was treated with cutting-edge alchemical mixtures that prevented even extreme temperatures or caustic alchemical agents from harming the wearers.

Finally, the kommandos were equipped with light but extremely resilient shields made of unique alchemical alloys. With these locked in place, the unit could approach an enemy emplacement and withstand intense punishment while returning fire through specially cut grooves in the shields.

Their training regimen was personally overseen by Strakhov, whom Irusk ordered to create perfect soldiers. Strakhov was eager to do so, and the training regimen he created was punishing in the extreme. Of the initial five hundred Winter Guard who volunteered for the mysterious program, only one hundred were

selected, and less than fifty graduated. The training exercises included evaluations to determine that each assault kommando would be willing to take any action necessary to achieve victory without regard for their own lives or civilian casualties. Irusk himself was startled by the total commitment of these soldiers, and the Greylords Covenant sent observers to future classes with the intent of applying Strakhov's techniques to their own training programs.

By mid-605 AR Strakhov and Irusk were satisfied with the first class of assault kommandos. The front between Ravensguard and Northguard had, as Irusk predicted, become the fulcrum of the Cygnaran-Khadoran conflict, and it was here they prepared to unleash their new soldiers. Shortly after nightfall on Donard 5th, Katesh 605 AR, four units of kommandos led by Strakhov himself assaulted the forward Cygnaran position. The soldiers crossed the ravaged no man's land with quick strides, easily avoiding the barbed wire and barricades littering the field.

Mere feet from the first earthworks, the rearmost rank of kommandos fired canisters of strangle gas into the trench. Almost simultaneously the leading ranks threw themselves forward, shooting their carbines into the mass of choking trenchers and long gunners.

In less than three hours fewer than forty assault kommandos slaughtered almost sixty trenchers and associated Cygnaran soldiers but suffered only light casualties. This offensive granted the Khadorans valuable hours to further their own entrenchments. They gained almost two dozen yards, a shocking forward movement in the grinding trench warfare that had developed between the opposing fortresses.

The Cygnaran general staff was shocked. In a single engagement the Khadorans had exploited weaknesses and utilized frightening new technology to massacre some of their toughest veteran forces almost casually. It was only by the narrowest of margins and the commitment of multiple warcasters that the forces stationed at Northguard were able to repel Irusk's first major assault on their fortress. Even anticipation of assault kommando tactics did not prevent serious casualties. Less than two years later, Irusk and Strakhov had perfected their tactics and Northguard fell beneath a tremendous assault, spearheaded by waves of then-veteran assault kommandos.

Since that time, the assault kommandos have continued to be a favored instrument of the High Kommand. However, the enemies of the Motherland have developed counter-tactics for kommando assaults, and the disparate casualties inflicted in the unit's early days are no longer the norm. Because of this, the Khadoran Mechanics Assembly has been tasked with providing new weapons and options for the kommandos. Some kommandos now carry the first production models of flamethrowers, another benefit of captured Golden Crucible alchemists. It is likely the High Kommand will continue to use the assault kommandos to test new breakthroughs in weaponry, as few other soldiers are as well equipped to adapt to the changing face of warfare.



# PAINTING ASSAULT KOMMANDOS

## Assault Kommandos of the 2nd Army, 3rd Division, 9th Kompany "Night Crawlers"

By Todd Arrington



### What You'll Need:

-  Armor Wash
-  Bastion Grey
-  Black Ink
-  Bloodstone
-  Bloodtracker Brown
-  Blue Ink
-  Bootstrap Leather
-  Brown Ink
-  Coal Black
-  Cold Steel
-  Cynar Blue Highlight
-  Exile Blue
-  Khador Red Base
-  Matte Medium
-  Menoth White Base
-  Pig Iron
-  Quick Silver
-  Red Ink
-  Rhulic Gold
-  Rucksack Tan
-  Sanguine Base
-  Thamar Black
-  Underbelly Blue
-  Yellow Ink

### Basecoat

Base the metal of the gun with Cold Steel, the stock with Rucksack Tan, and its straps with Rhulic Gold. Basecoat the red portions of the armor with Khador Red Base, the metal portions of the shield with Pig Iron, the cloth with Bastion Grey, the other armor portions Coal Black, and the remaining leather portions with Bootstrap Leather.

### Colors Used:

- Gun (Metal):** Cold Steel
- Gun (Stock):** Rucksack Tan
- Gun (Straps):** Rhulic Gold
- Red Armor:** Khador Red Base
- Black Armor:** Coal Black
- Shield:** Pig Iron
- Cloth:** Bastion Grey
- Leather:** Bootstrap Leather



### Shading

Wash the gun's metal with a mix of Bloodtracker Brown and Armor Wash, then a placed wash mix of Exile Blue and Armor Wash. Wash the gun's stock with a mix of Bloodstone and Matte Medium. Wash the gun straps with a mix of Bloodtracker Brown and Armor Wash. Wash the red portions of the armor with a mix of Sanguine Base, Exile Blue and Matte Medium. Wash the shield with a mix of Bloodtracker Brown and Armor Wash, then a placed wash mix of Exile Blue and Armor Wash. Wash the black portions of the armor with a mix of Thamar Black and Matte Medium. Wash the cloth portions with a mix of Bastion Grey, Black Ink, Brown Ink and Matte Medium. Wash the remaining leather portions with a mix of Bloodtracker Brown, Thamar Black and Matte Medium.

### Colors Used:

- Gun (Metal):** Armor Wash, Bloodtracker Brown, Exile Blue
- Gun (Stock):** Bloodstone, Matte Medium
- Gun (Straps):** Armor Wash, Bloodtracker Brown
- Red Armor:** Exile Blue, Matte Medium, Sanguine Base
- Black Armor:** Matte Medium, Thamar Black
- Shield:** Armor Wash, Bloodtracker Brown, Exile Blue
- Cloth:** Bastion Grey, Black Ink, Brown Ink, Matte Medium.
- Leather:** Bloodtracker Brown, Matte Medium, Thamar Black



## Highlight

Highlight the gun's metal with Cold Steel. Detail the gun's stock with lines of Menoth White Base. Highlight the gun's strap first with Rhulic Gold, followed by Cold Steel. Highlight the red portions of the armor with Khador Red Base and Menoth White Base. Base the eyes of the goggles with Cygnar Blue Highlight. Base the grenades using Pig Iron. Highlight the shield's metal portions with Cold Steel. Highlight the other armor portions with Coal Black, followed by Underbelly Blue. Highlight the cloth with Bastion Grey and small touches of Menoth White Base. Finally, highlight the leather portions with Bootstrap Leather, followed by Menoth White Base.

## Colors Used:

**Gun (Metal) and Shield:** Cold Steel

**Gun (Stock):** Menoth White Base

**Gun (Straps):** Cold Steel, Rhulic Gold

**Red Armor:** Menoth White Base, Khador Red Base

**Goggles:** Cygnar Blue Highlight

**Grenades:** Pig Iron

**Black Armor:** Coal Black, Underbelly Blue

**Cloth:** Bastion Grey, Menoth White Base

**Leather:** Bootstrap Leather, Menoth White Base



## Detailing

Detail the gun's metal with Quick Silver. Glaze the gun's stock with mix of Bloodstone, Brown Ink and Matte Medium. Detail the gun's straps and rivets with Quick Silver. Glaze the red portions of the armor with a mix of Yellow Ink and water, then a mix of Red Ink, Yellow Ink and water. For the goggles, glaze with Blue Ink, then small touches of Underbelly Blue. Wash the grenades with a mix of Armor Wash and Bloodtracker Brown. Detail the shield's metal and rivets with Quick Silver. Detail the larger studs of the black armor portions with a mix of Coal Black and Underbelly Blue, and the smaller rivets with Underbelly Blue.

## Colors Used:

**Gun (Metal, Straps) and Shield:** Quick Silver

**Gun (Stock):** Bloodstone, Brown Ink, Matte Medium

**Red Armor:** Red Ink, Yellow Ink

**Goggles:** Blue Ink, Underbelly Blue

**Grenades:** Underbelly Blue

**Black Armor:** Coal Black, Underbelly Blue



## 2nd Army, 3rd Division, 8th Kompany "Night Crawlers"

The 8th Kompany has been assigned to the new front along the Dragon's Tongue River. They are responsible for guarding the newly erected fortifications along the northern bank opposite Point Bourne. As skirmishes and small battles have increased in intensity, the assault kommandos of the 8th have been used almost exclusively in night fights along the muddy banks of the river.



# ASSAULT KOMMANDO TACTICS

By David Dauterive

Assault Kommandos have been the boogey-men of trenchers across western Immorean with their faceless gas masks and brutal tactics. With the release of WARMACHINE Mk II they have truly become a force to reckon with across all factions. They possess the endurance to reach their goals and the strength to crush whatever stands in the way of victory. Whether you want to hold the line or break your opponent's, Assault Kommandos have the utility to do both.

## Immunities and you!

Alchemical treated armor has never been quite as cherished until now. With the introduction of Immunities, Assault Kommandos now have the luxury of ignoring a slew of spells and attacks that most other forces cringe in fear of. Being immune to both fire and corrosion will force your opponents to rethink how they might deal with a unit in Shield Wall. No Bile Thrall purging, no Breath of Corruption, and all those Protectorate of Menoth models who love fire so much; all of it sloughs off the kommandos like water.

The other signature immunity Assault Kommandos possess are to gas and cloud effects courtesy of the Alchemical Mask. High Reclaimer trying to save his forces by carpeting the battlefield with Burning Ash? Confidently reply with, "HAHA! That's cute!" as your kommandos charge right for the jugular. It also allows them to fully utilize the effects of Strangle Gas since they can ignore the -2 DEF and -2 to attack rolls. So while the enemy is choking his guts out, your kommandos can harvest them like wheat. Do not forget that the gas template sticks around for a round, so if survivors try to fight back or another enemy unit charges in, they will still have to deal with -2 to their attack roles if they are touching the template. Do not be afraid to have your rear rank shoot your front rank with the grenade launcher, as it will not hurt your models but still trigger the Strangle Gas template with a hit.

## Need a light?

Previewed in *No Quarter* #28, the Assault Kommando Flame Thrower is a vicious addition to an already brutal unit.

At first glance it seems simple enough; it's a flame thrower, so what? It is a flame thrower in a unit immune to fire! If your front rank is bogged down by the enemy, simply aim with one or two of your flame throwers and target your own ranks. With your guys being immune to the attack and sprays ignoring the -4 to hit in close combat you can easily free up your troops to attack as they will.

The other more devious use of the flame thrower is that of a bomb. Let them lead the way when assaulting an enemy unit. If your opponent is foolish enough to actually kill one while engaged then he has also succeeded in setting his own troops on fire! Use that to your advantage by causing your opponent to second guess committing his full unit to attacking yours for fear of setting his own troops ablaze. Don't forget, your kommandos are not even fazed by it. In fact if it wasn't for the gas masks they would probably light up a stogie.

## Assault: More than a name

There is one thing that the assault kommandos truly excel at... assaulting! Der! Combined with the Assault order, each kommando can crank out a whopping three attacks. Even at POW 8 on their combat shields they threaten heavy infantry reliably. Against really heavy targets, you will want to keep your charge attack with the gun blade, as that extra point of POW can be the difference between a killing blow and a whiff. Of course the added bonus of having a combat shield is allowing your unit to go into Shield Wall. Bumping your unit to ARM 18 will ensure most reach their target unscathed.

## Kommando Kraziness!

Now as with any other unit in WARMACHINE, you get the most mileage out of Assault Kommandos by supporting their abilities with other units, spells, feats, etc. It does not take much more help to make the kommandos a terror on the battlefield.

- Prep an enemy unit with a couple of Ice Cages on key models to lower their DEF. During the shooting portion of



your Assault order, target these models with the Strangle Gas as it will be more likely to hit. Besides, the poor sap freezing his butt off and coughing his lungs out will be at -4 DEF.

- Speaking of Greylord Ternions, Blizzard the back ranks of your unit in Shield Wall for DEF 14, ARM 18 against ranged and magic attacks.
- Assault Kommandos will get an insane amount of use from Signs and Portents or Hand of Fate from either of the Vlads. These spells on any unit dramatically increase their effectiveness, but for the kommandos with the sheer number of attacks they crank out on their activation multiplies it tenfold.
- Banishing Ward from Zerkova is great for effectively giving them Immunity: Spells! Nyah! Nyah! Nyah!
- Assault Kommandos work great with The Butcher. Iron Flesh the unit for DEF 15 leading up to the charge and then switch it with Fury for P+S 11 and 12 attacks! Blood Frenzy never hurts as well for that additional die of damage on all damage rolls.
- Weald Secrets from The Old Witch will help the kommandos charge through forests and give them an added DEF bonus from concealment and cover.
- Then there is Kommander Strakhov. But you'll just have to wait and see what goodies he brings to Assault Kommandos in *Forces of WARMACHINE: Kbador*. He he he...



# The GAMERS' JOURNAL

By the Privateer Press Staff

## Staff Challenge 2010 • part 2

Welcome back, loyal reader! The Wheel of Factions has turned once again, and we bring you a new batch of Privateer staffers who stepped up to the challenge of assembling, painting, and playing a randomly chosen faction. Last issue showcased a beatdown of the Circle Orboros, the Retribution of Scyrrah, Cryx, and Khador. We saw some great paint jobs and serious bone-and-metal-crunching gameplay.

This time around, staff artist Chris Walton brought out his winter-themed Trollbloods. Sculptor (and WARMACHINE newb) Ben Misenaar played his first couple of games with some models he actually helped design. Art director Kris Aubin showed off his modeling skills with the Protectorate of Menoth, and Dave Dauterive introduced a finely painted Retribution army ready to bring some righteous anger to the table.

What was great this time around was the mix of new and old guard, including people who have very little experience up against some vets. Despite the disparity, the results were surprising!



Sculptor Ben Misenaar managed to crush art director Kris Aubin with his huge size and radioactive breath. He's now rampaging through Tokyo.



# Chris Walton: Trollbloods

MODEL/UNIT	COST
Borka Kegslayer	+5 beast points
Troll Impaler	5
Troll Impaler	5
Dire Troll Mauler	9
Thumper	3
Kriestone Bearer & Stone Scribes	3
Fell Caller	3
Troll Whelps (5)	2
<b>Total</b>	<b>25</b>

It took some careful maneuvering, but I ended up with Trollbloods as my faction for the Staff Challenge. When it came which warlock to use as the starting point for my new army, the choice was obvious — Borka Kegslayer. My decision was based purely on the fact that Borka exudes every nuance that I associate with the trollkin. From there, I set about organizing my list and prepping my models.

## Modeling and Painting

Confession time: I painted my Borka model a while back. I had used the model to try out a winter theme and a non-metallic metal scheme. I was happy with the results and thought I'd never have to paint an army to match. How wrong I was.

I decided to take the winter theme I'd started with Borka and push it a bit on some of the other models in the army. All it took was a few simple conversions, such as giving one of my Impalers a fur-rimmed hood and turning my Dire Troll into more of a gigantic Winter Troll. I also tried to carry the idea of snow and ice through the palette of colors I chose for my army.

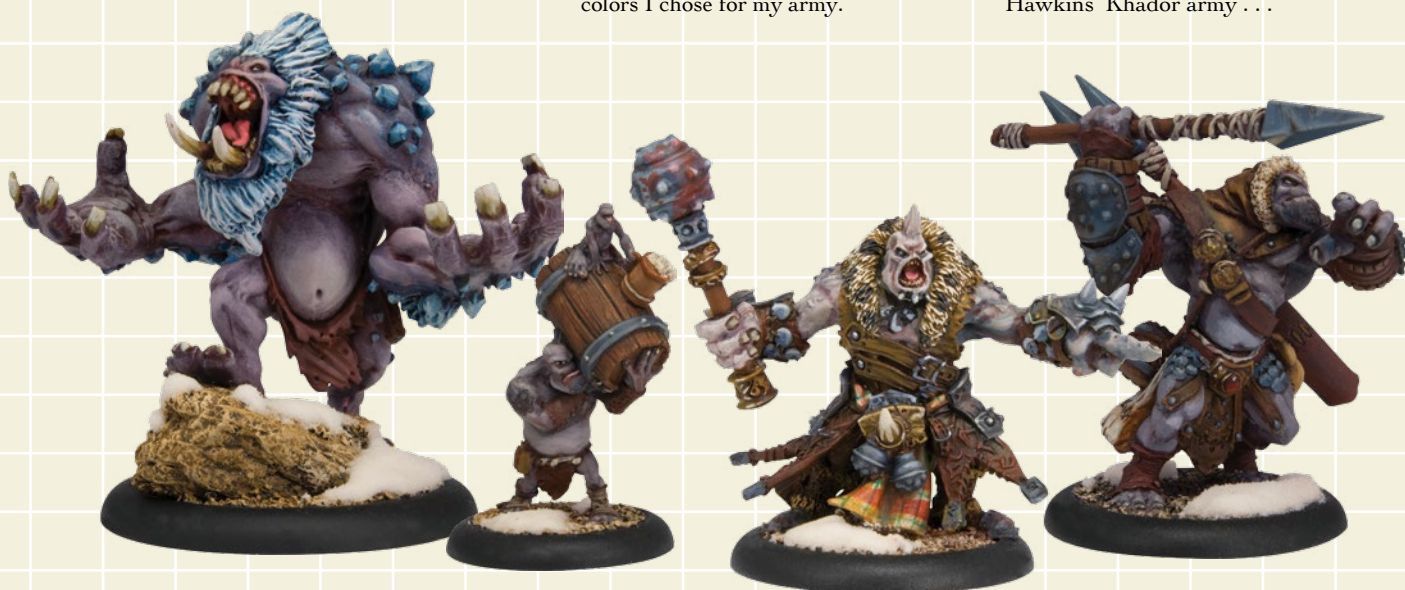
## Gaming

Inwardly, I groaned when I realized I'd be playing Dave Dauterive. Dave had been working on his Retribution force for a while now, and he'd managed to get in more than a couple of games. I, on the other hand, had not. Coupled with the fact that I am a much better WARMACHINE player than I am a HORDES player, I expected to get my head caved in during the game.

My battle against Dave taught me two things:

- 1) Never underestimate the ability of a short, hairy man from Louisiana to roll monstrous amounts of damage.
- 2) Never underestimate his ability to fail Attack rolls by narrow margins.

The battle was a tough fight and wicked amounts of fun. Dave wailed the tar out of me for much of it, but he committed his warcaster against Borka in a final assassination run that failed and left a very frail elf facing a very hurt and angry trollkin. I squeaked out a win, but it was no easy victory. Now I just need my luck to hold against Hawkins' Khador army . . .



I knew as soon as I saw Chris Walton's concepts of the Retribution of Scyrah it was an army I wanted to collect and paint. My spin of the Wheel of Factions landed on Cygnar, which was fine—but I REALLY wanted the elves. So I traded with DC, relying on a bit of diplomacy and his charitable nature (heh, right).

### Modeling and Painting

I had been mulling over a paint scheme since I first laid eyes on the Dawnguard concepts and wanted something different from the studio scheme. Steadily, my "Autumn Harvest Task Force" began to materialize.

The core visual of the paint job would be the verdigris bronze for the armor. I wanted the look and feel of ancient suits of armor that had withstood the elements for ages. I used lots of earth tones on the models for the non-metal bits and a nice, striking white for tabards, capes, etc. Surprisingly, the bronze was the easiest and least time-consuming part! I started with a base coat of Umbral Umber followed by a solid layer of Molten Bronze. Next, I applied a heavy wash of Green Ink mixed with a little more bronze. Once the wash dried, I drybrushed with more Molten Bronze, leaving green pronounced in the curves and showing here and there on the flat surfaces. To build up the highlights, I concentrated on the raised smooth areas with . . . you guessed it, more bronze!

I used Cryx Bane Base highlighted by Cryx Bane Highlight for the leather straps and weapon casings as well as sporadically on the myrmidons. Building up the white cloaks was

# Dave Danterive: Retribution



interesting, as it started as a dark brown brought up to white by mixing more and more Hammerfall Khaki and Menoth White Base/Highlight to it. All in all, about eight coats went into the white. Tedious, I know.

### Gaming

My Autumn Harvest Task Force was all about one thing: ranged death! With Rayvn leading Invictors and Stormfall Archers, come feat turn it would be all about death from afar. I had a Soulless Escort and Ghost Sniper planned but could not get them finished in time. Dare I say I "shorted" myself a few points?

My opponent for my inaugural game was none other than Chris Walton, concept artist of the Retribution! Unfortunately, it was at this point Chris informed me he was playing Trollbloods. I've always had the worse luck against Trollbloods, thanks to those frustrating Tough rolls! He informed me that he learned his warlock Borka Kegslayer had gained Wind Wall . . . remember, kids: "ranged death." Well, so much for that plan.

It actually turned out to be a really fun game, and that's all we were looking for! Granted, on one turn his Felcaller survived my entire unit of Dawnguard pelting him on the ground thanks to Tough rolls, but

MODEL/UNIT	COST
Rayvn, Eternal Light	+6 warjack points
Manticore	8
Griffon	4
Dawnguard Invictors (6)	6
Dawnguard Invictor Officer & Standard	2
Stormfall Archers	5
Dawnguard Scyir	2
Arcanist x2	2
Ghost Sniper	2
<b>TOTAL</b>	<b>25</b>

that was countered with said Dawnguard destroying the Dire Troll Mauler with the help of my Manticore. Woo-hoo Flank!

By the time the endgame came around, I thought I had him. Borka was close enough for Rayvn to reach with a little use of Swift Hunter, plus he was furious. But then I forgot my one Achilles' heel: I can *never* cash in on a caster-on-caster kill. *Next time, Walton! Next time!*





# Kris Aubin: Protectorate

major challenge of this endeavor was painting the five Bastions. These are by far some of the most detailed minis I have ever tackled, and I felt relieved once I finally finished them.

Step 4) Sloggin'. I managed to get in a test game with my force before my official fight against Ben. It was a painful defeat, but it takes me a few tries to learn how an army works. My next game against Ben was great; we were both pretty new to our forces and resembled two old men shaking their canes at each other from their opposed porches. Ben's army was a little tricky to deal with, but my main goal was to take out his prize, the Deathjack. Although the Reckoner sacrificed itself to deal some damage, it was Reznik and his Engine of Destruction spell that finished it off. To Ben's chagrin, his Cankerworm managed to steal the Reckoner's Condemner cannon and blast a Bastion squarely in the face with it. In the end, it was Ben and Epic Asphyxious who took the victory.

Over this process, I managed to come out with a pretty nice-looking starter army that is fun to play. The random selection granted me an army I would not have personally selected, and I am happy with what I produced. In the future, I can see adding a Vanquisher and Templar (I love plastics) to my army, perhaps with more ranged elements. I think every army-painting endeavor should start small and have a manageable but strict deadline to enforce success. And to Ben: I shake my walking stick at you! Next time you won't be so lucky.

faction, then select a warcaster and supporting army. This was intriguing, as I ended up with an army that I usually overlook, Protectorate of Menoth.

Step 2) Army list. Generally I'm a casual gamer who enjoys building and painting as much as playing the game. My technical knowledge of the Protectorate army is limited at best, but immediately I knew I wanted to run with Reznik and Bastions (without knowing how they actually work). I chose a Reckoner and Blessing of Vengeance because I had always thought they looked cool. I ordered ten Flameguard Cleansers but ended up with Temple Guard by accident. Don't question Menoth's wisdom. To fill in my remaining points, I took a Vassal and some Wracks.

Step 3) The long march. While putting my army together, I felt Reznik looked quite small compared to the hulking Bastions next to him. I grabbed a spare Bastion Leader figure and equipped him with Reznik's weapon, head, smoke stacks, and parchment. Now I had a massive hulking warcaster to lead my army.

Painting the army went fairly smoothly as I stuck roughly to the main Protectorate color scheme. The

MODEL/UNIT	COST
High Executioner Servaith Reznik	+6 warjack points
Hierophant	1
Reckoner	8
Blessing of Vengeance	7
Exemplar Bastions (5)	8
Temple Flameguard (10)	6
Wracks	1
<b>TOTAL</b>	<b>25</b>

I was excited to sign up for the Staff Challenge because its been a long time since I have finished a painting project, and a painting deadline is a great way to get an army on the table. Painting an army in a set amount of time is both an exciting and daunting task. It always sounds like a fun adventure in the beginning, but the journey can be long and arduous.

Step 1) Spin the wheel! Part of the challenge was to take the randomized



When I heard I would be facing off against Kris "The Canadian Beast from the Northeast" Aubin, I mentally prepared for the overwhelming politeness that only Canada can produce. And Kris did not disappoint. Admittedly, I am a total newb. In fact, my only strategy revolved around running the toughest-looking figures into battle to see what would happen when they clashed.

I sincerely hope there are others out there like me who find it nearly impossible to learn a game by reading the rules. I've always found it easier jump into a game with a friendly, experienced player who is kind enough to show me the ropes.

Here is what I gleaned from our game:

1) The Deathjack is awesome! Everything was a discovery waiting to happen, and I have to admit it was fantastic to find that a Deathjack not only is tough as nails but also can mercilessly pound an opponent with two claw attacks and then follow up with the horns.

2) A Cankerworm devouring a crushed enemy jack and assimilating a flame cannon which in turn is used to light a Bastion on fire is a glorious sight to behold. .

3) The Revenant Crew is the proverbial doo-doo that will not flush; having them re-spawn after your opponent has wasted time and precious attacks is very satisfying. It didn't take long to figure out their role as phenomenal tie-up pieces.

Although I triumphed in the end, I can't really take credit for the victory. I didn't even realize it was Aubin's

# Ben Misenaar: Cryx



warcaster I was hammering on until I had thoroughly smashed his head in and the game was over. It was only Aubin's and DC's advice that led me to the win, so thank you, everyone, for the group effort.

Now a little insight into my role at Privateer Press. The Deathripper in my army is the first figure I've sculpted in its entirety for WARMACHINE. I've also worked on *Grind* and *Monsterpocalypse*, and I've collaborated on a few WARMACHINE miniatures.

I use a digital process in my work that involves a few different types of modeling software as well as a high-resolution 3D printer. This printer works the same way an inkjet printer does, except that it lays down a layer of photo-sensitive resin rather than ink. After it has put down a fraction of a millimeter of material, the print bed lowers, and it lays down the next layer. Eventually, the results give a complete model.

So far, the digital process has lent itself very well to sculpting warjacks and other mechanical/straight-line figures (that I can't talk about yet for fear of being keelhauled), and I'm really looking forward to sculpting a ton of mechanized miniatures in the days to come!

MODEL/UNIT	COST
Lich Lord Asphyxious	+6 warjack pts.
Deathjack	12
Deathripper (2)	4 ea.
Captain Rengrave	2
Bloat Thrall	2
Revenant Crew of the <i>Atramentous</i>	2
Cankerworm	5
<b>Total</b>	<b>25</b>



# 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. I and *Monsternomicon*, Vol. II.*

## The Burrow-Mawg

By John Meagher and Larry Wile • Art by Brian Snoddy

*An average burrow-mawg may be no bigger than a large house cat, but I can tell you with absolute certainty that if cats were even one-tenth as ferocious as a burrow-mawg, you would not find a feline in any city from Uldenfrost to Caspia. Burrow-mawgs sport massive claws, a maw full of serrated fangs, and glowing red eyes. These red-furred fiends are hunger incarnate. If you encounter them, keep plenty of explosives, have a warjack handy, or a very fast mount.*

— Viktor Pendrake

The fortunes of war change daily. One day it is the blue and gold who find favor with the gods; another, the red. The terrible engines of conflict grind ever onward, fueled by the many and varied supply depots scattered over the landscape. Sometimes these depots are overrun and the materials carried away for use elsewhere. Occasionally, however, a supply depot is abandoned and forgotten, and something far more vicious takes up residence there.

Designed for four PCs of 4th level, this encounter takes place in and around an underground bunker. Although the exact location is unimportant, the party will be traveling in a moderately hilly area of forest.

This encounter requires the *Iron Kingdoms Character Guide*, *Monsternomicon Vol. 1*, and ideally the *Witchfire Trilogy*.

### Encounter Background

The party could be in the area near the depot for any number of reasons. This encounter could be random or could have more meaning to a group specifically looking for burrow-mawgs

or other supernatural creatures. Some ideas include:

- The players have been tasked by the local military to locate the missing supply depot in hopes of finding some useful material. Records are incomplete. Only the general area is known. A more general search of the area will be required to find the supply depot.
- Several farmers have approached the players about recent savage attacks on their herds. The animals have been stripped clean, so the farmers are offering a silver piece bounty on each burrow-mawg corpse brought back.
- Several shepherds have reported hearing a woman crying out in the wilderness over the past several days. The players have been asked to explore the wilderness in that area to find any evidence of the woman.
- A bone-grinder (*Monsternomicon Vol. 1*, pp. 224–228) has heard from the local farmers that burrow-mawgs may be nesting nearby and has asked the players to gather some burrow-mawg corpses for him to use.

### The Damsel in Distress (EL 1)

The party travels through a hilly area forested with thick pines, perhaps exploring the area for some reason, when they hear a woman's voice crying out for help somewhere in the distance. Actually, there is no woman, but rather a very clever group of bogrin, one of whom is an excellent mimic. Presumably, the party will move to investigate and will discover a cave entrance in the side of a tree-covered hill.

### Read Aloud

As you locate the source of the cries, you come across what look to be the signs of some recent struggle. A broken dagger, a discarded boot, and a few broken arrows litter the area surrounding a dark cave entrance. A flutter of cloth catches your eye and upon closer examination, you find a few scraps of light blue cloth—perhaps from a woman's dress—caught in the brambles of a bush near the cave entrance. You see that, clearly, someone was recently dragged down into the cave, leaving two grooves from boot or shoe heels trailing into the darkness.



### Conditions

The party should hear the woman's voice during early daylight. The bogrin have chosen this location for its nest of burrow-mawgs and lure unsuspecting adventurers here. A disguised stone slab falls into place over the cave entrance to trap the victims, and the bogrin wait for the burrow-mawgs to awaken at dusk to devour the trapped adventurers. The following day when the burrow-mawgs are asleep, the bogrin use a hidden pulley system to pull the stone block away from the entrance, then sneak into the cave to collect what loot survived the feeding frenzy.

**Collapsing Stone Block**—This is a modified Rolling Rock trap (*DMG* p. 71), CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6 rock); Search DC 20, Disable Device DC 22. Obviously, the party is not meant to discover the trap prior to its being sprung.

**Darkness**—Once trapped inside the cave, the party will be without a light source and in total darkness. Rules for darkness are detailed in the *DMG*, pp. 302–303.

### Read Aloud After Trap Is Sprung

As you follow the narrow tunnel deeper into the darkness, you hear a loud scraping noise behind you. A large stone slab slides down from above the cave entrance to land with a loud thud. You are plunged into darkness; not even a sliver of light shines around the slab that blocks your exit. Rank and cloying, like rotting meat, the smell from the tunnel's deeper recesses finally reaches your noses. You are almost certain you hear small yips and growling coming from the darkness ahead.



**A1 – Burrow-Mawg Den/  
Abandoned Supply Depot (EL 1)**

The tunnel looks to have been dug out by some large burrowing creature and extends only about thirty feet from the entrance before opening into the main chamber. Once part of the supply depot/steamjack repair facility, the chamber measures at least a hundred feet across, with ceilings twenty feet high and braced with wooden slats. Placed throughout the room, large wooden pillars serve as supports for the roof. Chains that dangle from above, seemingly at random, were undoubtedly once used to move equipment. Four human-sized corpses lie side-by-side near the entrance. A DC 10 Knowledge (nature) check reveals the bodies have been savaged by some sort of animal, which left little flesh on the gnawed bones. The cave-in likely happened a decade ago, but these remains are much fresher. Additionally, a Search check (DC 10) shows that the bodies seem to have been looted post-mortem and everything of value removed. Only a few scraps of clothing and ruined armor remain. Scattered around the rest of the room are various stacks of debris and equipment.

If the party can cast a light source far enough, they will see that the southern

portion of the chamber has collapsed. Tons of earth and rock now bury whatever used to be there. On the western side of the chamber, another passage leads farther into the darkness.

The squares with burrow-mawgs are marked with a "B." King Mawg, the alpha male, is noted with a "KM." The half-buried crate containing the ten barrels of red powder is marked with an "RB."

There is a 10% chance the burrow-mawg awakens each time a party member comes within 5' of its square.

If a party member enters a square inhabited by a burrow-mawg, it automatically awakens and attacks. If a burrow-mawg is engaged in combat, the party has two rounds to defeat it before its growling wakes other nearby burrow-mawgs.

**Read Aloud If/When a  
Burrow-Mawg Is Disturbed**

As you move forward, your feet brush against a small shape that suddenly moves. Two red glowing eyes appear and a low growl emanates from its throat as it attacks.

**A2 – Cavewort Passage (EL 1)**

The passage on the far side of the chamber measures only about twenty feet long. An aggressive plant species called cavewort covers the ceilings of the middle two 5' x 5' squares. A Spot check (DC15) reveals to the players that the bones of burrow-mawgs litter the floor. Whenever any living creature enters the square, the cavewort's acidic tendrils will drop down in an attempt to snare the prey.

**A3 – Shambler Room (EL 2)**

Beyond the cavewort passage, five barrels clearly marked "Black Powder" line the left and right walls of a 20' x 20' room. Near a few of them, a human body lies slumped, the face hidden by stringy hair. If the party approaches the body, a shambler (see Creatures, pl. 77) rises up to kill anyone it can. After the shambler is defeated, you find a hastily scribbled note on the body. It will reveal him to be the final member of the military detachment at the depot, trapped here after the cave-in. He had planned to use a mixture of red and black powder to blast his way out, but his leg had been broken in the cave-in and the red powder partially buried out of reach. With no means of escape, he took his own life rather than become victim to the burrow-mawgs.





It is fairly well known in the Iron Kingdoms that red powder mixed with black powder causes an explosion. If the party can retrieve several barrels of red powder from the rubble (where the burrow-mawgs are sleeping) and set them up with several barrels of black powder, they can very likely blow open the cave entrance and escape before night falls and the burrow-mawgs awaken. A Craft (alchemy) or Knowledge (dungeoneering) check (DC 10) indicates that five barrels of each powder should be sufficient to blow open the entrance.

### Read Aloud Upon Escaping the Cave

The sound of a massive explosion washes back into the main chamber, followed suddenly by a cloud of dust and debris. Growls and snarls from the room behind you indicate the burrow-mawgs are not particularly happy to have been awakened. As you race down the tunnel toward freedom, you see daylight pouring in the entrance ahead. You have been trapped underground so long, you welcome the bright glare of the sun. You glance back at the entrance to see little shapes scurrying around, apparently unwilling to come into the light. As you glance around the clearing, you see three small figures flee the scene. They appear to have big ears and greenish skin.



### Creatures

Remember that the characters can use Monster Lore to realize some important points about the burrow-mawgs.

**Burrow-Mawg (10):** hp 7. See *Monsternomicon Vol. 1*, pp. 22–23 for the burrow-mawg statistics.

**King Mawg:** hp 21. A monstrous example of a burrow-mawg. Use the Alpha Hunter Quickplate in the *Monsternomicon Vol. 1*, p. 212 to augment his stat block.

**Bogrin (3):** hp 19. See *Monsternomicon Vol. 1*, pp. 76–81 for the bogrin statistics.

**Cavewort (5' x 5'):** CR ½; Medium plant; HD 1d8+2; hp 6; Init +0, Spd 0 ft; AC 12, touch 10, flat-footed 12, Base Atk +0; Grp +2; Atk/Full Atk +2 melee (0, tendril); Space/Reach 5 ft/0 ft; SA digestive acid 1d2; improved grab; SQ blindsight 30 ft; plant traits, smoke sensitivity (stunned for 2d6 minutes when exposed to smoke); AL N; SV Fort +4, Ref +0, Will –1; Str 14, Dex 10, Con 14, Int –, Wis 9, Cha 2; See *Witchfire Trilogy*, pp. 270–271 for additional details about cavewort.

**Fallen Captain (Shambler):** CR 2; Medium undead; HD 3d12, hp 19; Init +0, Spd 20 ft; AC 13, touch 10, flat-footed 13, Base Atk +1; Grp +2, Atk/Full Atk claw +2 melee (1d6+1); Space/Reach 5 ft/5 ft; SA create spawn (any killed by a shambler rise as one in 1d4 minutes); SQ undead traits; AL N, SV Fort +1, Ref +1, Will +3; Str 12, Dex 11, Con –, Int 6, Wis 10, Cha 10; See *Witchfire Trilogy*, p. 286 for additional details on shamblers.

### Tactics

**Bogrin**—The bogrin are crafty but ultimately are cowards. At the first sign of trouble—most likely as the party escapes the cave—the bogrin will flee and leave their loot behind.

**Burrow Mawgs**—Sleep, kill, eat. Sleep some more.

### Treasure

A Search check (DC 10) is required to find any of the items listed below because they are among the few items the bogrin have not already looted. The party must venture into the rubble to find the barrels of powder, but the other items can be found without tiptoeing around the sleeping burrow-mawgs:

- 250 gp in various coins and gems.
- Near a toppled table, a badly damaged *Liber Mechanika* with *magic weapon* and *bull's strength*, still readable.
- Two uncharged small accumulators.
- A damaged arcane condenser. A DC 20 Craft (mechanika) check will be able to repair the device.
- A healer's kit.
- Two barrels of red powder and five barrels of black powder (less what was used to escape from the cave), valued at 250 gp each.
- A 200' length of fuse wrapped around a wooden spool. The unused portion could be sold for approximately 25 gp.

### Further Adventures

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

- If the party does not manage to purge the cave of the burrow-mawgs, the local farmers might be willing to pay them to return and exterminate the nest.

- The local military might be highly motivated to reacquire the site as a supply depot or to simply get their hands on any salvageable equipment. The party might be able to make a fair bit of coin excavating the rest of the depot and selling the equipment they find there.
- If the party brings back the body of King Mawg for the bounty and it is

not too badly mangled, the owner of a traveling circus wishes to buy the body of the monster.

- A cloaked man approaches the party. He offers them good money to escort him back to the burrow-mawg nest and help him harvest the beasts' adrenal glands, a popular drug among the region's bored nobility.

# X-T-R-E-M-E

# GRIND

# L-E-A-G-U-E



**Y**ou've taken powerful steamjacks to the metal-plated floors of the Destructodome, pitting them against their equals as well as the arena itself. You know what it takes to compete. You're ready for the XGL!

The Xtreme *Grind* League offers the chance for a group of *Grind* teams to clash in various arenas. *Grind* crews, chosen to claim glory and tournament prizes, prepare their 'jacks for steam-powered sport. In the XGL, every challenge is welcomed and met with tenacious, hard-hitting iron. In the XGL, it's *go hard or go home!*

## Enter The League

The XGL introduces new layers of strategy and fun. Let's take a look at some of the awesomeness *Grind* league play brings.

### Metal

In the XGL, metal measures both the experience and the wealth of your *Grind* team. You earn metal with each game and can spend it to enhance your team. The XGL encourages aggressive offensive play by awarding extra metal for every goal scored.

### Sponsors

You can gain various *Grind* sponsors during the league to help offset some of the costs of maintaining and enhancing your team. Sponsors come with contract terms that you must honor or risk losing the sponsorship.

#### Royal Exchange

The Royal Exchange sponsor awards you 1 extra metal for each game you play. You lose this sponsor if you lose 2 games in a row, so keep those wins coming!

### Damage!

Steamjacks are always getting knocked around in *Grind* but would normally just shake it off and get back into the fray. During league games, taking hits is a lot more dangerous: when you knock down a steamjack, make a systems damage check by rerolling the super strikes rolled in the attack. Compare the number of strikes in the damage roll to the steamjack's systems chart to determine the damages. The higher the damage roll, the more important the system(s) affected. If a power die is a part of the roll, even crucial systems like the cortex can be damaged!

System damage remains with a steamjack from game to game until it is repaired.

#### Boiler Damage

A steamjack with a damaged boiler cannot redline.

### Grind Crews

At the start of the league, you will choose one of four crews to assist your team of steamjacks on the road to victory. Each crew has a different set of abilities you can purchase and upgrade throughout the league.

#### Maintenance Crew

With the Patch Systems and Master Mechanik abilities, this is the best crew for keeping your steamjacks in top working condition.

#### Strategist Crew

The Defensive and Offensive Tactician abilities give your team some in-game assistance with dice management.

### Arcanist Crew

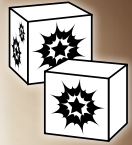
Arcane Tinkering and the Cortex Specialist make this crew prime for acquiring imprints for your steamjacks.

### Augmenter Crew

Rigged Upgrades gives a temporary boost, and the Overdrive ability lets you push the limits of your steamjacks.

### Rowdy Imprint

A steamjack can gain the Rowdy imprint after hitting another steamjack with a melee arm a certain number of times. The Rowdy imprint allows you to place up to 2 of the action dice used in melee attacks back into your dice pool.



### Arm Upgrades

How you configure your steamjacks is important in *Grind* and even more important in the XGL. Each steamjack arm has two unique upgrades that can be purchased: a special skill and a power attack. These extra abilities can make your steamjacks extremely versatile—and sometimes more destructive.

#### Wreck-o-Matic Power Attack Upgrade

The Wreck-o-Matic can gain the Sweep power attack. Sweep knocks down all opposing steamjacks in the attacking steamjack's reach.



### Focus Actions and Steamjack Imprints

An imprint is an ability your steamjacks can acquire through the course of the league. To gain an imprint, your steamjack must first be focused on one of the particular actions listed on its focus card. Once the steamjack has performed its focused action the noted number of times, a special imprint ability is made available for it. After a steamjack gains an imprint it can be refocused on another action on its focus card.

### Team Progression

Your steamjack and crew values are based on the number of upgrades they have, but your team will rev toward those upgrades fast, gaining at least 5 metal with every game you play. As the league goes on and the value of your steamjacks and crew increases, the cost of upgrades will increase as well. This maintains a good balance between teams and makes it easy for newcomers to join a league that's already in progress.

### League Schedule

A *Grind* league consists of up to 10 regular season games with a mid-season tournament. Stakes are raised in the mid-season tournament, since placing high will cause the sponsors to notice your team and earn you extra metal.

After the regular season, all teams in the league will go into the single-elimination playoffs. How well you do in the regular season will determine the difficulty of your playoff schedule. The top two teams remaining in the playoffs will play in the *Grind* Bowl. The *Grind* Bowl winner is the XGL champ!

Everything you need to start up your own *Grind* league can be found at:

[www.privateerpress.com/grind](http://www.privateerpress.com/grind)



Have You Got the METAL?



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 Justin Robinson and Doug Seacat  
Art by Luke Mancini, Chris Walton and Matt Willson

## DURGEN MADHAMMER

Durgen Madhammer is heard long before he is seen, with the hiss of a fuse followed by the dull thump of a far-away explosion or the teeth-rattling and ear-popping clamor of a nearer one. By the time an observer arrives at the site of his most recent battlefield, all that is left are blackened craters, splintered trees, and unrecognizable chunks of flesh. It is his delight in explosions and expertise in all matters pyrotechnic that has allowed this Rhulic mercenary warcaster to find a niche among his colleagues. This is an occasion where rumors of the subject are of such exaggerated proportions that finding truth amid them is difficult. If the tales were to be believed, no one would hire Madhammer twice. Given he commands a respectable fee, the tales of his madness and mayhem must be based on unusual exceptions to more reliable behavior. Yet I have no doubt there is a kernel of truth in these stories and believe Madhammer is at best mentally unstable. He is a dwarf hired only by those willing to accept that risk. Freelance warcasters are rare enough and valuable enough that even the mad can earn a fair wage.

—G.K.

### Durgen Madhammer Summary

Aliases: The Madhammer, Dear [name of deity, e.g., Morrow, Menoth] Not Him

Born: 546 AR. Born to Clan Lignum, subordinate to Clan Blackheel of Ulgar.

Clan History: Joined his clan mining Blackheel coal mines near the city of Ulgar starting 566 AR, working for several years without incident. 569-571 AR, accused of "pillar robbing," seizing coal from pillars left in strata to maintain mine stability. 572 AR, lauded for opening a deep mine after analysis of fault patterns. 573 AR, accused of negligence resulting in 12 kinsmen killed in an explosion along this same strata; Durgen acquitted but issued a binding warning. Numerous alleged accidents before Durgen exiled from Clan Lignum in 575 AR and excised from the family tree.

Mercenary Mechanik Work: Worked 575-594 AR as a freelance mercenary mechanik and engineer. Warcaster ability may have manifested late in this period, as he had begun to accumulate the funds to buy his own mining 'jacks and outfit them for combat.

Warcaster History: Crafted his signature armor and weapon in 595 AR and began hiring out as a warcaster. Evidence of some difficulty finding contracts in Rhul; eventually went abroad. 597-600 AR, numerous small contracts in Khador, Ord, and Cygnar. 601 AR, participated in battle at the Llaelese border town of Cedwyn. Khadorans repulsed with heavy casualties, but half the town leveled by friendly fire. 606 AR, joined 33rd Hammerfall Corps alongside Gorten Grundback, hired by Searforge Commission to exterminate dragonspawn in mines of the Thundercliff Peaks; mission successful. Early 607 AR, hired by Protectorate to assist in street-to-street fighting in Sul. Though successful in destroying a Cygnaran ammo dump and several warjacks, he also flattened a minor shrine and a nearby building inhabited by civilians seeking shelter from previous fighting. Later 607 AR, found along the Bloodstone Marches in the employ of Cygnar against the Skorne. Durgen's ordnance, though effective in decimating the invader, caused their Titans to stampede west, with considerable ensuing property damage.



I had no shortage of sources to contact when it came to Madhammer, but I thought I should do my best to find as close to an unbiased source as I could. I discovered this was impossible. I did the next best thing, seeking out Herne Stoneground, one of a mercenary duo of sterling reputation on both sides of the Thornwood. Herne and his ogrun partner "Arquebus" Jonne have fought both with and against Madhammer on several occasions.

—G.K.

The Madhammer gets a bad name, but you'll not hear me say anything bad about him. Not in earshot, anyhow! Truth of the matter is he's not so bad of a fellow when you catch him on a good day. I've learned how to work with him. Getting things running smoothly with Madhammer is all about keeping him calm. You don't want him worked up. There's no question he's crazy, but crazy isn't always bad, and as a mercenary you have to learn to put up with a bit of eccentricity. I've fought alongside Asheth Magnus and Broadside's Bart as well, and neither one of those blokes is operating with an even lead, if you know what I'm saying. Still, when your flavor of madness happens to be an obsession with explosives, it can lead to unpleasant situations.

The main trick with Madhammer is making sure he knows you're on his side. He's prickly, by which I mean paranoid. Doesn't take much for him to imagine you're plotting against him, particularly if you happen to be trying to distract him long enough for Jonne to sneak up behind to put him down for a little nap. Often just takes a few minutes of quiet time before his mood settles down and he can focus on the task at hand. Distracting him from whatever it is that has him in a bother is the best solution. Also, don't let temperamental soldiers get in his face questioning his orders. What Madhammer really needs is someone to serve as his proxy for the men. Invariably some sergeant gets in his face, and veins start throbbing in his head and his eyes go a little crazy, and before you know it all bets are off and the explosions begin.

They say there's a certain kind of luck that comes with being crazy, and Madhammer has that in ample supply. Even with all the troubles, I've never once lost with Madhammer running the show, albeit I'll admit there are often a few more of our guys caught in the friendly fire than seems reasonable. So long as Jonne and I can steer clear of the incidental carnage, I'm still inclined to hire on with him. Life is never boring with Madhammer around. Just stay on your toes.

One word of advice: if you hear him shout "Burn!" in that ragged voice of his, be somewhere else. Anywhere else. Because the sky is about to fall.

*Herne Stoneground*

—Herne Stoneground

We were dug in good and had been able to throw hell on anything that had approached us. At about midday, a cadre of dwarves marched on us from a nearby hillock, shields interlocked. Our rifles weren't going to make a dent in that, and from the incline, the trenches weren't going to give us much cover. As soon as the Rhulfolk took position, Sergeant Alban ordered a charge. We fixed bayonets and rushed from the trenches. As I was a step away from the dwarves, I noticed the runes glowing on the shields. It was cowardice, but I paused. That saved my life. My squad hit the Rhulfolk, and as each fell, his body erupted in a yellow-orange blast of light and heat, killing everything around it. Through the haze, I saw a stunted lunatic in blackened and dented steam armor, laughing hysterically and turning his attention to a squad of Winter Guard that were advancing on the remnants of my squad. I'm ashamed to say it, but I fled and never looked back.

*Berel Haverford*  
—Trencher Private Berel Haverford

In 606 AR, Madhammer was involved in an engagement along the border between Cygnar and Khador. I spoke to one of the trenchers who was on the line that day. Later, I was able to acquire a communiqué through some of my contacts in the Llaeese Resistance that provided the other side of the story.

—G.K.

... although the battle ended in glorious victory for the Motherland, I must humbly make a small request of the High Kommand. As you are aware, the Rhulic mercenary Durgen Madhammer was present for the battle and was of some small assistance in routing the southern dogs. I believe he ultimately did more harm than good. After his men exploded, ours become uneasy and refused to advance from fear of a similar fate. In the future, if we must hire Rhulfolk, I humbly beg that we use anyone other than Madhammer. Or at least try to deploy him at some distance from our men.

*Kovnik Yergi Zakharov*

—Kovnik Yergi Zakharov

Locating anyone willing to admit to knowing Madhammer in Rhul itself was nigh impossible. I flatter myself that I am fairly welcome in the dwarven homeland, but one mention of his name got doors shut in my face and turned normally loquacious sources to stone. Even the ogrun, usually affectionate toward their smaller countrymen, would not speak of Durgen Madhammer. I came across a fact in my research that should not have surprised me: there is no clan named Madhammer. Fortunately, the dwarves are thorough record keepers if anything. With a few bribes I was able to gain access to records giving some insight into his lineage and the crimes that earned him exile. There is nothing to gain by approaching the clan itself; in cases like this they staunchly pretend the exiled member was never born.

-G.K.

HOLY CHURCH OF THE BOUNTIFUL MOUNTAIN  
The People of Clan Lignum, Plaintiff  
V.  
Durgen of Clan Lignum  
A. K. A.  
Durgen Madhammer, Defendant

NO. 04-10-3001-1  
ORDER FOR CLAN EXCISEMENT ON CRIMINAL GROUNDS  
(CDJ 11.28.110)  
(Clerk's Action Required)

### I. Hearing and Findings

The attached detailed list of crimes enumerate the reasons whereby this action is deemed lawful and necessary. These include but are not limited to: malfeasance leading to casualties, breach of trust, knowingly placing kinsmen in certain harm's way, and multiple acts of fraud and corruption, including the proper maintenance and operation of mines owned by Clan Blackheel and loaned to Clan Lignum.

### II. Order

On the basis of these findings, it is so ORDERED:

Let it be known, by whatever means, that the individual once named as Durgen of Clan Lignum, a.k.a. Durgen Madhammer, beholden to Clan Blackheel, one of the ruling families representing the Trine of Ulgar, shall henceforth and forevermore be disassociated and exiled from Clan Lignum, as an absolute nullity. The individual's parents shall no longer recognize him as their offspring; his grandchildren shall consider him a stranger; and all kinfolk shall hereafter shun and deny him. Let none who know his deeds remember his clan.

All existing contracts involving this individual are hereby null and void. No agreements shall be honored, and no payments due him shall be collected, in full or in part.

Let this punishment and excisement satisfy the great dwarves of Clan Blackheel so that the stains on the honor of Clan Lignum shall be washed away by Codex law. Let no feud or duel interfere with the longstanding amity and successful business dealings between these two families. Let what was threatened to be sundered be instead renewed.

SIGNED this 27th day of Odomar, 575

Place: Ulgar, Rhul

Signature:

Clan Lignum Arbitrator Smolfar, Petitioner  
Clan Lignum Arbitrator Smolfar, Petitioner  
Arbitrator #: RT-3286

Justicar Signature:

Honorable Justicar Geduve Wroughthammer

... IF WE DO NOT CLEAVE TO OUR CODE  
WHEN IT IS TESTED, THE CODE HAS NO VALUE.  
THEREFORE I MUST REFUSE YOUR OFFER AND  
WARN THAT ANY ATTEMPT TO ASSASSINATE  
MADHAMMER WILL RESULT IN YOUR IMMEDIATE  
EXCOMMUNICATION FROM THE GLOMRING.  
THE MADHAMMER THREATENS OUR LIVES, YES,  
AND HE HAS BEEN RESPONSIBLE FOR COUNTLESS  
RHULFOLK DEATHS IN BATTLE. THE SOLUTION IS  
NOT BARBARIC MURDER—LEAVE THAT TO THE  
TALL RACES. THE SOLUTION IS TO ATTEMPT  
TO AIM HIS DESTRUCTION IN THE DIRECTION OF  
OUR ENEMIES. STEER MADHAMMER'S COMPANY  
FAR AWAY FROM OUR BORDERS. ENCOURAGE  
HIM IN HIS DISTRUST OF HIS FELLOW  
RHULFOLK, SO HE HAS TO HIRE MERCENARIES  
FROM OTHER RACES. IF HE FALLS IN BATTLE,  
SO BE IT. NONE OF THE BLAME WILL BE OURS.  
—TASKMASTER HENRIK

Lastly, I came into the possession of a communiqué from one of the shadowy taskmasters of the enigmatic Glomring to one of the Rhulfolk in Durgen Madhammer's company. I have included the relevant excerpt.

-G.K.

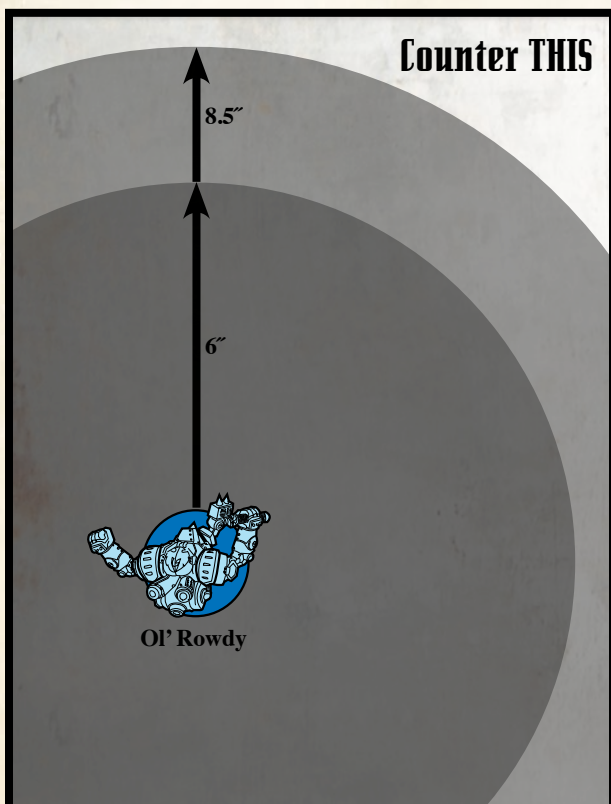




Take a look at Bane Knights as an example. They have the Vengeance ability, and it could be advantageous for the Cryx player to run them into position to use Vengeance during his next Maintenance Phase. Any model with Reach can be positioned so that enemy models moving through its front arc incur free strikes. This is a great tactic with Iron Fang Pikemen in Shield Wall. Getting hit with a free strike by Iron Fangs is not pleasant, especially with Critical Knockdown.

It's important to realize that both the active player's and inactive player's models have a threat range. While the active player's models will typically have a larger threat range (due to full advances, charges, etc.), if he moves his models through the threat range of the inactive player's models, the inactive player will get to make a free strike. A +2 on the attack roll and boosted damage is just one of the effects of miscalculating the inactive player's threat range.

Imagine the Avatar of Menoth with 4 focus under High Executioner Servath Reznik's Iron Aggression spell. This gives the Avatar an active threat range of 10", a MAT 8 + 3d6 attack roll, and a 3d6 + 19 P+S Burning Wrath attack. Now imagine not calculating the inactive player's Iron Fang Pikeman threat range under the effects of Vlad's Hand of Fate spell—making a free strike, rolling a critical hit, and knocking down the Avatar. All those resources gone to waste, and the Protectorate player's attack stalled for another turn.



Some models, like Cygnar's Ol' Rowdy, will be able to make a charge attack outside of activation. This takes place during the inactive player's "turn." Ol' Rowdy is SPD 5, and adding +3" for the charge movement gives him a threat range of 8.5". However, Ol' Rowdy only Counter Charges a model that ends its movement within 6" of him. Notice that this is significantly different from the possible threat range it would have during its controller's turn.

Understanding what a threat range is leads to new ways of using it strategically in your games. Looking back at the Major Haley example from above, let's use our threat range definition and reexamine the situation.

Thorn, by itself with no spell buffs, is SPD 6; with its Disruption Spear granting it Reach, Thorn has an active melee threat range of 8". With Thorn's Shock Shield, this falls to 6.5". If it is allocated 1 focus, Thorn can charge or run. If Thorn charges, it moves at SPD + 3", giving it a new melee threat range of 11" with the Disruption Spear and 9.5" with the Shock Shield. While running, Thorn has a 0" melee threat range, since a model can't make an attack the same activation it runs. However, Thorn will have advanced up to 12" and will have created a new threat range when its controller becomes the inactive player.

Things get a little more complicated now. Let's say Thorn was allocated 2 focus and spent 1 to activate Imprint: Disengage. Now Thorn has a threat range of 2" with the spear while its controller is the inactive player. If the active player misses an attack on Thorn, the 'jack's threat range jumps to 4", since thanks to Disengage it moves 2" when an enemy melee attack misses. Thorn's threat range will then drop to 2" unless it is missed by an attack again. Thorn also ignores the active player's threat range during this movement—it incurs no free strikes while its imprint is active. The changing nature of a threat range can make it very challenging to calculate and use in your overall strategy.

Using threat ranges require a great deal of planning and using



the right models/resources. Khador's Beast 09 has Hyper Aggressive, an inactive player ability. When Beast suffers damage, it immediately makes a full advance directly toward the attacking model. Remember the timing rules: the active player will resolve the attack roll, damage, and any other effects of the attack before Beast makes its advance. Combine that with its Ice Breaker axe (which has Reach), and Beast has an inactive player threat range of 6". The warjack can continue to use this ability every time it takes damage! Using Hyper Aggressive takes planning and awareness of threat ranges to use properly. Beast could easily suffer several free strikes from the active player if its controller is unaware of the active player's threat ranges.

In terms of using threat ranges during a game, it takes a bit of math and the ability to visualize a circle around each model. Some players are adept at eyeballing a range, while others don't do as well. Here is a way to help visualize a threat range.

Calculate the threat range of each model and cut out circles of paper. Tape these to the bases of the models, then place the models on the field. This is an exercise of visualization, not play. Use them if you want with an opponent, but realize you will be giving him an advantage unless he does the same thing with his models.

Next, tape string to the table to divide it into four 24" x 24" quadrants. Using the circles on the bases of your models and

the lines on the table, practice moving your models around and estimating the ranges. If a 24" x 24" square is too large for you, split each quadrant into four 12" x 12" boxes. Practice moving your models and calculating threat ranges. Then remove the lines on the table and try it again. Practice until you can accurately measure the ranges with the circles on your bases. Remove the circles and practice some more. The point of this exercise is to help you learn to calculate threat ranges quickly and visualize them on the table. This will help you plan your strategy and tactics for the game.

Knowing how to calculate threat ranges and using them when planning your attacks will give you a huge advantage during a game. Don't get discouraged if it's difficult at first; you'll get the hang of it before long. Once you do, your games will go much quicker, and you will start to develop a better sense of strategy and tactics. Your games will transform from simply moving models and making attacks to denying entire areas of the table to your opponent or neutralizing his threat ranges and using your own in assassination runs. Being able to control the field, predict what your opponent will do, and make him react to what you do are all fundamental elements of a successful strategy. The ability to calculate threat ranges will enable you to incorporate all these elements into your game and ultimately help you claim victory.





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Body



**Gorten Grundback**  
Right Arm



**Gorten Grundback**  
Left Arm



**Durgen Madhammer**  
Body



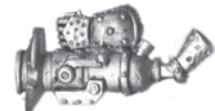
**Durgen Madhammer**  
Hammer



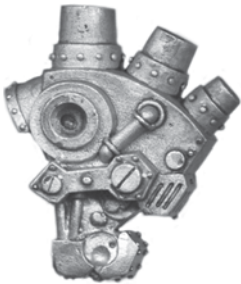
**Durgen Madhammer**  
Grenades



**Durgen Madhammer**  
Visor



**Durgen Madhammer**  
Gun



**Wroughthammer Rockram**  
Body



**Wroughthammer Rockram**  
Right Shoulder Plate



**Wroughthammer Rockram**  
Left Shoulder Plate



**Ghordson Driller**  
Head



**Wroughthammer Rockram**  
Hammer



**Grundback Gunner**  
Cannon



**Ghordson Driller**  
Arm



**Wroughthammer Rockram**  
Gun Arm



**Wroughthammer Rockram**  
Gun Parts



**Grundback Blaster**  
Gun



**Grundback Gunner**  
Torso



**Grundback Gunner**  
Legs



**Grundback Blaster**  
Left Leg



**Grundback Blaster**  
Right Leg



**Grundback Gunner**  
Foot

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# DRAWN AND QUARTERED

by Tracy Constantine



MAJOR HALEY!  
COMMANDER STRYKER  
NEEDS YOUR HELP  
IMMEDIATELY!



STRYKER, SIR!  
I CAME AS QUICK  
AS I COULD.

WHAT'S  
THE MISSION?

HALEY, WE  
HAVE A  
SITUATION.



WHAT'S THE  
TORQUE RATING  
ON THAT ARM OF  
YOURS. I CAN'T  
GET THIS JAR  
OPEN.



## HUNKER DOWN, BOYS!

Pat Ohta got down and dirty with this great interpretation of what a Rhulic bunker might look like. Now, just imagine that it's teeming with some extremely heavily-armed Rhulic mercs. Try to crack that sucker—we dare you.





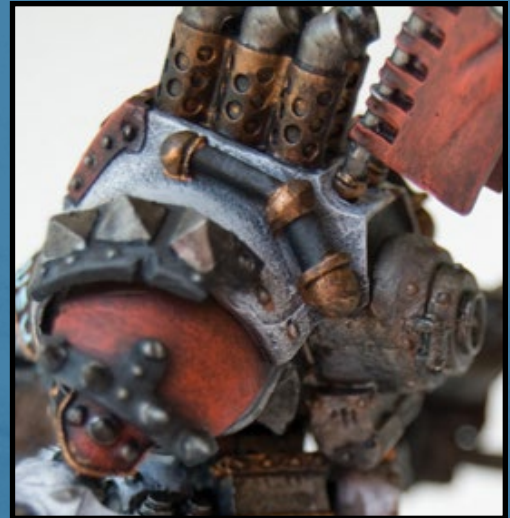
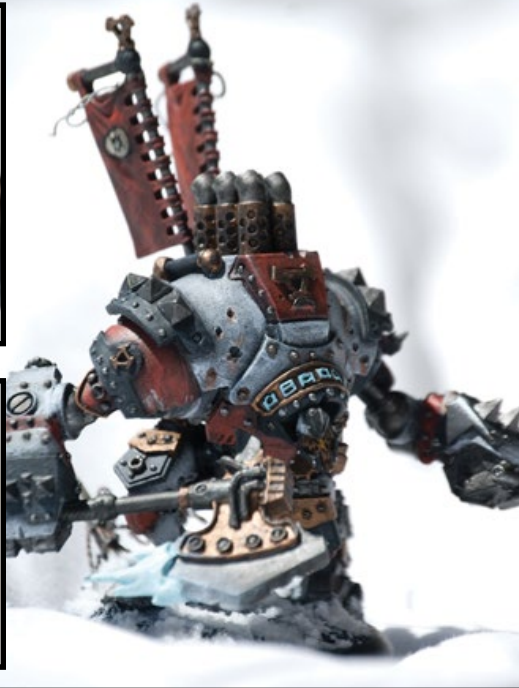
## WINTER'S CHILL CHALLENGE

The Painting Challenge of No Quarter #27 was to embrace the essence of cold, wintry bluster, complete with sleet, snow, and general freezing conditions. These were the fantastic results—you can almost see their breath!

### WINNER!

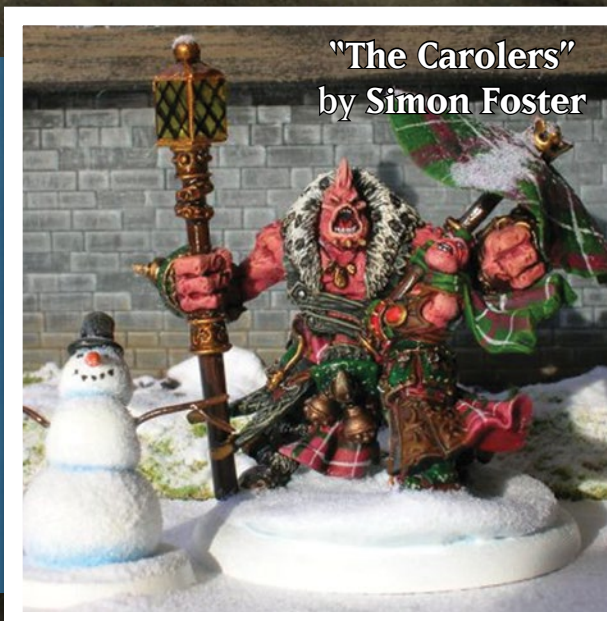
#### Tom Williams

You can practically hear the howling winds intermixed with the sound of steam coming from the boiler of Beast-09 as it trudges through a stark winter landscape. Great job, Tom!



## HONORABLE MENTIONS

"Snowball Warpwolf"  
by Eric Mumper



Check out [page 50](#) for the next Painting Challenge and see if you can *Paint Like You've Got a Pair!*

# THE POOP DECK

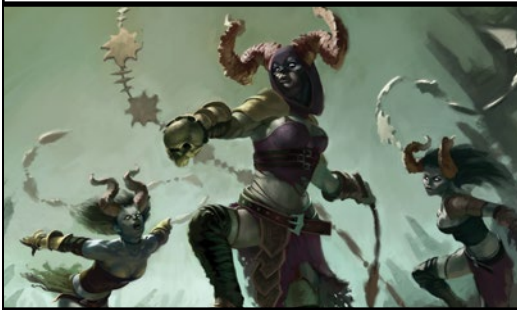


IN THE NEXT  
**NO QUARTER**  
MAGAZINE



**I SPY WITH MY ARCAN EYE...**  
TURN THE PAGE CLOCKWISE AND SEE WHAT YOU CAN SEE! IF YOU  
GIVE, UP CHECK OUT THE BOTTOM OF BOSUN'S CALL ON PAGE 4!

**The HORDES are Coming**  
A first look at  
*Forces of HORDES:*  
**Skorne and Trollbloods**



**Feel the Lash, Scum!**  
The **Satyxis** in **Guts and Gears**

**PLUS**, creating a **working 'jack scrapyard**, the first **HORDES MK II Battle Report** and **Tharn Blood Magic** in **Sign & Sigil**





The road to salvation is paved with the skulls of heretics! The righteous are here with the Forces of WARMACHINE: The Protectorate of Menoth book.

# VOLTRON

DEFENDER OF THE UNIVERSE

BATTLE MINIATURES GAME

The evil Drule Empire threatens to enslave the entire galaxy. Against this evil stands the Galaxy Alliance, lead by the legendary Voltron, Defender of the Universe! Now, in the darkness of space, the fate of untold galaxies is about to be decided.

## Which side will you choose?

- Join the fight with 22 pre-painted miniatures, including the mighty Voltron, Defender of the Universe and the fiendish Lo-Tron of Planet Doom.
- Launch searing energy blasts, smash your opponent into rogue asteroids, and form blazing sword as you unleash the awesome power of two of the universe's mightiest beings to achieve total victory!
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