

Privateer Press



NO QUARTER

ISSUE N° 30
May 2010

MAGAZINE™



UNLEASH THE FURY

GET A SNEAK PEEK AT FOUR
MK II HORDES WARLOCKS

BLOOD IN THE SAND

BATTLE REPORT: HORDES MK II
VS. WARMACHINE MK II!

THE LOVELY LADIES OF CRYX

SATYXIS IN GUTS & GEARS

Alfonso Quiroga



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On the Cover

LORD TYRANT HEXERIS FROM *HORDES: PRIMAL Mk II* BY ANDREA UDERZO

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

CREDITS

Will Shick Makes the Final Cut

Will Shick is a busy guy, and when we asked him to sort through the resumes for the position of Organized Play and Events Coordinator on top of all his other duties, it broke his brain. In the last few days, Will has been bringing a battleaxe to work and has demanded we refer to him as Willgroth the Mutilator (Everblight faction, we think).

Will—I mean Willgroth—has been using the battleaxe to perform all his job duties (it's murder on our computers), including making the final "cuts" for the position of Organized Play and Events Coordinator.



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



OPENING SALVO

CHANGING OF THE GUARD

In the six years I've worked in the gaming industry, one thing I've come to expect is change—often abrupt and radical change. However, I've also learned this change is invariably a good thing. It moves the industry forward on the crest of new ideas, and it brings us new editions of our favorite games, ensuring they don't stagnate or fade in the wake of newer games. With that said, you can likely infer that change is coming to the pages of *No Quarter*.

The first change is an easy one to spot: it's me.

Howdy.

As the new editor-in-chief, I'm the guy you'll want to contact for all things *No Quarter*-related. If you're interested, you can check out my Privateer Insider blog for more information about me and what's coming up for *No Quarter*.

You may have also noticed this feature is no longer called Fire in the Hole. Where better to introduce a little change than the first words you see in the magazine? Opening Salvo serves the same purpose as the prior feature; it's just a way for me to put an informative shot across your bow before you head deeper into the magazine.

You might be asking yourself, "All this talk of new stuff sounds great, but where is the sexy in *this* issue?" Well, it's right there on the front cover in the form of Lord Tyrant Hexeris. That's right, kiddies. In this issue, you get your first taste of *HORDES: Primal Mk II* with full stats for four warlocks, plus a couple of new warbeasts thrown in for good measure.

How's *that* for sexy?

The new content continues with an awesome new series called Featured Theme Forces that presents solid advice on how to implement the Theme Force mechanic in your game. The first one, written by Privateer staffer David "DC" Carl, features a Theme Force for mercenary warcaster Phinneus Shae.

Also in this issue, *Guts & Gears* delves into the twisted world of the Satyxis; the *Pendrake Encounters* focuses on a dangerous traveling menagerie; *Full Metal Challenge* puts the Butcher of Khardov in a precariously deadly position; and Privateer staffers Will Shick and David "DC" Carl pit their Mercenary and Skorne armies against one another in *Blood in the Sand*. On the modeling and painting side of things, Pat Ohta shows us how to build authentic Skorne buildings and studio painter Matt DiPietro presents a tutorial on how to paint an entire army in no time flat.

That's one loaded issue of *No Quarter*, and I haven't even mentioned the *Grind* and *Voltron* articles! You'll just have to dig into the issue for those.

Although we're working on a lot of exciting new features for the magazine, some things always remain the same. *No Quarter* will always provide you with a steady—and dare I say, relentless—barrage of fantastic content for *HORDES*, *WARMACHINE*, and all the other great Privateer Press games. But above all, what *No Quarter* does and will continue to do under my watch is live up to its name and invite you to...

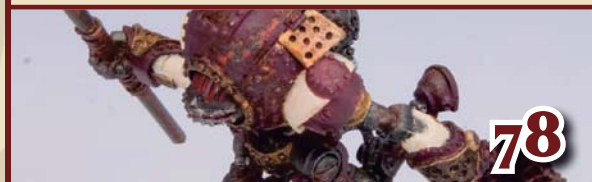
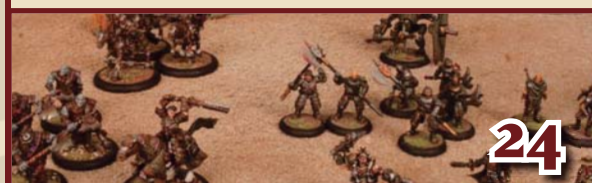
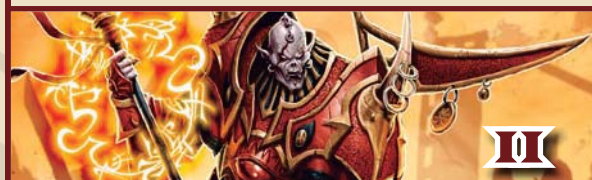
Play Like You've Got a Pair!

Aeryn Rudel
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: With the advent of increased Iosan aggression, how will Iosan individuals traveling abroad (like your acquaintance, Edrea) be treated? Will nations like Khador be so interested in acquiring information about Ios as to round up as many Iosans as they can to interrogate them? I would hate to think of what would happen if one of my friends were abducted.

A: I think it might be premature to talk about "increased Iosan aggression." I presume you are reacting to a number of vague rumors coming out of occupied Llael and Khador. There may be some grain of truth behind these wild stories, but if so, I would hazard the reality is nothing like what you have heard. From what Edrea has told me, it seems more likely these alleged attacks were orchestrated by a fringe group of elves, possibly a religious sect called the Retribution of Scyrah, and therefore would not have involved Ios itself. This Retribution group is not a part of their government or military, if I understand things properly. I know those spreading these tales described "military weaponry" and even warjacks involved in the attack. But let us not forget that people exaggerate when they are alarmed. On the other matter, I have heard nothing to suggest any nation is gathering up elves for questioning, although to be sure, such things are possible in times of war or should the authorities get worked up and seek someone to blame.

Pedro Silva's Crusader stands before the ruins of Conimbriga in Portugal. History states this ancient Roman town fell to Germanic barbarians in the 5th century, but now we're not so sure about that...



I have advised Edrea to stay out of Khador and their occupied territories for the time being, but that is merely a precaution. Questioning someone like her would be akin to interrogating an Ordic Menite about an attack taking place a thousand miles away by the Protectorate Sul-Menites on the walls of Caspia. Not all Iosans are the same. I would hope the authorities know that well enough already.

It is also worth bearing in mind that Ios has a rather fearsome reputation for defending its emissaries and ambassadors, not that they have been seen for many years. Still, the risk of provoking Ios by detaining the wrong person may still carry some weight in the halls of power. Things in the region are messy enough without trying to bait Ios into joining our wars.

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.

ADEPTICON 2010

Adepticon is a mecca of miniatures wargaming, and we here at Privateer Press were thrilled to make our steam-powered entrance this year! Just outside of Chicago, in Lombard, Illinois, hundreds of wargamers gathered to roll dice, and Privateer gamers were there in a big way! Privateer players had a fantastic selection of tables to play upon, and play they did!

Press Ganger Andrew "Hacksaw" Hartland kicked off the first day of the con with a massive WARMACHINE and HORDES steamroller event! The sight of dozens of fully painted armies running the gamut of factions was an incredible view to behold, as was the beautiful terrain made just for the convention by our forum member "Artificer" To make an even bigger spectacle, the Privateer crew brought along our incredible Legends diorama and an amazing amount of prize support for our players, including new releases and several Extreme sculpts. These prizes were awarded in addition to the beautiful plaques provided by Adepticon for all tournament winners.

Even as the first tournament of the weekend was wrapping up, the Press Gang was already getting

ready to launch the first of our two Midnight Madness events. That's right; Adepticon provided almost 72 hours of non-stop Privateer gaming! One of the highlights was the Team Tournament on day two, where special rules allow teams of players to mix factions to make normally impossible pairings, like Marcus "Siege" Brisbane and Forward Kommander Sorscha Kratikoff (a pair I saw working with brutal effect)! *Monsterpocalypse* wasn't left out either with three days of tournaments. The Leveling Lombard tournament was a savage brawl that lasted all day and drew numerous onlookers to the excitement!

Privateer Crew members David "DC" Carl and Simon Berman were also in attendance to get in on the action. Not content just to bring their own armies, the staffers came with the incredible Assault on Fort Telven! Hundreds of painted figures recreated Goshade the Bastard's attack on the heartland of Khador. The huge armies battled on a giant custom-made table by Hobby Manager Rob Hawkins.

We're already planning for next year, and we can't wait to up the ante again and make Adepticon an amazing show for our great audience!



NEW RELEASES

MAY 2010

FORCES OF WARMACHINE: CRYX

THE DRAGONFATHER CALLS

From the darkness of their nightmarish isle, the undead legions of Cryx strike forth at the Iron Kingdoms, each battle serving to fuel their unholy factories as necrotechs shape everything that walks, crawls, or slithers out of their dank, macabre workshops. To oppose Cryx is to oppose death itself as legions of undead mechanithralls, ghostly bane thralls, looming black iron helljacks, and skittering bonejacks surge forth at the command of their lich lord masters.

PIP 1029 • \$34.99 (SOFTCOVER)

PIP 1030 • \$44.99 (HARDCOVER)

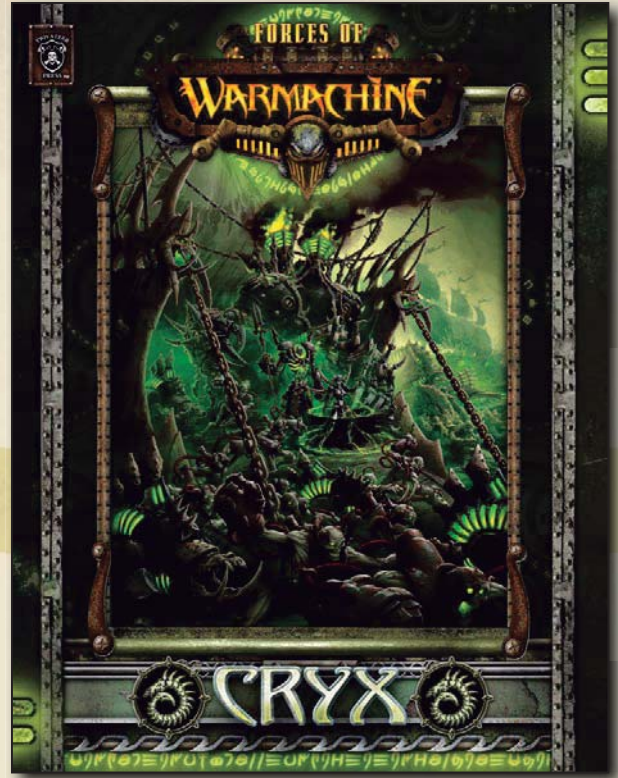


MAY 2010

CRYX WARCASTER LICH LORD VENETHRAX

Tasked with the researching of draconic lore, Lich Lord Venethrax is supremely well-suited to root out and destroy the Dragonfather's dark progeny. Venethrax has dedicated his immortal existence to Toruk's final war and is prepared to consume every blighted creature in charnel flames and blood. His mighty halberd, Wyrmbane, has dismembered countless draconic creations, and the lich lord's very presence corrodes the world around him. That he now steps forth from Cryx is a dire portent, for it heralds the coming of war between the dragons.

SCULPTOR: STEVE SAUNDERS • PIP 34069 • \$19.99



MAY 2010

CRYX IRON LICH ASPHYXIOUS – 2010

Asphyxious has become the Dragonfather's chosen instrument on the mainland and the unholy general of the rapacious unliving army of Cryx. Wherever he goes, he leaves behind him ashen fields of lifeless grasses and withered trees. Blackened corpses and bubbling pools of gore are all that remain of his victims. A prime source of the cancer feeding upon western Immoren, he gleefully spreads the shadow of the Dragonlord's wings. It is a shadow that will one day, by his efforts, extend across all Caen.

SCULPTOR: BRIAN DUGAS

PIP 34076 • \$16.99



NEW RELEASES



MERCENARY STEELHEAD
RIFLEMEN

SCULPTOR: TODD HARRIS
PIP 41074 • \$49.99



CYGNAR STORMSMITH STORM TOWER

The storm tower is one of the most potent applications of storm technology. When activated, the tower mechanically aggravates the atmosphere above. Storm clouds coalesce instantly as lightning arcs downward, creating a circuit between the tower and the sky. With a blinding flash, the generator disgorges bolts of power that arc through the enemy ranks.

SCULPTOR: STEVE SAUNDERS & BEN MISENAR
PIP 31072 • \$14.99



KHADOR ASSAULT KOMMANDO
FLAME THROWER

SCULPTOR: TODD HARRIS
PIP 33069 • \$10.99



MERCENARY HORGENHOLD
ARTILLERY CORPS

SCULPTOR: TODD HARRIS & BEN MISENAR
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MAY 2010

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NEW RELEASES

MAY 2010



MERCENARY HIGH SHIELD GUN CORPS OFFICER & STANDARD
SCULPTOR: TODD HARRIS
PIP 41078 • \$16.99



CYGNAR TRENCHER MASTER GUNNER
SCULPTOR: TODD HARRIS
PIP 31067 \$9.99



PROTECTORATE EXEMPLAR
ERRANT OFFICER & STANDARD
SCULPTOR: EDGAR RAMOS & STEVE
SAUNDERS • PIP 32066 • \$24.99



PROTECTORATE
VASSAL MECHANIK
SCULPTOR: EDGAR RAMOS
PIP 32064 • \$7.99



RETRIBUTION MAGE HUNTER
ASSASSIN VARIANT
SCULPTOR: BRIAN DUGAS
PIP 35033 • \$7.99

MAY 2010

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CYGNAR TOKEN SET
PIP 91051 • \$11.99

PROTECTORATE OF MENOETH TOKEN SET
PIP 91052 • \$11.99

KHADOR TOKEN SET
PIP 91053 • \$11.99

CRYX TOKEN SET
PIP 91054 • \$11.99

RETRIBUTION OF SCYRAH TOKEN SET
PIP 91055 • \$11.99

MERCENARIES TOKEN SET
PIP 91056 • \$11.99

NEW RELEASES



FORCES OF WARMACHINE: MERCENARIES

OUR BUSINESS IS WAR

Where war arises, warriors-for-hire inevitably follow —and conflict is constant within the Iron Kingdoms. The mercenaries of the region are as varied as its lands and the peoples who inhabit them. From vile assassins such as the infamous Croe's Cutthroats to the Hammerfall companies from the dwarven nation of Rhul and the highly disciplined Steelheads, generals can find mercenaries to suit any battlefield role.

PIP 1031 • \$34.99 (SOFTCOVER)

PIP 1032 • \$44.99 (HARDCOVER)



MERCENARY DRAKE MACBAIN

SCULPTOR: MICHAEL JENKINS

PIP 41073 • \$11.99



TROLLBLOOD TROLLKIN
RUNEBEARER WARLOCK
ATTACHMENT

SCULPTOR: BENOIT COSSE
PIP 71051 • \$12.99



CRYX SATYXIS BLOOD HAG

SCULPTOR: STEVE SAUNDERS
PIP 34073 • \$9.99



CYGNAR STORMBLADE
STORM GUNNER

SCULPTOR: TODD HARRIS
PIP 31069 • \$11.99

JUNE 2010

JUNE 2010

JUNE 2010

NEW RELEASES

JUNE 2010



PROTECTORATE EXEMPLAR
ERRANT SENESCHAL
SCULPTOR: EDGAR RAMOS
PIP 32067 • \$11.99



CRYX SATYXIS
RAIDER CAPTAIN
SCULPTOR: STEVE SAUNDERS
PIP 34074 • \$9.99

JUNE 2010

TROLLBLOOD DIRE TROLL BOMBER

The escalation of war has dropped any number of windfalls into the hands of the kriels. Certain dangerous and explosive chemicals, unsuited for use as gunpowder, have been discovered and put to other uses. The trollkin have taken to arming some of the more cunning dire trolls with barrels of these alchemical products after being taught to huck them at the enemy. The explosions bother the resilient trolls little, and wreak terrible damage upon their foes.

SCULPTOR: JASON HENDRICKS
PIP 71046 • \$42.99



JUNE 2010



CIRCLE ORBOROS
WARWOLF STALKER
SCULPTOR: JASON HEDRICKS
PIP 72044 • \$32.99



SKORNE RAZOR WORM
SCULPTOR: GREGORY CLAVALIER
PIP 74047 • \$17.99



PRIMAL

MK II

A PREVIEW OF THE UPCOMING HORDES: PRIMAL MK II

By the Privateer Press Staff • Art by Andrea Uderzo and Carlos Cabrera

At long last, the much-anticipated major update and revision of *HORDES: Primal Mk II* is on its way. In the following pages we preview a warlock from each faction, along with a couple of new heavy warbeasts set to tear up HORDES tables around the world.

WARMACHINE: Prime Mk II, released in January, set the standard for what players can expect from *HORDES: Primal Mk II*. Plenty of your favorite characters have received new artwork and come to life on the page as never before. *Primal Mk II* also features some new Iron

Kingdoms fiction, along with updated fiction for all of the warlocks, warbeasts, and warriors found within its pages.

The rules in *Primal Mk II* have also been updated. Those who followed the *HORDES Mk II* Field Test will already be familiar with these changes, but players who waited on the final release can expect to find numerous updates to the rule set that still preserve the core HORDES game mechanics they know and love. The new rules provide increased consistency and clarity, making the *HORDES: Primal Mk II* release the perfect time to introduce new players to the game of HORDES.

MADRAK IRONHIDE, THORNWOOD CHIEFTAIN

TROLLBLOOD TROLLKIN WARLOCK

Our enemies are countless and our friends few. We must unite as one people or face extinction.

—Madrak Ironhide

IRONHIDE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	6	14	16	9



THROWN RATHROK

RNG	ROF	AOE	POW
8	1	—	7



RATHROK

POW	P+S
7	15

FURY 5

DAMAGE 18

FIELD ALLOWANCE C

WARBEAST POINTS +6

MEDIUM BASE

FEAT: CRUSHER

The greatest chieftain ever to rise to dominance from the Thornwood Forest, Madrak Ironhide eagerly fights alongside his kin in battle. His mere presence inspires allies to tremendous feats of courage and ferocity as they crush one enemy after another in a frenzied succession of blows.

While in Ironhide's control area, friendly Faction models gain Overtake. Additionally, when a friendly Faction model destroys one or more enemy models with a melee

attack while the enemy model is in Ironhide's control area, the friendly model can make an additional melee attack. (When a model with Overtake destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".)

IRONHIDE

⊗ Tough

Snap Fire – When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.

Scroll of Grindar's Perseverance – This model can use Scroll of Grindar's Perseverance once per game, when this model is directly hit by an attack. If this model uses the scroll, it suffers no damage roll from the attack. Declare use of the scroll after this model is hit but before the damage roll is made.

Talisman of Subdual – This model cannot be charged or slam power attacked by a warbeast that began the charge or slam power attack in this model's front arc. If a warbeast frenzies and would normally charge or slam Ironhide, it makes a full advance toward him instead.

THROWN RATHROK

⊗ Magical Weapon

Critical Grievous Wounds – On a critical hit, the model hit by this weapon loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

Thrown – Add this model's STR to the POW of this ranged attack.

RATHROK

⊗ Magical Weapon

⊗ Reach

Critical Grievous Wounds – See above.

SPELLS

COST	RNG	AOE	POW	UP	OFF
------	-----	-----	-----	----	-----

CARNAGE	3	SELF CTRL	-	NO	NO
----------------	---	-----------	---	----	----

Friendly Faction models gain +2 to melee attack rolls against enemy models in this model's control area. Carnage lasts for one turn.

STRANGLEHOLD	2	10	-	11	NO YES
---------------------	---	----	---	----	--------

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

SURE FOOT	3	6	-	-	YES NO
------------------	---	---	---	---	--------

Target friendly Faction model gains +2 DEF and cannot be knocked down. While within 3" of the affected model, friendly Faction models also gain +2 DEF and cannot be knocked down.

Madrak Ironhide has proven himself a truly great leader of his people. Leadership in times of peace is easy, but Madrak has confronted many recent trials and tribulations. His life has been darkened by ill omens and setbacks that would crush the spirit of a lesser chief. Madrak fights on and retains the hope of leading his people to somewhere they can find a better life.

Despite being born an albino sorcerer, as a youth Madrak earned renown by outfighting his peers atop the *kuor* dueling platform. The adventurous young trollkin also pushed his limits exploring the ominous Thornwood Forest, until one day a band of Tharn ambushed him. Hopelessly outnumbered, he drew his weapon and screamed the battle cry of his kriel. In this moment of doom, a crackle of thunder followed by lightning split the air. Madrak's unlikely saviors were humans led by a young man wearing the Cygnus. Back at his kriel, Madrak feasted the youth and evoked the tradition of the *kulgat* ceremony, which made them blood brothers for life. In later decades this prince became King Leto, the ruler of Cygnar, even as Madrak himself became chief of his tribe.

In recent times human warfare has spread across the Thornwood and other remote places the kriels inhabit. Madrak could not turn away the refugees who came to him for aid, and soon he found himself responsible for a staggering number of kriels. When an army of the Cryxian dead brazenly swept through the region, killing everything in their path, Madrak embraced a desperate solution.

Madrak undertook a pilgrimage to a special *kuor* serving as the resting place for an ancient weapon: the axe Rathrok, or "World Ender," once wielded by Horfar Grimmur of the Molgur. Legends proclaimed that this weapon is so mighty that wielding it would bring a dire curse upon the world to herald the end of days and unleash the Devourer Wurm. Knowing his people faced annihilation by the unrelenting horrors, Ironhide brought the weapon forth to wield against the invading darkness.

TACTICAL TIPS

CRUSHER – Additional Crusher attacks are made without spending fury or being forced.

Even with Rathrok's power, Madrak slowly lost ground to the inexhaustible enemy. Desperate, the chief sought audience with his blood brother and negotiated what he thought would be the salvation of his people. Although the kriels gained a temporary home in unused lands, this eventually put them in the path of the invading skorne.

When Madrak returned to King Leto to demand the safer lands promised, Leto claimed to be beholden to his own

nobles and offered only excuses. Returning empty-handed to his people, Madrak barely survived a vicious assassination attempt by his long-time allies, the blackclad druids, aided by a traitor among his own trusted kin. Only the intervention of Hoarluk Doomshaper saved his life. Madrak has sworn to join Doomshaper in carving a safe place for the kriels even if it unleashes a river of blood and invites the doom of World Ender.



KAYA THE WILDBORNE

CIRCLE WARLOCK

She is bold, courageous, and utterly committed to Orboros. Kaya's spirit is untamed and embodies what is best among us.

—Baldur the Stonecleaver

KAYA

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	4	16	13	8



SPLINTER	
POW	P+S
6	11

FURY	6
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: WILD MASTERY

The wilding removes a druid from the rest of humanity, opens a primeval conduit to forgotten powers, and enables communion with beasts. Kaya the Wildborne endured a wilding so intense it has left her with unrivaled mastery of her feral warbeasts. She can unleash a surge of rage in any nearby warbeast and siphon this ferocity to lend the bestial strength to her own power.

Place up to 3 fury points on each friendly Faction warbeast in Kaya's battlegroup that is in her control area. She can immediately leach fury points from warbeasts in her battlegroup in her control area.

KAYA

Pathfinder

Pack Hunters – Living warbeasts in this model's battlegroup in its control area gain +2 on melee attack rolls.

SPLINTER

Magical Weapon

Reach

Critical Knockdown – On a critical hit, the model hit is knocked down.

Kaya the Wildborne plunges herself into the minds of beasts with an abandon unequalled among her peers. While riding this tide she is a ruthless and savage creature who tirelessly stalks her prey day or night. When she enters this battle trance there is no future and no past, only the infinite present and the sweet promise of blood.

Her willingness to submerge herself so deeply into the consciousness of her pack worries her mentor Baldur the Stonecleaver, yet it seems inseparable from her nature. Older druids have tried to teach her patience, but she chafes at their inability to understand her way. For Kaya more than any druid in recent memory, the *wilding* was no struggle but an awakening of her true self. She throws herself into battles with ardent courage without worrying about her own preservation. This irrepressible spirit has led to victory after victory and provided unexpected windfalls to the Circle Orboros.

Though she does not remember her early life, Kaya was born in eastern Ord within sight of the Thornwood Forest. She felt the wilding as a toddler and distressed her parents in the middle of the night on Calder's full moon by shrieking out her window. Even more alarming were the answering howls of wolves. Perhaps it was with relief that they handed

SPELLS	COST	RNG	AOE	POW	UP	OFF
OCCULTATION	2	6	-	-	YES	NO
Target friendly model/unit gains Stealth .						
SOOTHING SONG	1	SELF	CTRL	-	NO	NO
Remove up to 1 fury point from each friendly living Faction warbeast currently in this model's control area. Soothing Song can only be cast once per turn.						
SPIRIT DOOR	3	CTRL	-	-	NO	NO
Select a model in this model's battlegroup in its control area. If this model is selected, immediately place it within 2" of another model in its battlegroup that was in its control area at the time the spell was cast. If another model in this model's battlegroup is selected, immediately place that model within 2" of this model. A model cannot advance or attack after being placed by Spirit Door this turn.						
SPIRIT FANG	2	10	-	12	NO	YES
A model damaged by Spirit Fang suffers -2 SPD and DEF for one round.						

TACTICAL TIPS

WILD MASTERY – Because Kaya is leaching these fury points, her fury point total cannot exceed her current FURY as a result of Wild Mastery.

their peculiar daughter to the hulking blackclad stranger who came knocking on their door. Since that day, Baldur has been the only father Kaya has ever known. Though her path has taken her elsewhere, she always returns for advice, and he remains the only ranking druid she trusts implicitly.

Kaya believes other Circle leaders are needlessly manipulative, and she rarely agrees with their decisions. She has no ability to govern her tongue and has insulted many of her peers without even knowing it. This may result from so much time spent in the minds of beasts who do not dissemble, lie, or understand tact.

For similar reasons, Kaya does not participate in the schemes and plots for which the druids are famed. She finds the motivations of beasts more to her liking, as they require only food, shelter, and a strong will to lead them. Kaya prefers to let her actions speak for themselves as she strikes even harder against the enemies of the Circle, and her recent effectiveness in numerous engagements against Everblight's Legion has won her some respect.

Though capable of sacrificing them if the need is great, Kaya has a tight bond with her beasts and is able to inspire in them remarkable efforts. Their loyalty to her is genuine. Her piercing eyes contain the cold, hard stare of a battlefield veteran twice her age, and with the merest glance she conveys that she has experienced her share of horrors and intends to do her part to end them.



MASTER TORMENTOR MORGHOUL

SKORNE WARLOCK

I have learned to feed on treachery like meat and savor loyalty like rare wine. The terror you inspire in the ranks will serve in the place of true fidelity.

—Vinter Raelthorne IV

MORGHOUL							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	6	8	4	17	13	8	

RIPPER	
POW	P+S
3	9

FURY	5
DAMAGE	15
FIELD ALLOWANCE	C
WARBEAST POINTS	+7
SMALL BASE	

FEAT: PAIN & SUFFERING

A virtuoso of the paingiver's arts, Master Tormentor Morghoul inflicts unrelenting agony without even touching his victims. By unleashing an explosion of torment, he drowns out all thoughts but those of survival.

While in Morghoul's control area, enemy models cannot spend focus, be forced, or have damage transferred to them. Pain & Suffering lasts for one round.

MORGHOUL

Pathfinder

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

Maltreatment – Once per turn during its activation, this model can remove 1 fury point from a warbeast in its battlegroup that is in its control area and add 1 fury point to its own current total. The warbeast suffers d3 damage points.

Overtake – When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".

Perfect Balance – This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

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

RIPPER

Magical Weapon

Double Strike – This model can make two additional attacks for each fury point spent to make additional attacks with this weapon.

Inflict Pain – When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

Masked and sheathed in paingiver armor, Master Tormentor Morghoul is a terror on the battlefield. By drawing on the strength of beasts he transforms himself into a whirlwind of bladed death while nimbly evading injury. In a heartbeat he can strike a dozen times to nick arteries, pierce hearts, and sever tendons. Morghoul knows the intricate byways of living bodies with surpassing precision, so each organ and blood vessel presents an opportunity to inflict pain or death. He has lost count of the bodies that have fallen under his blades, methodically stripped of their innermost secrets.

SPELLS	COST	RNG	AOE	POW	UP	OFF
ABUSE	2	6	-	-	NO	NO
Target friendly warbeast gains +2 SPD and STR for one round but suffers d3 damage points.						
ADMONITION	2	6	-	-	YES	NO
When an enemy model advances and ends its movement within 6" of target model in this model's battlegroup, the affected model can immediately advance up to 3", then Admonition expires. The affected model cannot be targeted by free strikes during this movement.						
TORMENT	2	10	-	12	NO	YES
When a model is damaged by Torment, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.						

TACTICAL TIPS

MALTREATMENT – This model can exceed its FURY in fury points as a result of Maltreatment.

PERFECT BALANCE – If the model forfeits both its movement and action for other effects, either voluntarily or as required, it cannot use Perfect Balance to stand up for free.

After building his reputation plying his cruel trade for a dozen houses, Morghoul was enlisted by House Vokuul in the great city of Halaak. Tasked to unravel plots against their domina, he systematically tortured his way through her subordinates. By the end of Morghoul's work the Vokuul domina was forced to choose a new heir but had attained absolute obedience within her house.

The Vokuul joined the skorne defenders when Vinter Raelthorne first beset Halaak, but Morghoul watched the battles silently. When the domina ordered him to engage, the master tormentor coldly informed her that his services had come to an end and left her to her fate. After the Conqueror crushed House Vokuul along with the rest of Halaak, Morghoul offered the Reborn his services, seeing ample opportunity to practice his craft.

When Raelthorne went into the west, Morghoul stayed to watch the capital. Stalking the servitors of the dominars, he uncovered a plot to overthrow the Conqueror. He became the Walking Death in Halaak, using his mastery of its extensive tunnels to move unseen as he captured and tortured any he felt might have useful information. Nearly a hundred fell during Morghoul's terror campaign. Any agents sent to engage him surfaced in waterways or were discovered on rooftops, drained of blood and wearing twisted expressions of unfathomable agony.

On word of the Conqueror's return Morghoul traveled to meet his chosen lord. The paingiver revealed the information he had obtained, including the whereabouts of every secret passage and poorly guarded sector of the capital. Morghoul had laid the groundwork for the rapid and bloody Second

Unification. The Conqueror gathered an army of loyalists and assaulted the gates of Halaak while Morghoul slipped into the city and captured the heads of the largest houses.

A month-long festival of agony followed the capture of the traitors. Silence was enforced on pain of death in the capital, and the only sound was the inarticulate screaming of the conspirators—the music of Morghoul unleashing the full

imagination of his horrible arts. The citizens of the capital learned exactly what depths of pain one with the power of mortitheurgy and the lore of a paingiver was capable of inflicting.

Morghoul has been tasked with rooting out treachery among the ranks of Makeda's army and keeping a close eye on the warlords who lead it. Where he walks, silence follows.



LYLYTH, HERALD OF EVERBLIGHT

LEGION BLIGHTED NYSS WARLOCK

By Everblight's blessing, I no longer require eyes to see. The world is colorless, and the living shadows bow before his majesty.

—Lylyth, Herald of Everblight

LYLYTH

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	4	5	7	16	14	8



HELLSINGER

RNG	ROF	AOE	POW
12	2	—	12



BOW BLADE

POW	P+S
3	7

FURY

5

DAMAGE

15

FIELD ALLOWANCE

C

WARBEAST POINTS

+6

SMALL BASE

FEAT: FIELD OF SLAUGHTER

The dragon's blight has bestowed upon Lylyth an almost omniscient awareness of battle's chaos—she controls her minions as extensions of her will to finish off her enemies. When she evokes this gift of Everblight, her skill imbues all who serve her, providing unerring accuracy and transforming each attack into a killing strike.

While in Lylyth's control area, friendly Faction models roll an additional die on attack rolls this turn.

SPELLS

	COST	RNG	AOE	POW	UP	OFF
--	------	-----	-----	-----	----	-----

BAD BLOOD 2 10 - - YES YES
A warlock leaching from target warbeast suffers 1 damage point for each fury point leached. The affected warbeast cannot be healed or have damage transferred to it and loses Regenerate.

PARASITE 3 8 - - YES YES
Target model/unit suffers -3 ARM and this model gains +1 ARM.

ERUPTION OF SPINES 3 10 - 10 NO YES
If target model is hit, d6 nearest models within 5" of it suffer a POW 10 damage roll.

LYLYTH

☉ Eyeless Sight

☾ Pathfinder

Bushwhack – During its activation, this model can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.

HELLSINGER

☼ Magical Weapon

Blood Lure – Warbeasts in this model's battlegroup can charge enemy models hit by this weapon this turn without being forced.

Witch Mark – If this attack hits an enemy model during this model's activation, this model can target and automatically hit that model with spells, ignoring RNG and LOS, until the end of this model's activation.

The Voassyr tribe always boasted aggressive and far-ranging hunters, and each of its shards took part in long sojourns defending the people from intruders. Lylyth was born to a stern and uncompromising father who instilled in her the cold discipline of blade and bow. A noted champion of a leading shard, he had high expectations for his daughter. She honed her abilities night and day, and sometimes she would forego sleep while on the hunt as she learned the subtlest arts of tracking and stalking prey.

Things changed dramatically for Lylyth's shard after the killing of a local human trapper aroused a mountain township to violence. A mob of the Khadoran woodsmen ambushed a pair of Voassyr hunters and hacked their bodies into unrecognizable gore. One of their victims was Lylyth's father.

It was Lylyth who discovered the carnage, and something snapped in her mind. She stalked the woodsmen in a week of bloodletting and then turned on their township, killing

anyone who ventured from their homes. Lylyth returned to her shard to speak passionately about her father and arouse in her people a similar desire for vengeance.

Calling on old unwritten codes, the shard declared a blood hunt and vowed to march across the northern territory slaying any humans they encountered. Though they did not interfere, the rest of the tribe distanced themselves from Lylyth's shard and offered no support or succor as the clan recklessly attacked village after isolated village in the cold and wild north.

Thagros, Prophet of Everblight, encountered Lylyth shortly after his own transformation. He saw her shard pit itself against a large band of savage humans called the Vindol, slaughtering each other down to the last. Lylyth was mortally wounded and losing consciousness when Thagros stepped forward and offered to save her life and give her power beyond any she could imagine. Weakened and bereft of reason, she agreed. Thagros lifted her above the snow and thrust a shard of Everblight's athanc into her breast.

The transformation was excruciating, yet the unbearable pain gave way to acceptance. Her blackened heart pumped powerful blight through her veins and sent tainted power into every tissue and bone. Clutching her hands to her eyes, she realized she did not need them to see. The blighted radiance seeping from the athanc shard shone from her skin, and no flesh was a barrier to its dark energies. Lylyth has now masked her eyes to avoid the mundane light of the world; seeing the world through living eyes feels imperfect, an aberration.

She has since learned what it means to be the Herald of Everblight, the stalking death of the Blighted Legion. Lylyth moves as the forward talon of the dragon and strikes deep into enemy territory. Wherever she strides, the arrow-ridden bodies of her enemies fall, and the blight walks in her footsteps.



DIRE TROLL BOMBER

TROLLBLOOD HEAVY WARBEAST

I don't know what's worse: arming a dire troll with high explosives, or giving a pyg the match.

—Grissel Bloodsong

BOMBER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	12	5	5	12	18	5



POWDER BOMB

RNG	ROF	AOE	POW
8	2	4	16



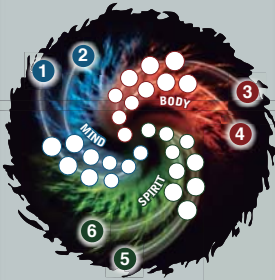
CLAW

POW	P+S
3	15



CLAW

POW	P+S
3	15



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	10
LARGE BASE	

BOMBER

Regeneration [d3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Snacking – When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals, the boxed model is removed from play.

CLAW

Open Fist

Beleaguered trollkin kiths have had to draw upon their inherent cleverness and versatility in the face of enemies pressing in on all sides. One of their most effective adaptations has been to bolster their armies with heavily armed dire trolls, resilient and

fearless cousins able to carry an absurd amount of lethal ordnance. Among the more extreme of these additions is the dire troll bomber, which is armed with kegs of volatile explosives.

The powder used in firearms is a combination of two separate alchemical reagents that must be carefully weighed and mixed for useful detonation. Other explosives do exist, however, such as the blends favored by miners and loggers who work in the most remote areas. These powders are unsuitable for firearms, as their volatility would destroy gun and cannon barrels, but they make for ordinance lethal to those caught in their blasts. The trollkin stuff barrels full of these dangerous substances to create crude but powerful bombs.

ANIMUS COST RNG AOE POW UP OFF

BOMB SHELTER 1 6 - - NO NO

Target friendly model gains Girded. Bomb Shelter lasts for one round. (A model with Girded does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.)

TACTICAL TIPS

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

Some kriels have successfully taught dire trolls to hurl these explosive kegs. Though dire trolls cannot be reasonably trained to do any one thing with regularity, they seem to enjoy the fiery eruptions that accompany the exploding kegs, and they throw them at the enemy with almost cheerful enthusiasm. Foolishly brave pygmy trolls accompany the enormous bombardiers to light the fuses of their dangerous payloads.



TITAN SENTRY

SKORNE HEAVY WARBEAST

Immovability is itself a weapon.
—Tyrant Xerxis



ANIMUS	COST	RNG	AOE	POW	UP	OFF
LOCKER	1	SELF	-	-	NO	NO

Enemy warbeast and warjack models in this model's melee range can only advance directly toward it. Locker lasts for one round.

Whereas other titans smash their opponents to pieces, sentries are the unmovable objects upon which enemies break like frail pottery against a stone floor. Armed with shields and halberds, these massive titans can withstand punishing damage before retaliating in a flurry of crushing blows.

Expert beast handlers carefully choose sentries from among the titan herds, selecting only those beasts with the greatest mass and keenest minds. Titans are not innate warriors or tool users, but skorne beast handlers have developed their own persuasive means to forge the creatures into living engines of war. Titan sentries are painstakingly trained to use the shield and halberd. Though few titans ever develop the refined skills of professional skorne soldiers, when a sentry lands a blow it is invariably telling.

SENTRY

Brace for Impact – When this model is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, this model is not knocked down. This model is not knocked down when it suffers collateral damage.

HALBERD

☞ Reach

Set Defense – A model in this model's front arc suffers –2 on charge, slam power attack, and impact attack rolls against this model.

SHIELD

☞ Shield

TUSKS

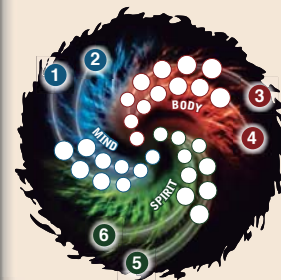
Hard Head – This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

SENTRY						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	5	3	11	19	7

HALBERD		
L	POW	P+S
	4	16

SHIELD		
R	POW	P+S
	1	13

TUSKS		
H	POW	P+S
	3	15



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

The intensive conditioning a titan sentry undergoes also encourages it to fixate on the greatest perceived threat and eradicate it before moving on to the next. When the sentry doggedly sets its mind on a target, all lesser distractions fade from its attention as it sets about the destruction of the unlucky foe.



PRIVATEER PRESS EVENTS AT GEN CON 2010:

IRON ARENA



IRON ARENA:

Privateer Press is revolutionizing the convention gaming experience with the introduction of Iron Arena! This year, Gen Con will present our players with a unified approach to all our products that cater to the casual and tournament gamer alike. The Iron Arena system tracks all of your Privateer Press activities and rewards them with a currency called scars. You will emerge from each and every challenge with scars to show whether you won or lost. It's all about participation: you don't have to win any games; you just have to have fun!

Once you have earned enough scars, you can trade them in for five different levels of prizes, ranging from convention swag all the way up to items you can't get anywhere else, such as signed art prints from Matt Wilson. You will have to complete a lot of challenges to earn that many scars, so let me tell you what the challenges entail. Most of the challenges consist of casually playing our games in a variety of ways: 35-100-point games of *WARMACHINE* and *HORDES*, single- or double-monster battles of *Monsterpocalypse*, and games of both our board games *Grind* and *Scrappers*. You can increase the number of scars you earn in each challenge by playing new opponents, especially ones from a state or country different than your own. You will also be rewarded with scars for participating in our tournaments at the convention, and this year, the tournament schedule is more ambitious than ever!

TOURNAMENTS

In *WARMACHINE* and *HORDES*, four separate qualifier tournaments will lead the chosen few to the fortune and glory of the championship tournament on Sunday: Rite of Passage, Triple Threat, Inventory, and the glorious return of Hardcore! Each event will take its top 4 players to a 16-player final that will decide who is best of the best. If a player qualifies twice, then the next highest ranked player that has not qualified yet will move on to the championship tournament.



Once all the qualified players are decided, they can bring any faction they want to the final event—no holds barred!

RITE OF PASSAGE

This 50-point tournament challenges players by requiring two lists that both must be played twice. Players can bring any two different warcasters or warlocks they choose, but players that opt to bring the normal and epic version of the same character will be eligible for a special "Rite of Passage" award each round.

MIDNIGHT MADNESS: TRIPLE THREAT

This 35-point overnight tournament challenges players by requiring three lists that all must be played at least once. Players must bring three different warcaster or warlock characters to the fight (remember epics are the same character). Players who win with each character by the end of the tournament will be eligible for a special "Triple Threat" award.



INVENTORY

This 75-point tournament challenges players by requiring two lists that both must be played twice. Players must bring two different warcaster or warlock characters to the fight (remember epics are the same character). Players who do not duplicate any models between their two lists will be eligible for a special "Inventory" award each round.

HARDCORE!

The classic format is back! Bring one fully painted 50-point list to pit against all comers using the new Killbox scenario in every round. Are you Hardcore?!

CHAMPIONSHIP

This 35-point tournament is the ultimate challenge requiring four lists that all must be played at least once. Players must bring four different warcaster or warlock characters to the fight (remember, epics are the same character). The winner of this event will be declared WARMACHINE and HORDES champion of Gen Con 2010!

We are also offering two casual tournaments this year—Death Race and Focus and Fury's: The 5 Horsemen Team event. No matter what time it is, a tournament will be underway!

The *Monsterpocalypse* tournament schedule is bigger and better than ever. Two qualifying tournaments will send four players each to the Championship event on Sunday. The new *Voltron: Defender of the Universe* battle miniatures game will be featured in a casual tournament as well!



GEN CON - SMASH!

This single-monster tournament will send the top 4 players to the championship event on Sunday.

GEN CON - RAMPAGE!

This single-monster tournament will send the top 4 players to the championship event on Sunday.

VOLTRON: DEFENDER OF THE UNIVERSE BATTLEMINIATURES GAME

This casual tournament will introduce the *Voltron: Defender of the Universe* battle miniatures game and provide an opportunity to win the first Mega Voltrons!

GEN CON SR 2010 APPENDIX GLOSSARY:

4 Round Event: This event will not be more than 4 rounds long, regardless of the number of players that sign up to play. We have a maximum number of 64 player slots for each event, so sign up early!

Accelerated Time Limits: This event will use the time limits for rounds and turns from the point level directly below it. For example, a 50 PT tournament will use 35 PT round times and 10-minute turns. Each player will still receive a 5-minute extension once per match.

X Lists Required: Players must bring X army lists and must field all X army lists at least once during the event. Each list requires a different warcaster or warlock. This rule adds a requirement for diversity, and, in turn, creates a new challenge for even veteran players.

X Characters Required: Players must field X different warcaster or warlock characters at least once during the event. Remember that the epic version of a character is the same character.

Divide and Conquer: Divide the number of tournament rounds by the required number of lists for each player. The result (rounded down) is the number of times each list must be played during the tournament. For example, if a tournament requires that each player brings two army lists and has four rounds, then each player would have to play each list twice (4 divided by 2). This rule encourages a balanced approach by a player, ensuring that he or she is equally skilled with all of his or her selected lists.



CHAMPIONSHIP

This single monster tournament challenges players by requiring three lists that all must be played at least once. Players must bring three monsters from the same agenda to the fight. The winner of this event will be declared *Monsterpocalypse* champion of Gen Con 2010!

GRIND AND SCRAPPERS

Do you enjoy the awesome gameplay of WARMACHINE, HORDES, and *Monsterpocalypse*? If you do, there is a good chance you will love our other products as well. Take some time at Gen Con to learn how to play *Grind* or *Scrappers*. These great games will be available several times a day, and will also be part of Iron Arena's challenge system.



As you can see, the Iron Arena is chock full of challenges and rewards for players of all types. But wait, there's more! If you are participating in the Shattered Grounds League for WARMACHINE and HORDES this year, be sure to bring your Battle Journal to Gen Con (or buy one at the booth).

Your participation and achievements in each WARMACHINE and HORDES event will be recorded in a player's Battle Journal with stamps unique to each event available only at Gen Con 2010!



Challenges for the Iron Arena will be posted online soon, and you will get a list of them at Gen Con as well, but not all challenges are going to be public knowledge. Keep your eyes peeled on the website, Twitter, and at Gen Con itself for some secret challenges—they will be more difficult than most, but they will be well worth the effort!

Check out the full schedule of events at:
<http://privateerpress.com/community/organized-play/earn-your-scars-at-gencon-2010>

BLOOD IN THE SAND

A Privateer Press Staff WARMACHINE and HORDES Mk II Battle Report

By David "DC" Carl and William Shick • Art
by Carlos Cabrera, Brian Snoddy, Andrea
Uderzo, Chris Walton, and Kieran Yanner

Now that all the *Forces of WARMACHINE* books are either out among the masses or wrapping up, it's time for us to turn our attention to the fury-soaked factions of HORDES. Soon, the warlocks and warbeasts will rise up in their untold numbers to wage war and bring destruction to their enemies, be they living or machine.

To kick off this turning point, this battle report bridges the gap between the men, armies, and warjacks of the "civilized" nations of western Immoren presented in WARMACHINE against the throngs of HORDES. Privateer Press vets David "DC" Carl and Will Shick took on the challenge to test out the Mk II rules for both games—and only the strongest would survive.

Using the fantastic Skorne terrain created by Pat Ohta (see Terrain Building, page 48), the scene was set as DC happily stepped up to show off the new and improved rules for this cruel and disciplined faction. Marketing Coordinator Will Shick took one look at the new warcaster, Drake MacBain, and saw that the Mercenaries would take the coin to beat down the invaders from the east. Needless to say, the sands of the Bloodstone Marches lived up to their name after this battle.



BATTLE REPORT

Scenario Rules

Convergence

Summary: Players attempt to take control of a circular zone in the center of the table.

Special Rules


Mark a 12"-diameter circle centered on the table. This is the control zone.

At the end of each player's turn, starting on the second player's second turn, either player can earn 1 control point by controlling the zone. A player controls the zone if he has one or more models within it while none of his opponent's models are within it. For a unit to control the zone, all models in the unit that are still in play must be within the zone. For a solo to control the zone, it must have an army point cost of 1 or more. (For solos that are purchased in multiples, divide the cost of the solos by the number purchased to see if they are worth at least 1 point *each*.)

Ignore inert warjacks, wild warbeasts, and fleeing models when checking for control or tiebreaker conditions; these models cannot control the zone and do not prevent an opponent from claiming control.

Victory Conditions

The first player to earn 2 control points immediately wins the match.



Rocky Hills—The rocky hills were treated as hills.

Linear Obstacles—The rows of scrub were treated as linear obstacles that provide concealment.

Stone Spire—The stone spire was treated as an obstruction.

Buildings—The buildings in this scenario were treated as obstructions.

The Battlefield

The battle takes place on the western edge of the Bloodstone Marches close to Cygnar's Ft. Falk. The Skorne Empire established numerous small outposts and staging areas in preparation for further assaults to the west and north. In an attempt to disrupt the skorne's plans for domination, the Cygnaran army hired warcaster Drake MacBain to eliminate these settlements systematically. The rocky terrain includes steep walls of stone and winding canyons.

SKORNE-DC



My original HORDES army was Skorne, and I really enjoy the play styles that they bring to the table. From Makeda's amazing mobility to Xerxis' rock-solid defenses, from nimble Bloodrunners to implacable stone Immortals and Ancestral Guardians, Skorne have a real diversity that allows them to shift to fit the situation at hand.

For this battle, I chose Mordikaar as my warlock. He has a really solid feat and spell list, a great ranged attack, and a high FURY. For Mordikaar's battlegroup, I first grabbed a couple of Razor Worms because they were new and shiny, and I wanted to use them to gobble up mercenaries and drag them underground. Then, I added Molik Karn for his impressive MAT, mobility, and hitting power. Last but not least, I added a Rhinodon, mostly because I know Will really hates them. *evil grin* There's just something about Amuck Circular Strikes that makes him crazy.

My first few warrior choices were pretty straightforward. Paingiver Beast Handlers were

a natural support choice for my four warbeasts, and the Cataphract Arcuarii are perfect Revive targets with their P+S 12 Weapon Master attacks. I also brought twenty Praetorian Karax (ten to fuel Hollow and ten as fodder for my Essence Blast spell). A Tyrant Commander next joined the roster to help out the Karax, leaving me just 2 army points. Those quickly became a Paingiver Bloodrunner Master Tormentor solo I hoped to employ for mercenary crowd control duty.





Model/Unit **Points**

M	Void Seer Mordikaar	+5 warbeast points
RW RW	Razor Worm x2	4 ea.
R	Rhinodon	7
MK	Molik Karn	11
BH	Paingiver Beast Handlers (full)	3
CA	Cataphract Arcuarii (full)	9
PK PK	Praetorian Karax (full) x2	6 ea.
TC SB	Tyrant Commander & Standard Bearer	3
MT	Paingiver Bloodrunner Master Tormentor	2
	Total	50



MERCENARIES—WILL

When I was asked to take part in the introductory battle report for the newest Mercenary warcaster Drake MacBain I jumped at the chance. A solid support 'caster, MacBain can keep his army running smooth throughout the worst assault.

I love the Nomad, as I feel it combines the two most quintessential Merc traits: tough as nails durability and dirt-cheap cost. An added bonus is that it has a huge frickin' sword! I took two.

It's often said that Mercenary commanders are spoiled when it comes to troop choices, and I certainly marveled at the options before me. The new fell call rules for Greygore Boomhowler along with his troops' inherent toughness and strength made these renegade Trollkin first on my list of picks. Croe's Cutthroats were second, as you really can't beat poison attacks when playing against HORDES. I also grabbed Rutger Shaw and armed him with a sturdy Vanguard so that the pair of them could cause some real damage thanks to Shaw's Flank and Drive abilities.

To finish out the force I took a full unit of Steelhead Halberdiers and backed them up with Steelhead Heavy Cavalry and the man himself, Stannis Brocker. My plan was to use Stannis' Tactician ability to let the Halberdiers act as a screening force for the cavalry, letting them get full use out of their Flank ability. Last but not least, Kell Bailoch joined the force to add some accurate rifle fire to the mix.

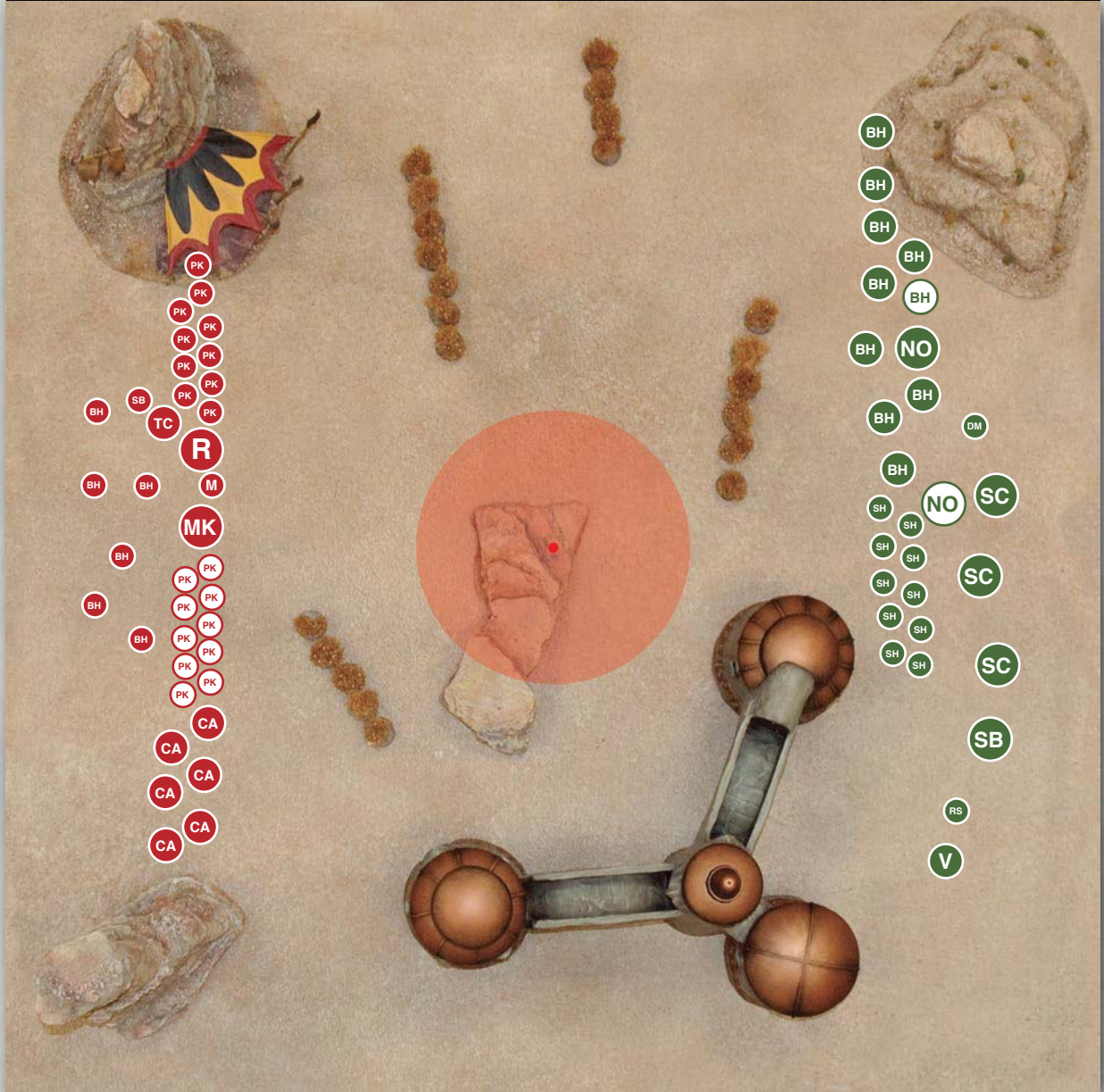




Model/Unit	Points
DM MacBain +6 warjack points	
NO NO Nomad x2	6 ea.
SH Steelhead Halberdiers (full)	6
SC Steelhead Heavy Cav (min)	6
SB Stannis Brocker	4
BH BH Boomhowler & Co (full)	9
CC CC Croe's Cutthroats (full)	10
RS Rutger Shaw	2
V Vanguard	5
KB Kell Bailoch	2
Total	50



Deployment



Skorner-DC

As the player deploying first, I deployed pretty evenly with a plan to reposition my forces during turn 1 if Will's deployment required me to do so. Mordikaar took the center with Molik on his right hand and the Rhinodon on his left; one unit of Karax flanked the battlegroup on either side; the Tyrant Commander and Beast Handlers stood behind the units and warbeasts, respectively; and the Arcuarii took up the right flank.

With several more models to place, I was interested to see how Will would deploy his forces.

Mercenaries-Will



My deployment was pretty straightforward. I placed Boomhowler & Co. so they were staring down the Rhinodon and Karax, ready to show just how tough they really were. Shaw and his Vanguard got left flank duty, since I felt like the fortress archway would be more of a benefit than a hindrance to them. MacBain and his Nomads went a bit right of center, giving MacBain good positioning to cast his buff spells where they were really needed. Finally the Steelheads formed what I hoped would be an onion of pain with the Halberdiers forming the outer layer DC would have to stop to chew through first, letting the Cavalry strike out as a second wave thanks to Brocker's Tactician ability.



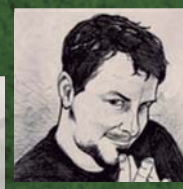
Skorne-DC

Due to the Convergence scenario, I wasn't too surprised that Will created a strong center with Halberdiers, Cavalry, Stannis, and MacBain's battlegroup. The Halberdiers looked like the best Master Tormentor target, so I placed her right in the center and let one Razor Worm take each flank of my Advance Deployment.

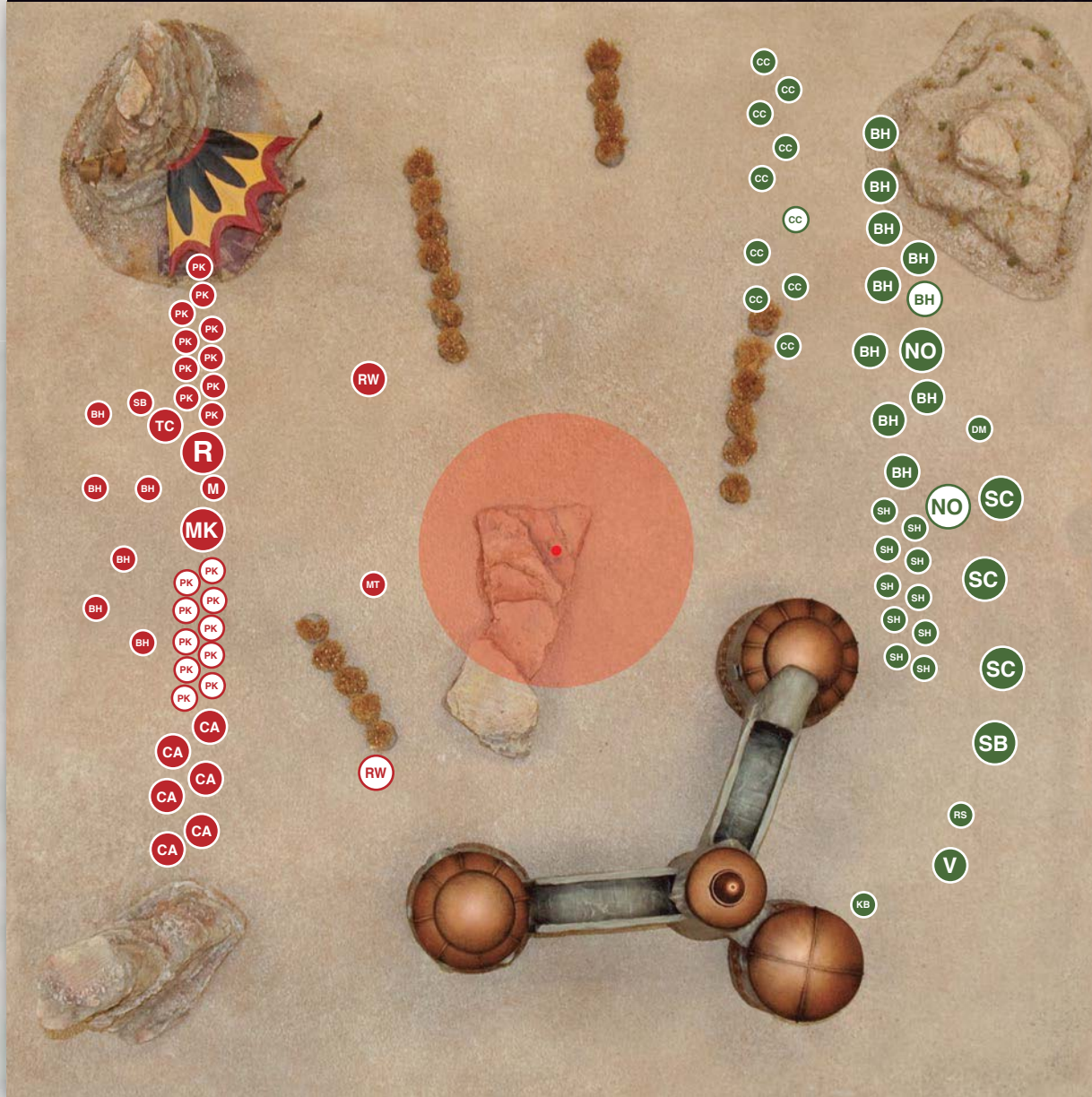


Mercenaries-Will

With a decent part of DC's army able to shield wall, I decided to place Croe and his Cutthroats on the right flank, giving them prime position to riddle the Karax unit with poison crossbow bolts—and, hopefully, sweep toward the center once the mosh pit really got going. Kell then went on the other flank to help support Shaw and his Vanguard with some accurate sniper fire.



Advance Deployment



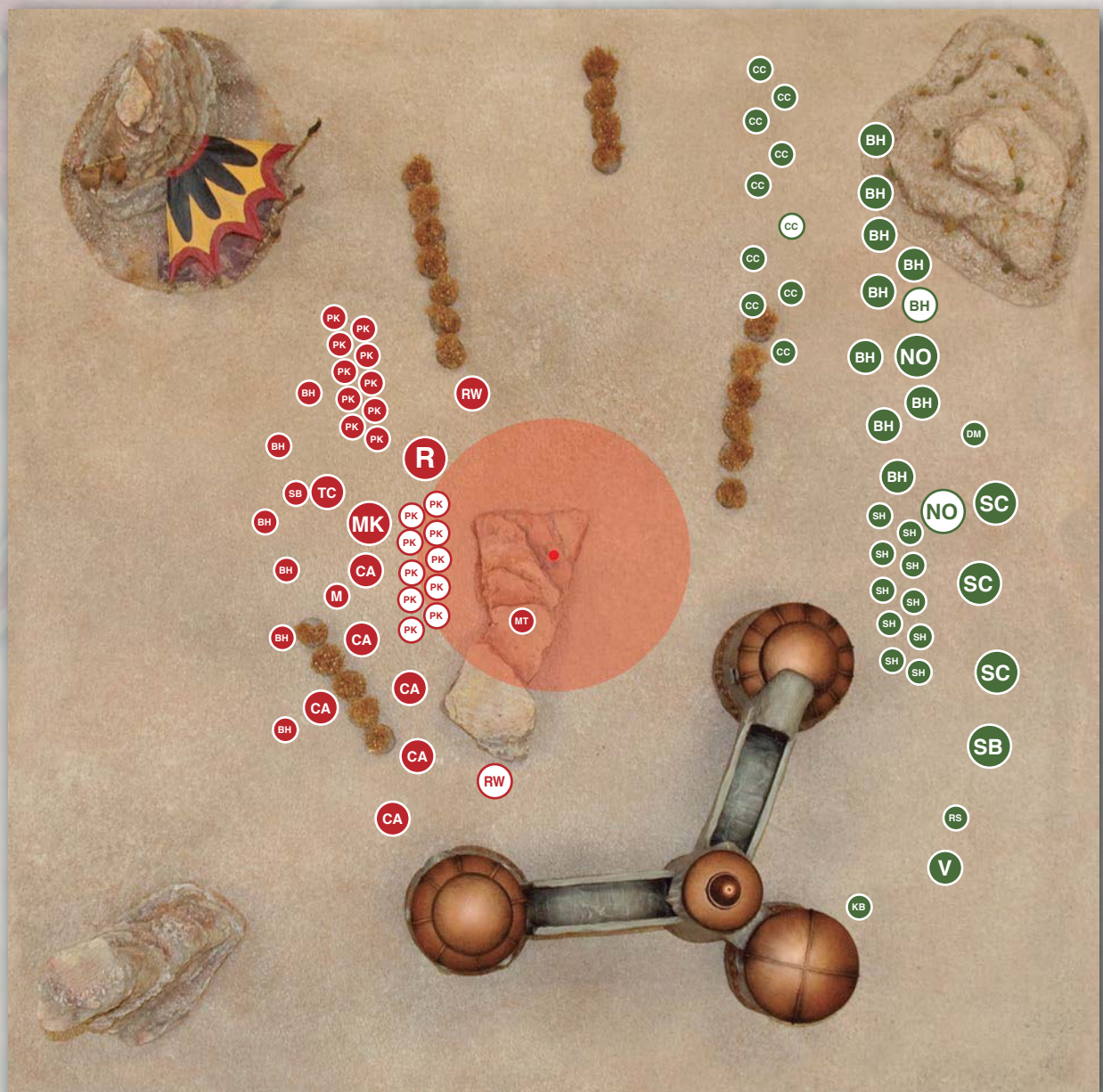


Skorne-DC

Without any long-range firepower, my first turn amounted to a mad rush to the Convergence zone. The Arcuarii, the right-flank unit of Karax, the Beast Handlers, Molik Karn, the Rhinodon, and the Master Tormentor all ran forward to some extent or another and repositioned for my next turn.

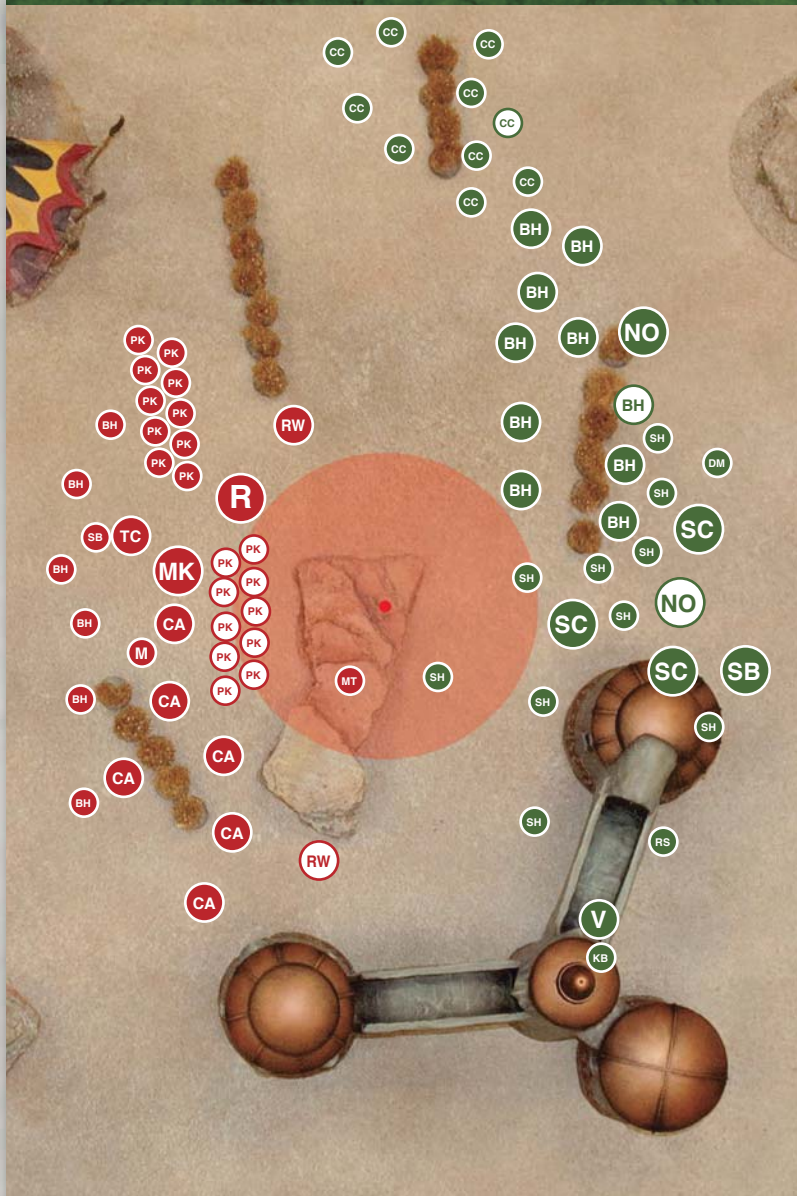
The Tyrant Commander & Standard Bearer also ran forward after giving the left-flank Karax the Press Forward Battle Plan. Those Karax then made a 7" Shield Wall advance.

The Razor Worms merely advanced, riled a bit, and used their Dig In actions. Lastly, Mordikaar advanced, put Hollow on the frontline Karax, and used Fate Walker to reposition slightly farther up the battlefield.



Round 1 • Turn 1

Round 1 • Turn 2



Mercenaries—Will

True to form, DC had run straight at me with that special gleam in his eye that he gets when he's picturing the coming slaughter of poor toy soldiers.

I knew I had the tricky job of making sure to minimize the amount of damage he could inflict on me next turn while also not completely conceding control points to him.

MacBain kept all his focus this turn so he could cast Fortune and Fail Safe. First off Croe's Cutthroats ran up the right flank of the board. Boomhowler reared back and roared out his Call of Defiance, making the unit succeed on Tough checks on a 4+, and the unit ran forward over the bushes and straight at the Skorne army in front of them.

The Steelheads followed suit but required a bit more finagling, as I knew there was no way to avoid losing some to DC's wicked Master Tormentor. So the unit split

into frontline sacrifices and what I hoped would be their avengers on my next turn. Sticking to the original onion plan, the Steelhead Cavalry and Stannis also moved up behind the Halberdiers.

Shaw had the Vanguard run forward and sprinted off to keep up with it, while Kell snuck behind the pair, rifle at the ready.

Finally it was MacBain's turn, and he dutifully moved up and cast Fail Safe on Nomad number one and Fortune on Boomhowler & Co. giving them re-rolls on failed attack rolls. Both Nomads then advanced, the one with Fail Safe moving toward the control zone and the other moving toward the Rhinodon and Karax on the right.

With my forces in place I sat back and waited to see how much damage DC would be able to inflict on his next turn.



Skorne-DC

After leaching and upkeeping Hollow, I started with

Mordikaar. I didn't have any big plans for him this turn, so I mostly just used Death Blast to obliterate a Steelhead at the edge of his range. His Death Blast ranged attack is an element that's often forgotten in a faction without any dedicated shooting warlocks, but it's the equivalent of a free Arcane Blast every turn and even comes with the potential to heal a bit of his damage if he gets injured or has to cut himself for fury.

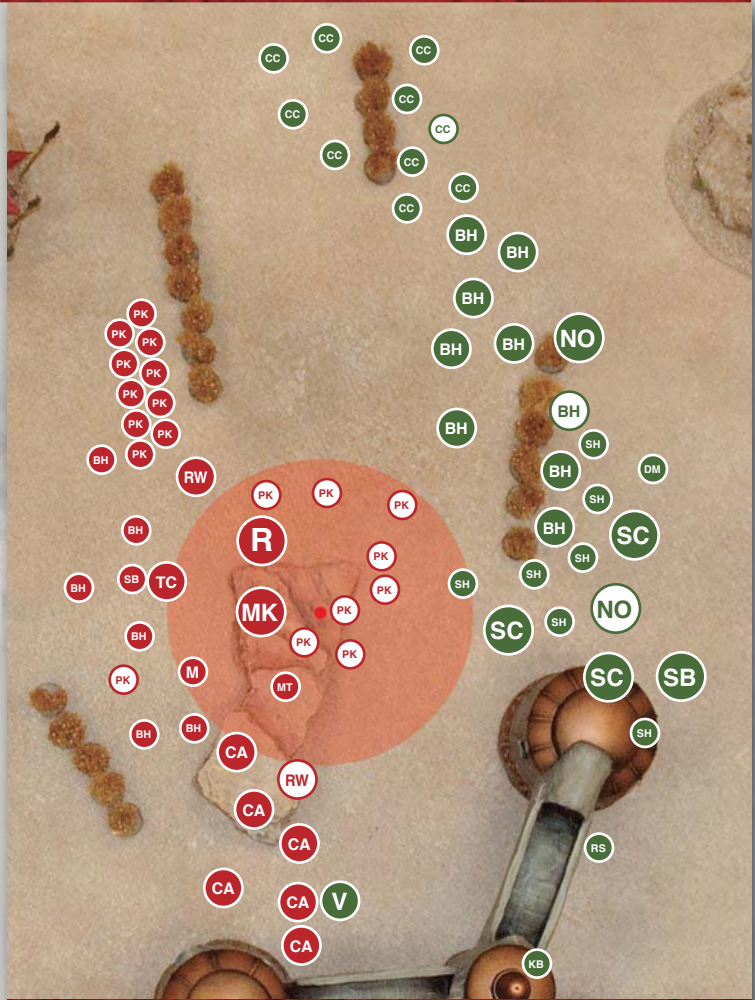
After Mordikaar came the Hollow Karax unit. Their souls would soon serve to enhance my offense, so I had no compunction about sending them straight into the jaws of death. They dispatched one of Boomhowler's boys, and a three-man CMA took out a Steelhead Halberdier. Their two-man CMA on the other Steelhead failed to connect thanks to the Steelhead's Set Defense rule.

Next, the Tyrant Commander advanced and gave the Arcuarii the Press Forward battle plan. They advanced their 7", and I had two of the Arcuarii CRA the Vanguard. I had a third member of the unit in range, but I was hoping I could roll at least 5s and 6s on 2d6 without his help and save him for melee duty. The CRA hit, scratched the Vanguard, and reeled him in to two waiting Arcus strikes. After a couple of Weapon Master Arcus attacks, the Vanguard's shield had been shredded, and the 'jack was in pretty bad shape overall.

The Razor Worm on the right flank then charged the Halberdier the Karax had missed, missing him due to Set Defense just like the Karax did, but then he bought another attack and ate the fool. After his snack, the Razor Worm used Drag Below to move back toward the Arcuarii and Dig In once again.

The Master Tormentor then charged the forward-most Steelhead Heavy Cavalry model and used her Thresher attack. Not only did the Weapon Master attack slice the cavalry model to ribbons, but her Thresher took out the adjacent Steelhead as well.

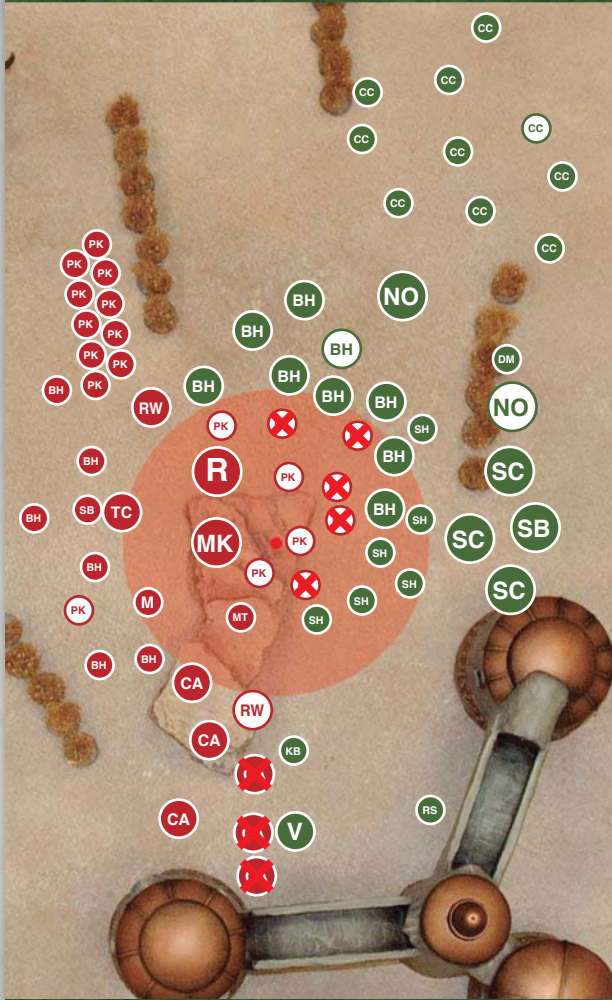
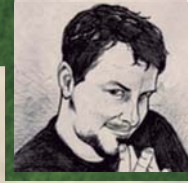
I wasn't ready to commit the other Razor Worm or Karax, so they just adjusted position slightly, relying on their Dig In, Shield Wall, and the scrub wall for protection. The Beast Handlers also advanced, and I passed priority back to Will.



Round 2 • Turn 1



Mercenaries—Will



Round 2 • Turn 2

The Arcuraii had ripped off the Vanguard's shield and the Master Tormentor had done a bit more damage than I would have liked, but more importantly, DC's troops were now within charge range. It was time to put some axe to face!

I started the turn with MacBain upkeeping both Fail Safe and Fortune. Since I planned on feating this turn he kept the rest of his focus.

Boomhowler again sang out Call of Defiance before leveling his axe and charging toward the Karax and Razor Worm. Thanks to Fortune and the Trollkin's natural strength they were able to cleave down several of the Karax, and one even managed to sink his war axe deep into a Razor Worm's fleshy innards.

The Steelhead Halberdiers came next but were not able to bring their full numbers to bear due to the rough desert shrubbery. Still, the ones that connected made short work of their opponents.

On the left flank, Shaw—obviously peeved at the damage the Arcuraii had wreaked upon his beloved Vanguard—charged the right-most trooper, and thanks to flank and the charge boost, cleaved the armored Skorne warrior in twain! He then used his re-roll Drive on the Vanguard, which lashed out with its Guisarme and (with the help of some above-average dice rolls) struck down two more Arcuraii. Kell stood still and fired twice at the Arcuraii leader, leaving him with a single wound.

At this point I was feeling really good about all the death and carnage I had been dishing out. What I failed to account for, however, was the pile of soul tokens DC happily added to Mordikaar's fury pool from all the Hollow Karax I was chopping down.

A quick look at Croe's Cutthroats and the Karax opposing them made me pull them back for later turns. I would have needed to move up to get most of the unit within crossbow range, and poison makes you lazy when it comes to marksmen practice. So with the Karax sitting at DEF 14 behind the shrubs, my RAT 5 Cutthroats would need 9s and have to face down what would likely be a mostly unscathed unit next turn. Hey, you don't become a Cutthroat by dying for a cause!

With my forces thoroughly engaged it was time for MacBain to activate and use True Grit to really ruin DC's next turn. Now nearly all Boomhowler & Co. were basically invulnerable along with a few Halberdiers. This line of impervious doom was now one gigantic roadblock between Molik Karn and MacBain, and it guaranteed that my next turn would be full of more axe-hewing doom!

Last but not least the Nomads moved up, as did Stannis and the Steelhead Cavalry, as the clump of troops in the center of the board prevented them from charging forward this turn.





Skorner-DC

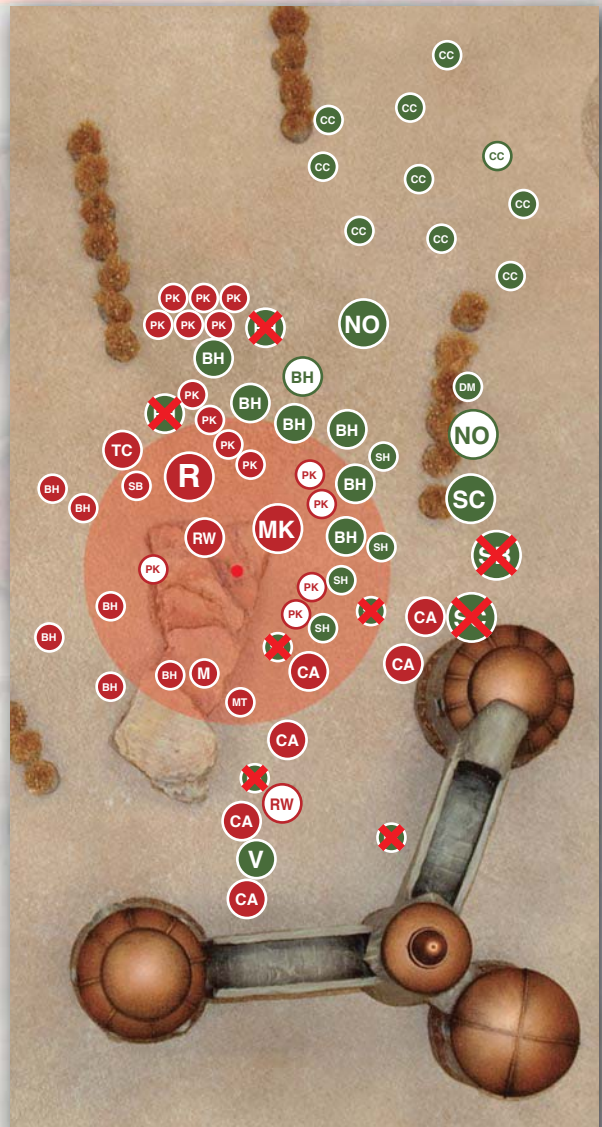
This turn definitely began with an evil grin. Yeah, sure, True Grit was going to be a pain, but 12 points of fury and recycling Arcuarii is guaranteed evil fun for the whole family. After leaching, I chose to upkeep Hollow since I expected most of the remaining Hollow Karax to die next turn. Another 12-fury turn would be great. I also activated Mordikaar right away since I knew full well my plans for him this turn. He advanced onto the hill, consumed Kell Bailoch in a ball of death energy, and then revived the three dead Arcuarii, positioning them carefully to get at the chewy center of Will's army behind his True Grit screen. It also seemed like a perfect opportunity to unleash the Void Wind feat to protect my army next turn.

The Hollow Karax used their Reach to make a go at the non-gritty back rank of Will's Halberdiers. One two-man CMA hit, and the other missed.

Next, I activated the Beast Handlers to heal a couple of points on the scraped-up Razor Worm and to Enrage some of the other beasts. The Razor Worm near Rutger Shaw used the free power attack for a headbutt thanks to Enrage, but the damage roll made the headbutt a moot point. Rutger made his Tough roll, but then Mordikaar forced the Razor Worm to eat him anyway.

After the Master Tormentor quickly dispatched a Steelhead, the Arcuarii were in position to finish off the pesky Vanguard and smash into Will's back ranks. While I expected Set Defense to thwart one of the two would hit. Alas, neither hit, leaving the 'jack around to fight with its Guisarme. The two forward-most Arcuarii fared much better, killing another Steelhead Heavy Cavalry rider along with Stannis Brocker.

With most of the remaining enemies within reach invincible this turn thanks to True Grit, my remaining activations did little but knock down a few models and kill a single Trollkin.



Round 3 • Turn 1



Mercenaries—Will



Shaw and Kell were dead, as was Stannis (this was the pill hardest to swallow, since I had such high hopes for him), and to top it all off I was staring down the barrel of a DEF 15 or better Skorne army that would bounce my troops around like pinballs when they inevitably missed. Oh, and that Arcurarii unit I had whittled down? It was back to full strength in numbers!

MacBain allocated 1 focus to the Nomad and spent 2 to upkeep Fortune (which I was really going to need) and Fail Safe.

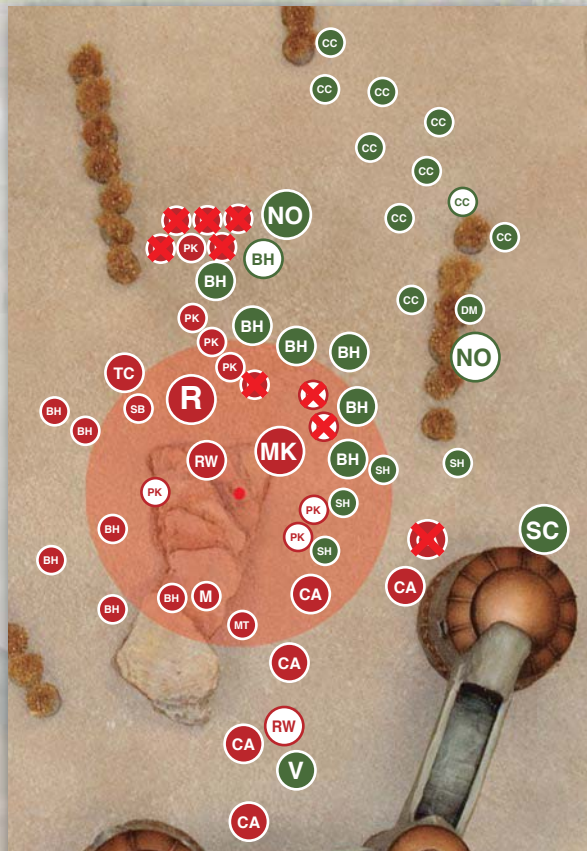
I decided to kick things off with the Vanguard that had survived against all odds last turn thanks to Set Defense. Of course, with no Shaw to help boost its performance, its Guisarme missed, and it was pushed 1" back. Next up was the single Steelhead Cavalry model that promptly missed its two attacks and was knocked right out of melee with the Arcurarii.

The Steelhead Halberdiers fared a little better against the stupidly high DEF of their Skorne opponents. This turn was quickly going downhill.

My ace in the hole was Boomhowler and his indestructible Trollkin. Since they were all heavily engaged, they were able to stand up without the aid of Boomhowler's Call to Action, letting him continue Call of Defiance. Fortune also proved its worth by combining with some ridiculously good rolling (I wish you all could see DC's face when the law of averages leaves room for a cold drink of "DEF 15 what?!"). Of course every Karax I killed was bittersweet, since I was now watching DC pile up the soul tokens for next turn.

The Nomad on the right then moved up and proceeded to whack two more Karax, one on a boosted attack and the other on another above-average roll that ended with an iron fist breaking the Karax's face.

Croe's Cutthroats then moved up for better shooting position next turn, with the farthest two able to gain the aiming bonus and use their poisoned bolts to pick off the back two Karax that weren't engaged by the Nomad.



Round 3 • Turn 2

MacBain activated last and, not liking the look in Molik Karn's beady little eye, took aim and nailed Molik Karn with his hand cannon. Of course my elation was short-lived when my boosted damage roll came up with a total of 4. (Welcome back, law of averages!) MacBain used his last 2 focus to Jackhammer the Nomad engaging the Karax, taking one more down with yet another roll of 9. At this point I could see DC's head about to explode from the mathematical impossibility of this turn. With nothing left to attack I passed the dice over to him and waited to see if I could weather the fury of a mathematician scorned!





Skorner-DC

Wow, that was a lot of 9+ attack rolls. After the first couple of misses, it was like I hadn't feated at all. Fortunately the damage rolls weren't as impressive.

Not only did MacBain's Hand Cannon shot fail to damage Molik, but the legendary Boomhowler's Great Axe scraped harmlessly off a Karax shield. Granted, the Nomad cleaved him in twain later in the turn, but there were at least *some* bad rolls mixed in with the good.

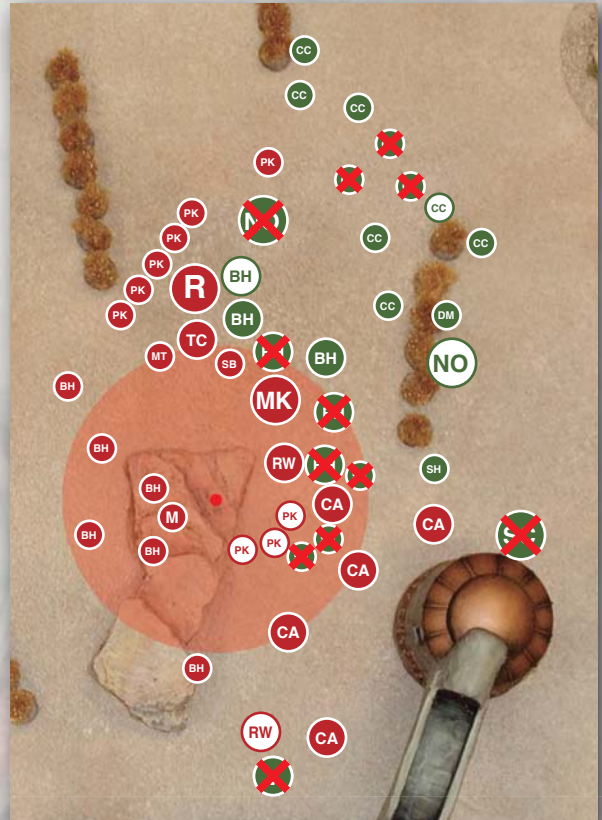
After leaching, I had 9 fury thanks to Hollow. I decided to upkeep it for one last turn in the hopes of netting 10 fury next turn. The Hollow Karax started out the turn by entering Shield Wall and impaling the two Steelhead Halberdiers in front of them, causing the final Halberdier to quake with fear. The other Karax were far less successful. After their Shield Wall, they mortally wounded a Trollkin three times, but he made all three Tough rolls. Fortunately, the Bloodrunner Master Tormentor was able to charge over and finish him off.

Next, the Beast Handlers medicated the wounded Razor Worm (bringing it almost back to full health) and enraged the other three beasts. The Enraged Razor Worm on the right flank finally finished off the Vanguard. Then Molik Karn strode confidently over to some Trollkin. With six attacks along with possible movement from Side Step, I had high hopes for Molik clearing out some trolls. Those hopes were shattered, however, when Molik Karn's very first victim made *five* Tough rolls in a row. What is Boomhowler feeding these guys?!

The Rhinodon fared much better. He missed Boomhowler with his left Claw but caught him with the right. Boomhowler fell down Tough. The tail made quick work of the Nomad, though, with the very first attack smashing the buckler and allowing all other attacks to deal an extra point of damage. All said and done, the Rhinodon did just enough damage to turn the Nomad to scrap. The last Razor Worm caused another troll Tough roll, but I did not buy additional attacks since I had too much fury on the table already.

The Arcuarii advanced, finished off a knocked-down Trollkin, and missed the frightened Steelhead Halberdier. The Tyrant Commander gave himself the Press Forward battle plan and stabbed the wounded Boomhowler. Boomhowler made his Tough roll yet again, leaving just Mordikaar to activate.

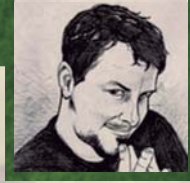
I considered bringing back my one dead Arcuarii, but there really wasn't a good reason with the current board position. I instead opted for reviving one of the Karax and using him to Essence Blast three Cutthroats. It was about time I started picking off the assassins. As the turn ended, I claimed my first control point and started thinking toward a scenario victory on my next turn.



Round 4 • Turn 1



Mercenaries—Will



BOOOOMHOWLER!

What a freaking turn of Tough rolls. Boomhowler & Co. had single-handedly stalled DC's furious onslaught and had given me one more turn to cause as much damage as possible and get back in the control zone. The problem was, everything was pretty well engaged and there was a pretty pissed off Molik Karn and Razor Worm blocking MacBain's way to Mordikaar. Both of us had beaten the other's army to a bloody mess, but with 1 point under his belt and most of my remaining forces out of range of the control zone, it was all going to come down to MacBain and his Nomad to hopefully stall for one more turn.

MacBain started off by giving 3 focus to the Nomad and upkeeping Fortune on Boomhowler & Co.

In order to clear a path to Molik Karn for MacBain, Boomhowler & Co. activated first, chopped down the Tyrant's standard bearer, and even put a healthy amount of damage on the Tyrant himself. Boomhowler stood up and took a swing at the Rhinodon but missed on a 3, likely due to the fact that his head was still swimming from the Rhinodon's pummeling on DC's turn! It was at this point that I made a critical choice and had Boomhowler use Rage Howler instead of Call of Defiance. Unfortunately, DC passed all his command checks—but the Rhinodon, Molik Karn, and one Razor Worm would suffer -2 to all their attack rolls next turn.

MacBain engaged the titanic Molik Karn while putting himself in the control zone and, using Gang Fighter, started ripping chunks out of Molik's armored hide with his blade Undertaker.

Next, the Nomad moved up and finished the job with two strikes of its oversized battle blade. With Molik Karn reduced to a bloody heap, the Nomad used its last focus point to attack the Razor Worm, scoring a nice chunk of damage on the beast. Croe's Cutthroats then moved up to engage the remaining Karax on the right flank and brought two more down with poisoned attacks.

To top off this climactic turn of exploits and action-hero defiance, the fleeing Steelhead Halberdier . . . continued to flee.



Round 4 • Turn 2





Skorne—DC

Poor Molik Karn. He was supposed to kill MacBain last turn. Instead, MacBain had contributed to his death *and* gotten one toe into the control zone. That ended my plans for a scenario victory—guess I'll have to kill MacBain.

After leaching this turn, I had just 7 fury points. Will killed just about everything at the front lines except for the guys he was *supposed* to kill. I decided not to upkeep Hollow since I hoped to win or die trying this turn. If I failed, MacBain was likely to kill Mordikaar thanks to the Grievous Wounds ability of his mechanical greatsword.

I started with the Karax on the left, who killed one Cutthroat and one Trollkin. The Rhinodon then made five attacks to kill the remaining two trolls. Even with the reduced MAT, I only needed to boost the initial hits, automatically hitting with the additional attacks after the Tough rolls. To their dying breath, Boomhowler and his boys resisted their fate like champs.

Rather than attacking MacBain with my Rage Howler—impaired Razor Worm, I decided to let MacBain have a free strike so the Worm could go chew on the Nomad instead. It would reduce MacBain's defense from ranged attacks and

clear up the area around him for more of my Reach models to get in on the 'caster-kill action. With an amazing damage roll, MacBain severed the Worm's head in a single mighty blow, which definitely left the area around him clear.

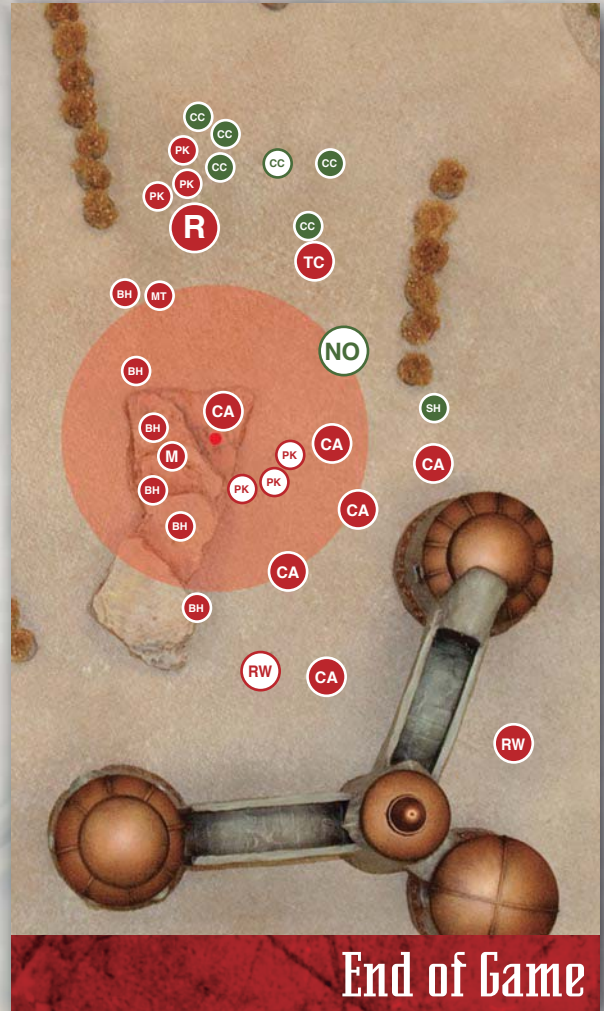
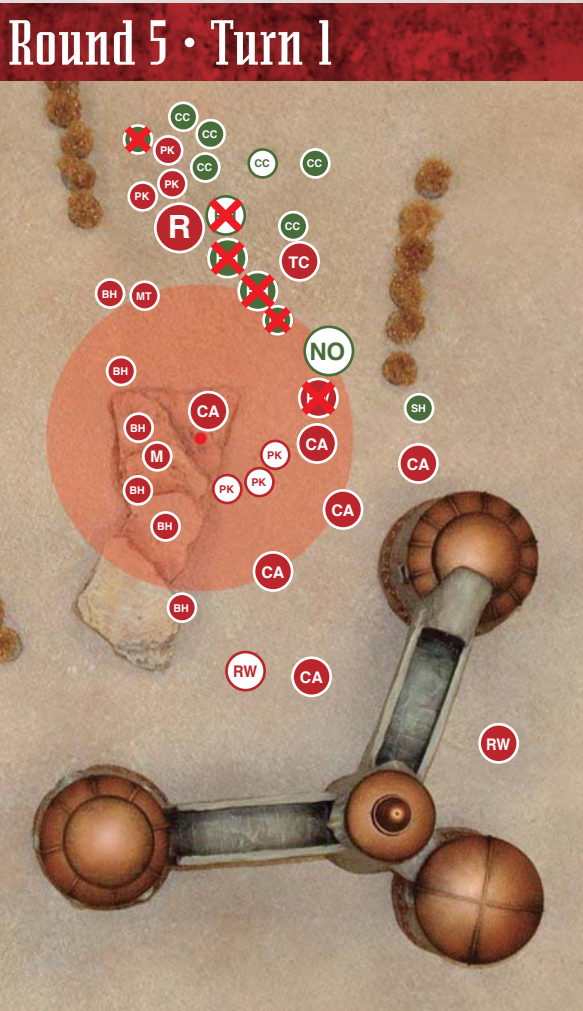
Mordikaar activated next and sent a boosted Death Blast into MacBain, then boosted the damage roll. The dark energy dealt him 8 points of damage—a good start. I considered essence blasting with the Rhinodon. It might have been a game-winning move, but I could have just as easily missed, throwing away a healthy warbeast for nothing. So Mordikaar revived a Cataphract in a good charge position instead.

The Tyrant Commander charged in next and rolled 7, exactly what I needed to hit MacBain's DEF 15. With P+S 12 and four dice of damage, MacBain was toast. Well, should have been toast.

Tough roll.

I glared at Will a little and sent the Bloodrunner Master Tormentor in to finish the job. With an Anatomical Precision whip strike, she forced MacBain to try for that Tough roll once again.

Will's luck had finally run out, and I won the game.



Mercenaries—Will



Let me start out by saying that DC is my hands-down favorite person to play against in the office. Not only is he a great player, he is an awesome sportsman and just an overall fun guy. Every time we play I know it will be fast, furious, and full of carnage, and this game certainly didn't disappoint.

So what did I learn? I certainly made a couple of mistakes in deployment. Looking back I should have deployed Croe's Cutthroats on the left against the Arcuarii and put the Halberdiers and Cavalry with Stannis on the right, shifting Boomhowler & his indestructible Co. to the center. And speaking of Boomhowler & Co., holy bejeezus is that unit awesome! If I

hated DC's Mordikaar Hollow/Revive combo, then I can only imagine how he felt about Call of Defiance.

Through it all though, DC played what I would consider a near-perfect game. Combine that with my inexperience in playing against Skorne, and I found myself reacting rather than dictating the pace of the game, making the fight an uphill battle all the way.

In the end, I only have three words for you Mr. Carl: "I'll be back!"



Skorne—DC

What a great, bloody game. I probably should have played a bit more cautiously with Molik Karn since he was my best win condition, but things still went pretty smoothly and according to plan. Reviving Cataphract Arcuarii is really potent, even when it's just a couple of guys in the right position to wreak havoc on an opponent's intended plan.

My one regret about the game is that I didn't Essence Blast with the Rhinodon. I can just see Drake MacBain with

giant chunks of rhino meat all over him and bone spikes sticking through him, with that "I'm too tough to die" gleam in his eye as he looks up at Mordikaar vengefully. It would certainly lend credence to his reputation as a warcaster who has the ability to get out of tight situations.

I'm looking forward to playing against Will again sometime soon on the battlefields of playtesting as well as seeing Drake MacBain and the Razor Worm plenty more in the future.

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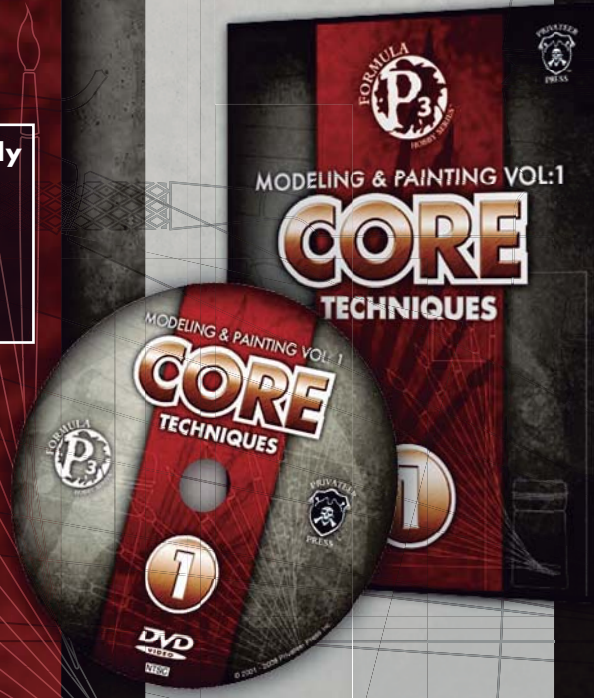
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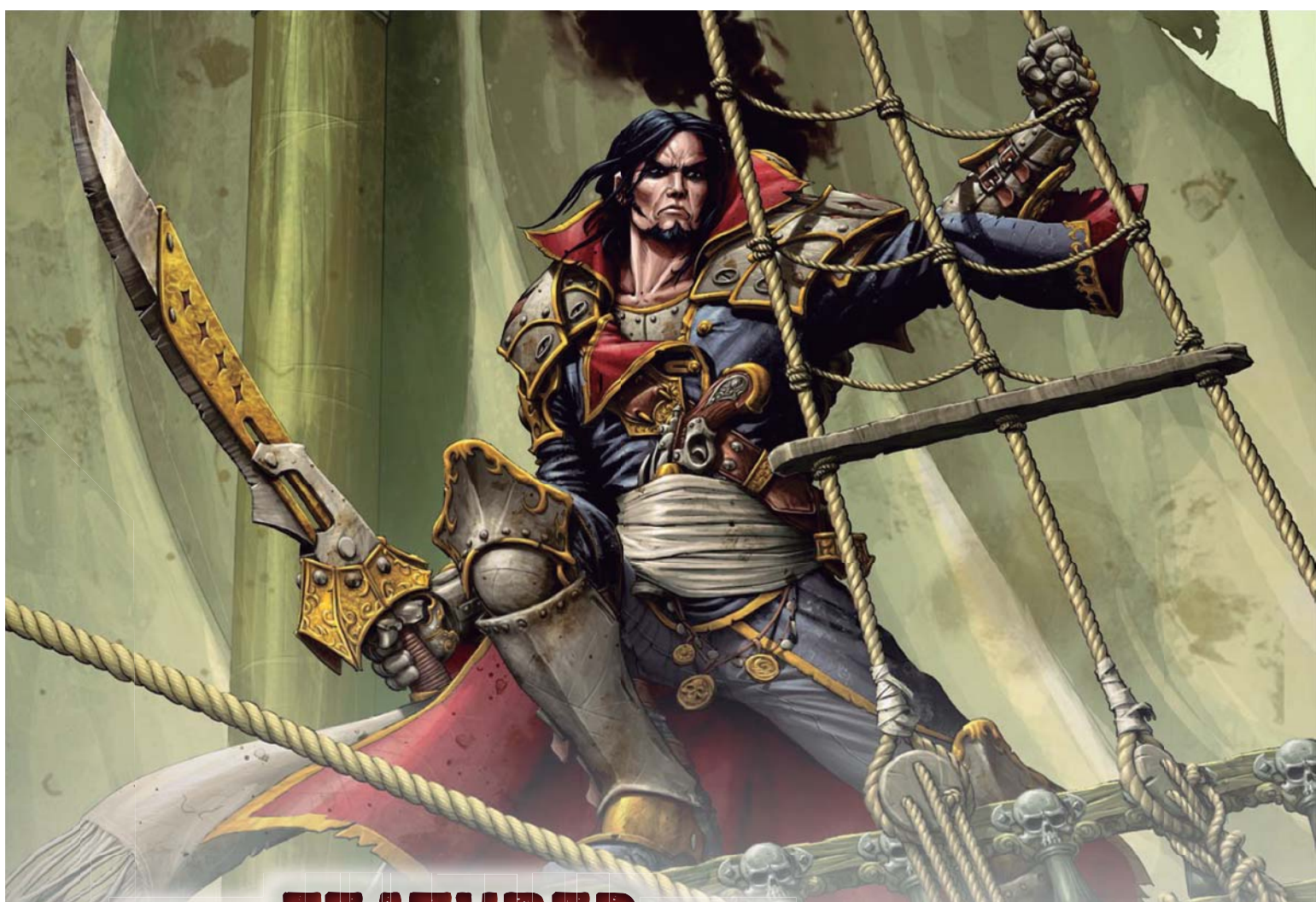


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FEATURED THEME FORCE

A PIRATE'S LIFE

By David 'DC' Carl • Art by Andrea Uderzo

The new WARMACHINE Theme Forces are all about providing players with new options for army building and gameplay. Captain Phinneus Shae is the only Mercenary warcaster who won't work for any faction armies, and on top of that, he only works for a single Mercenary contract. As a warcaster with somewhat limited Mk I options, Shae provided a perfect starting point for this article series on the new options provided by the Theme Forces of WARMACHINE and HORDES.

BEARING STARBOARD

Due to his position in the Talion Contract *only*, Shae's Tier 1 requirements change up his army selection very little. Shae only loses access to Bloody Bradigan, Dougal MacNaile, and the Talion bonuses (+1 on the starting game roll and the ability to redeploy solos before turn 1). This does shift him slightly away from AOE-oriented army lists, but the restrictions are far milder than those many warcasters face.

On the other hand, Shae's Theme Force benefits include that +1 bonus on the starting game roll, maneuverability options at least as good as the redeploy bonus, and a *befy* discount on key A Pirate's Life solos. That Tier 1 bonus alone should be enough to tempt many Shae players away from the Talion and into A Pirate's Life.



CAPTAIN PHINNEUS SHAE

A PIRATE'S LIFE

WARJACKS

Mercenary non-character warjacks

UNITS

Sea Dog units, Lady Aiyana & Master Holt

SOLOS

Bosun Grogspar, Dirty Meg, Doc Killingsworth, First Mate Hawk, Lord Rockbottom


TIER 1

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

Benefit: Reduce the point cost of solos in this army by 1.

TIER 2

Requirements: This army includes Mr. Walls.

Benefit: Models/units in this army gain Pathfinder  during your first turn of the game.

TIER 3

Requirements: The army includes The Commodore Cannon & Crew.

Benefit: You gain +1 on your starting roll for the game.

TIER 4

Requirements: Shae's battlegroup includes three or more warjacks.

Benefit: Models in Shae's battlegroup gain +2 SPD during your first turn of the game.

FLANK SPEED

Captain Shae can achieve a Tier 4 Theme Force list fairly easily. After purchasing the bare minimums, Shae has spent only 14 points on achieving Tier 4. Even at the 35-point level, there is plenty of room to upgrade to more expensive warjacks, purchase additional units, or invest in some support solos.

Those support solos are the real glue holding a good Shae army list together, and his 1-point discount on all five Talion solos (Grogspar, Meg, Killingsworth, Hawk, and Rockbottom) means the crew only sets a player back 5 points instead of the usual 10. And rest assured that those discount versions still come with all the great offensive and defensive Sea Dog buffs that Shae players know and love, like No Sleeping on the Job, Object of Desire, and Payday.

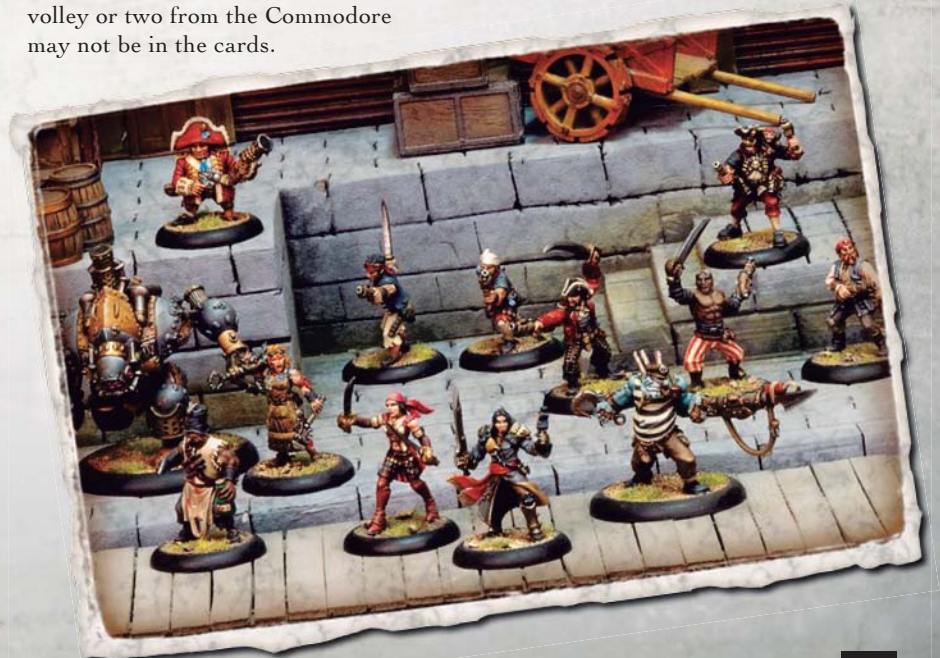
TRIMMING THE SAILS

Despite the relative ease of reaching Tier 4, there are plenty of reasons to stop with Tier 3, 2, or even 1. For players who prefer a more infantry-oriented Shae list, the Tier 4 bonus

may not be particularly necessary or attractive. A pair of sturdy Nomads to clean up enemies too heavy for the Sea Dogs may be sufficient.

As Tier 4 may not appeal to infantry-lovers, the Tier 3 requirement won't appeal to the most aggressive Shae players. Coup de Main, Godspeed, and No Quarter allow a Shae army to take an overwhelmingly aggressive stance, and preceding that with a volley or two from the Commodore may not be in the cards.

Even Tier 2 is not strictly necessary. A warjack-oriented Shae list with Grogspar, Meg, Hawk and Aiyana & Holt is certain to catch players off guard. Grogspar and Hawk are impressive combat solos for their new cost of just 1 point, Coup de Main is an amazing warjack-support spell, and Aiyana's Kiss of Lyliss allows Mariners and Nomads to hit like Juggernauts.





GEN CON COMMUNITY EVENTS

By the Privateer Press Staff

There's more to the Privateer events at Gen Con 2010 than just tournaments! We know our fans express their creativity and passion for our games in a variety of ways and this year we're going to reward you for it!

Costume Contests

Come to Gen Con dressed in your *Iron Kingdoms* or *Monsterpocalypse* best! Whether you choose to armor yourself like the Butcher of Khardov or prefer the robotics of Mecha Gorghadra, this is your chance to shine. All contestants will be featured in group photos for *No Quarter Magazine* and individual winners will be given individual photos in *No Quarter*!

Gather at the Privateer Press booth on Saturday, August 6th at 1 p.m. Privateer Staffers will judge the following costume categories:

- **Warcaster or Warlock**
- **Trooper**
- **Miscellaneous**
- **Best Overall Iron Kingdoms**
- **Best Overall *Monsterpocalypse***

In addition to being featured in *No Quarter Magazine*, the winners of the two Best Overall categories will each receive a \$100 gift certificate for the Privateer Press Gen Con 2010 booth!



Fly Your Faction Cobrs

Do you love your faction? Do you want the world to see your loyalty to Cygnar, Cryx, or G.U.A.R.D.? Well do something about it! Create a banner that expresses your pride in your favorite WARMACHINE, HORDES, or *Monsterpocalypse* faction, or your favorite warcaster, warlock, monster, unit, or whatever! Banners must be at least 24" x 36" and a maximum of 4'x4' in size.

Register your banner at the Privateer Events hall anytime before 12 p.m. on Saturday, August 5th and leave your banner to be displayed for all to see! Then gather at the Privateer Press events hall on Sunday, August 6th at 2 p.m., where Privateer staffers will judge your creations in the following categories:

- WARMACHINE
- HORDES
- *Monsterpocalypse*

In addition to being featured in *No Quarter Magazine*, the creators of the winning banners will each receive a \$50 gift certificate for the Privateer Press Gen Con 2010 booth as well as original Privateer Press vinyl banners!



Unit formation!

Show your pride in your gaming group or local gaming shop! Create and wear custom uniforms displaying your faction, club, and game loyalties! Teams that come to the Five Horsemen Team Tournament in their unit's uniform will receive extra scars. Even if you can't make it to the Five Horsemen Tournament but want to represent your team at Gen Con, just come dressed in uniform with your entire team and register in our events hall. Everyone who registers will receive special dog tags and have the opportunity to be part of a group photo for *No Quarter Magazine* at the Privateer Press booth on August 6th at 3 p.m.

Finally, stay tuned for surprise events and news during Gen Con via Twitter! Just follow @privateerevents and @privateerpress for up-to-the-minute information on Privateer Press at Gen Con 2010 and other events throughout the year!

TERRAIN BUILDING

Skorne Structures

By Pat Ohta

For this assignment, I was tapped to build a Skorne building that you would find in one of the clan settlements. The terrain piece comprises three buildings and a central tower, all linked together with elevated walkways.

Skorne architecture is a mixture of different styles melded together to form what we see in the savannahs and deserts of eastern Immoren. The main structures are adobe, a natural building material of earth, water, and fibrous materials such as straw. It has a look similar to what we might find in Northern Africa and the Middle East. The roofs are reminiscent of baroque-style domes.

What You'll Need

- Aves Apoxie® Sculpt
- Basswood strips
- Casting foam
- Cellophane tape
- Crochet mesh
- Foam core board
- Formula P3 Super Glue
- Mold release
- Plant pots
- Polystyrene strips
- Push lights
- Sand paper
- Wire

Tools

- Hobby saw
- Ruler
- Rotary tool
- Formula P3 Hobby Knife
- Hot glue gun
- Formula P3 Sculpting Set



Buildings



1

Step 1) The buildings we are creating are conical—wider at the bottom and narrower at the top. Use plant pots of various sizes (4"-6" high) as forms to make this conical shape.



2

Step 2) Seal the bottom of the first pot with tape and add mold release to the sides of the pot.



3

Step 3) Mix up 2-part casting foam and pour it into the pot. Be sure to follow the instructions, as a little goes a long way.



4

Step 4) Watch the casting foam expand. This part is fun!



5

Step 5) When dry, remove the foam from the pot. Use sandpaper to shape the foam as desired. Sanding also removes any mold release left on the surface of the pot.



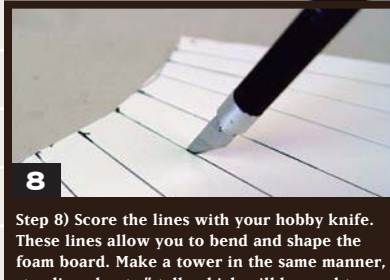
6

Step 6) If you do not have access to casting foam, you can make the same shape using foam board.



7

Step 7) Draw a line about every half-inch on the foam board.



8

Step 8) Score the lines with your hobby knife. These lines allow you to bend and shape the foam board. Make a tower in the same manner, standing about 7" tall, which will be used to connect the three buildings.



Dome



1

Step 1) The domes of Skorne buildings are shallow. To create these shallow domes, use the tops of push lights. Take the building forms into a store that sells push lights and find one of the appropriate size.



2

Step 2) Disassemble the push light and take out the cap. Trim off the edges using clippers or a rotary tool. This will be the top of the dome.



3

Step 3) Sand down the edges.



4
Step 4) Add seam lines to the dome to make it look as if it were made from sheets of metal.



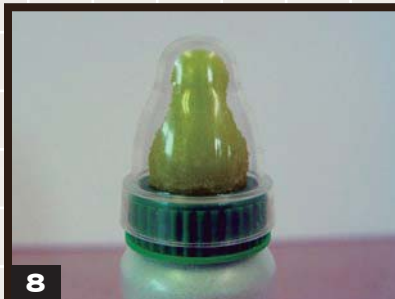
5
Step 5) Use thin .03" x .08" polystyrene strips to make the seam lines in the dome. Draw a pattern on the push light and glue the strips into place using Formula P3 Super Glue. Don't be afraid to vary the patterns of the seam lines on the domes; make some of them close together and others farther apart.



6
Step 6) You can build blind windows by tracing a pattern onto plastic card.



7
Step 7) Trim the blind windows out and glue them on to a sheet of plastic card. Glue this in place and add a small push light to the top, and you will have a different kind of dome.



8
Step 8) Some Skorne buildings have cones on the tops of their domes. If you want to add a cone, find any item of the correct size and shape (conical) and glue it to the top of the dome. In this case, I used the cap from a piece of candy.



9
Step 9) The bottom portion of the dome fits into the upper section. To make the lower section, I turned to my vacuum former. If you don't have a vacuum former, use a smaller-sized push light. Vacuum forming allows you to make a plastic shell copy of many simple objects.



10
Step 10) To make a copy of the dome light, I heated a plastic sheet of 1mm PVC foam.



11
Step 11) Next, the heated plastic is placed on the object I want to copy—in this case, the push light. The vacuum former sucks the plastic down and makes a copy of it.



12
Step 12) Using a Formula P3 Hobby Knife, cut out the dome copy and clean up the edges.

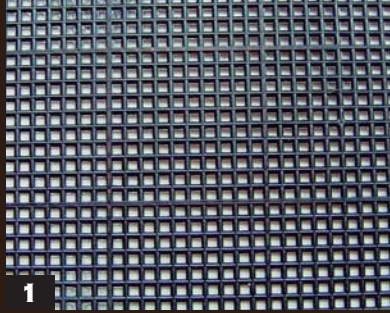


13
Step 13) Insert the smaller dome into the larger one and glue it in place.



14
Step 14) Cut a depression into the top of the building so the dome can sit nicely within it. Hot glue the dome into place.

Windows



1
Step 1) Make the windows using crochet mesh.



2
Step 2) Make an arch window pattern and trace this onto the mesh. Cut the windows out using your Formula P3 Hobby Knife. Cut the mesh for the window at an angle, so it has a diamond pattern, rather than a square pattern.

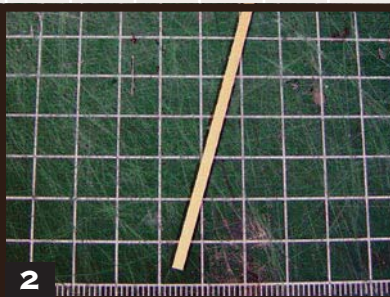


3
Step 3) Use the same window pattern and trace windows onto each of the buildings. Carve these out with your hobby knife. Since the inside of each hole will be hard to paint once the mesh is installed, paint it now with black paint. You will not have to worry about this if your building is made out of foam board. When the paint is dry, use hot glue to secure the mesh in place.

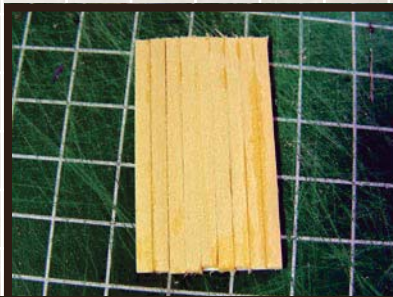
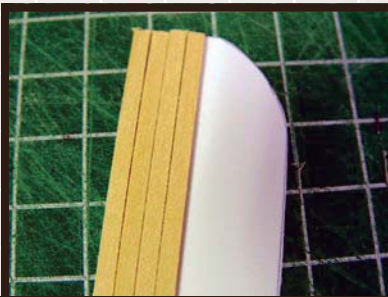
Doors



1
Step 1) Cut a 1" x 2" rectangle shape out of plastic card. Trim the top so it has a dome-like appearance, rather than square. This will become the door's backing.



2
Step 2) Attach .0416" x .125" basswood strips to the plastic card using Formula P3 Super Glue.



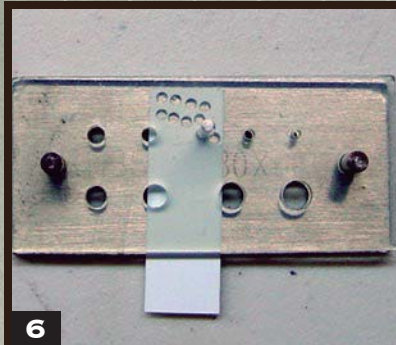
3
Step 3) Use your hobby knife to trim the basswood to the shape of the plastic-card door. Use the back of your hobby knife or a small saw to add wood grain texture to the strips.



4
Step 4) Place the door on thin plastic card and trace around it. Draw decorative ironwork onto this piece and cut it out using your hobby knife. To make this look like a Skorne building, use lots of sharp angles and curves. For inspiration, look at pictures of Skorne models.



5
Step 5) Use super glue to attach the ironwork cutout onto the door.



6

Step 6) Use a rivet punch to make tiny rivets out of plastic card. Attach these to the door using plastic glue.



7

Step 7) Make the door handles by shaping wire into a U shape.



8

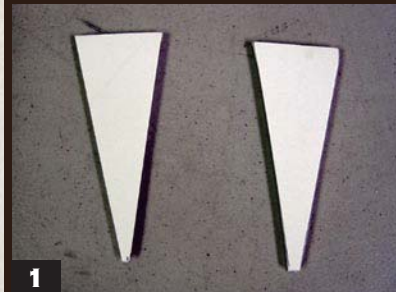
Step 8) Drill small holes into the wood using the tip of your hobby knife or a pin vise. Glue the door handle into place.



9

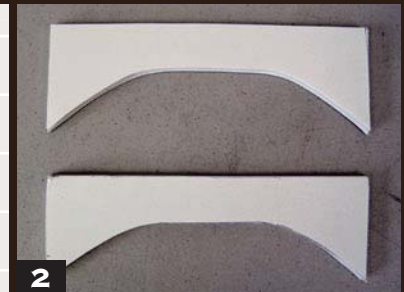
Step 9) Cut a hole in the building where you want the door, and glue it in place with hot glue.

Connecting the Buildings



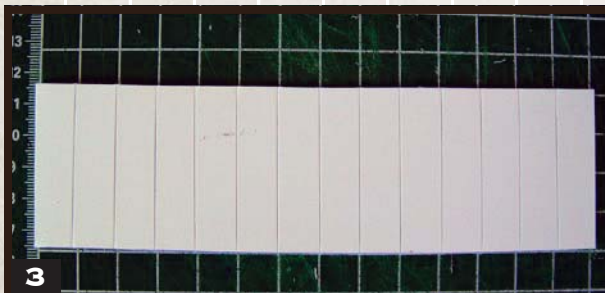
1

Step 1) The tower will be connected to one of the buildings. To do this, cut two large triangle pieces and one rectangle piece out of foam core board. The size of your pieces will depend on the size of the gap you need to fill to join the two buildings. Hot glue these into place. Don't worry about little gaps because it will all be filled in later.



2

Step 2) Make a bridge to connect the other two buildings to the tower. To make the walls, cut out a 6" x 2" piece of foam core. Cut an arch into the middle of the bridge.



3

Step 3) Make the floor by cutting a 7" x 2" piece of foam core. To make the floor conform to the arch, score the foam every 1/2" along the 7" length.



4

Step 4) Glue the floor to the bottom of the bridge. Using hot glue, attach the bridges to the buildings. To add some variety to the building, make a covered entrance. To do this, use a permanent marker to mark out where you want your door. Cut the covered entrance out using a rotary tool.



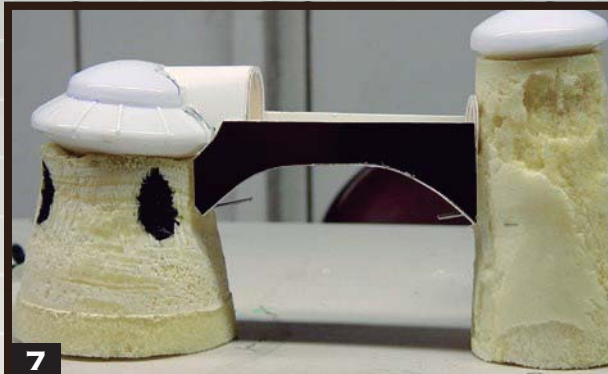
5

Step 5) Place a piece of paper into the hole you cut for the door and trace the trimmed edge of the light cap on the paper. Take this pattern and transfer it onto plastic card. Cut this out and glue it in place.



6

Step 6) Add doors to the second floor.



7

Step 7) The building is now ready to be covered in clay.



Adobe

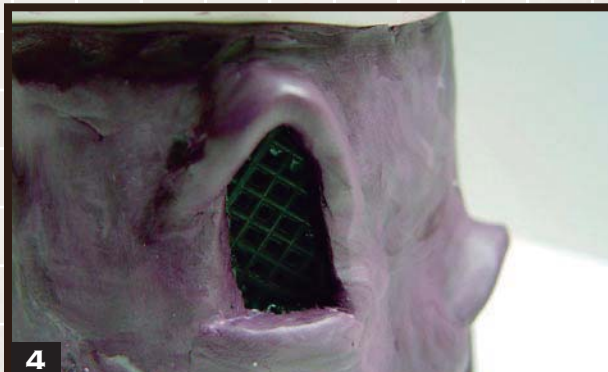
Step 1) Cover the outsides of the entire structure with Aves Apoxie® Sculpt, a two-part, self-hardening synthetic clay.

Step 2) Aves Apoxie® Sculpt has a working time of 2 hours, so create a single batch and work on one building at a time.

Step 3) Use your fingers to spread the Aves Apoxie® Sculpt over the building. Be sure to press into the foam to ensure solid adhesion. Dip your fingers in water to help smooth out the surface. If the clay is sticking to your fingers, use Aves Apoxie Safety Solvent. This product is specifically formulated for use with Aves Apoxie® Sculpt and will help smooth out the surfaces and keep the clay from sticking to your tools. Use a sculpting tool around the windows and doorways to help build up the surface.



3



4

Step 4) Take your time and add window hoods and ledges. If you want your building to look old, add cracks in the surface with a sculpting tool.



Skorne Glyph Reliefs

Step 1) Adding glyph reliefs to this structure will really sell it as a Skorne building. First, start by looking at the Skorne models and illustrations for inspiration.

Step 2) Draw a simple pattern on a piece of paper and place it on the building to make sure you like it.

Step 3) Make any adjustments you need to your design.

Step 4) Applying the design to the building can be done in many ways. The first is to sculpt it on.

Step 5) To sculpt your glyph reliefs, first apply a thin layer of Aves Apoxie® Sculpt to the structure.

Step 6) Next, lightly draw the design on the Aves Apoxie® Sculpt with a pencil.

Step 7) Take your sculpting tool and press around the design. Be sure to smooth out the edges around your design.

Step 8) Another way to make your glyph reliefs is to carve them on. To do this, draw the design on your building with a pencil, and then take a carving tool and start removing material.

Step 9) The final way to apply glyph reliefs is to make a stamp. To make a stamp, apply a thin layer of Aves Apoxie® Sculpt and carefully stamp your design into place.

Step 10) When you are done, set the building aside to dry for 24 hours.

Step 11) When the building is dry, sand it down to remove any rough spots and primer it with Formula P3 Primer.

Step 12) Now your building is ready to paint, and you will have a truly unique terrain piece for your gaming table.



Painting Tips

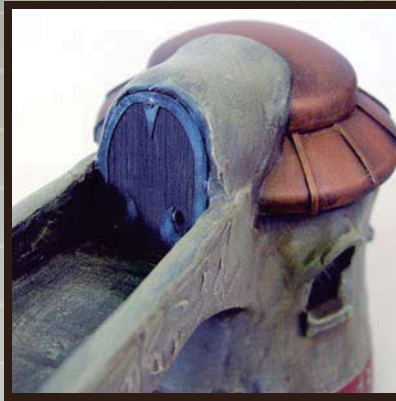


Eastern Immoren is a hot and dry place. Be sure to reflect this in your paint scheme. Paint your adobe structure to look bleached or dry. The metal work shouldn't be rusty. Your bronze or copper domes will not have strong bluish-green patinas; instead, they will look more like an old penny.

To make the surface of this Skorne building look weather-beaten, I painted the band around the glyph reliefs and sanded down the carvings.

Additional Ideas

To add more variety to your Skorne buildings, you can change the shapes of the cones on the domes. You can make them taller and sharper-looking, or you can go in the opposite direction and add an onion dome. On the buildings' surfaces, you can add more metal work, torches, and lanterns.





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LIGHTNING QUICK: SPEED PAINTING TECHNIQUES

By Matt DiPietro, Studio Painter

Art by Andrea Uderzo

Playing with fully painted armies makes WARMACHINE so much more vivid and memorable, but let's face it: it just doesn't happen often. Though we would rather play with painted forces, more often than not we wind up with only partially painted armies or even bare metal figures shoved into bases. We simply lack the time to paint our figures and create the effects we would like. This issue of Modeling and Painting will visit some techniques you can use to paint an army you can be proud of—even in a time crunch.

THE SPEED PAINTING TECHNIQUE

Once you have a general idea of how you want to paint your army, paint a prototype figure to serve as a basic guide for the rest of your army. When thinking about which model to paint as a prototype, paint a single model or character rather than an entire unit. A single figure involves a smaller time commitment and can be easily modified if you later change your mind about a particular element. Also, choose a model that has all the common elements that exist throughout the army, such as cloth, armor, leather, and so on. I chose Lich Lord Terminus as the first model to be painted.



Step 1) Use Formula P3 Black Spray Primer to give your model a solid undercoat. Always use two light coats instead of one heavy coat for better coverage and to prevent pooling in the recesses. Once you have a consistent coat of black, spray the mini from above with Formula P3 White Spray Primer to give the model a zenith light source.



Step 2) Use Brown Ink mixed with a small amount of Battlefield Brown and Thamar Black to wash all areas that will be painted metal. This mixture can also be used to paint the robes and wings. Keep your wash from pooling in the recesses to allow the zenith highlighting to shine through and save you the time-consuming task of adding highlights later. Here, I painted Terminus' wings with a single, unblended coat of paint.



Step 3) Add some water and Mixing Medium to Cryx Bane Base to create a wash. Apply it to the hard armor plates and fleshy bits. The Mixing Medium will help the zenith highlighting show through and complete the effect.

Step 4) Add a few quick highlights to the fleshy bits using Thrall Flesh.



Step 5) Wash the giant bone sword using watered down 'Jack Bone, once again allowing the zenith spray to highlight for you. If the wash turns out too heavy, add a thin wash of the brown color from step 2 to give the sword some depth and color.



Step 6) Using a Formula P3 Small Drybrush, carefully apply Pig Iron to the metal areas with the drybrushing technique.



Step 7) Using thinned Menoth White Highlight, paint the glowing parts of the model. With thinned paint and a little practice, you should be able to touch the crevice of a glowing vent, allowing the paint to flow off the brush to fill the crevice.



Step 8) Bring the necrotic glow to life by glazing the glowing areas with a 5:1 mixture of Yellow Ink and Green Ink.

Step 9) Add small dabs of Menoth White Highlight to accentuate the glowing areas.

Step 10) Add more Yellow Ink to the previous mixture and glaze the glowing areas again to complete the effect.



TERMINUS' ARMY

After you've painted the prototype model, start thinking about how the paint job on your prototype translates to each of the units in the army. Once you have a clear idea, complete the paint job on a single prototype for each unit to make sure you are satisfied with the result before continuing with the rest of the unit. Pictured here are some of the prototypes used in the painting of the Cryx army and the step-by-step process used to adapt their paint jobs from the prototype Lich Lord Terminus.

BRUTE THRALL / MECHANITHRALLS

1. Wash bone areas with Jack Bone.
2. Wash flesh areas with Thrall Flesh.
3. Wash metal, bone, and flesh areas with the brown wash mixture from step 2 of the speed painting technique.
4. Drybrush metal areas with Pig Iron.
5. Wash tubes and metal areas with Armor Wash.
6. Add glow using the glow technique from steps 7 through 10 of the main article.
7. (Optional) Wash torn flesh and the transitions between flesh and metal with a mixture of Red Ink and Brown Ink.



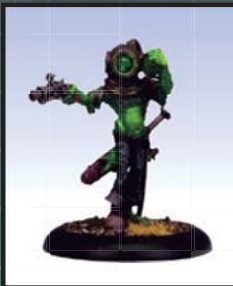
BANE THRALLS

1. Wash metal, wood, and leather areas with the brown wash mixture.
2. Drybrush metal areas with Pig Iron.
3. Wash shoulder plates and wood with Cryx Bane Base.
4. Wash cloth and metal areas with Armor Wash.
5. Add glow to the skull using the glow technique from steps 7 through 10 of the speed painting technique.

BLACK BANE'S RAIDERS

1. Wash entire model with a 5:1 mix of Yellow Ink and Green Ink.
2. Highlight the mist, flesh, and fire with Menoth White Highlight.
3. Wash the entire model with a 9:1 mix of Yellow Ink and Green Ink.
4. Wash clothing, weapons, and gear with Armor Wash.
5. Further highlight the fire, eyes, and teeth with Menoth White Highlight.
6. Wash the fire with Yellow Ink.





REVENANT CREW

1. Wash metal and leather areas with the brown wash mixture.
2. Selectively drybrush metal areas with Pig Iron or Blighted Gold.
3. Wash pants, bandana, and metal areas with Armor Wash.
4. Wash other cloth areas with Cryx Bane Base.
5. Wash flesh, eyes, and teeth with a 5:1 mix of Yellow Ink and Green Ink.
6. Highlight flesh, eyes, and teeth with Menoth White Highlight.
7. Wash flesh, eyes, and teeth with a 9:1 mix of Yellow Ink and Green Ink.

BLOAT / BILE THRALLS

1. Wash bone areas with Jack Bone.
2. Wash flesh areas with Thrall Flesh.
3. Wash metal, bone, leather, and flesh areas with the brown wash mixture.
4. Drybrush metal areas with Pig Iron.
5. Wash tubes and metal areas with Armor Wash.
6. Add glow using the glow technique from steps 7 through 10 of the speed painting technique.
7. (Optional) Wash around valves and stitches with a mixture of Red Ink and Brown Ink.



BLACK OGRUN

1. Wash metal and skin areas with the brown wash mixture.
2. Selectively drybrush metal areas with Pig Iron or Blighted Gold.
3. Wash leather, metal, and loin cloth with Armor Wash.
4. Wash pants and arm wrappings with Cryx Bane Base.
5. Paint eyes using the glow technique from steps 7 through 10 of the main article.

HELLJACKS

1. Wash the large armor plates with Cryx Bane Base.
2. Wash metal areas with the brown wash mixture.
3. Drybrush the metal with Pig Iron.
4. Wash metal and tubes with Armor Wash.
5. Add glow using the glow technique from steps 7 through 10 of the speed painting technique.



FINAL REMARKS

Painting is always more fun with a friend, especially when you're both working on different armies. It can be fun to trade models back and forth so you both get a chance to paint a different army than the one you normally play. With the speed painting technique you can quickly paint a new army in a different style, which is a great way to learn and at the same time keep things fresh. It took the combined effort of many Privateer Press staff members and volunteers to complete this army, and I'd like to thank everyone involved in making this project come to life.

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

A Most ENTHRALLING CHALLENGE



Wretched life beyond death...
Slave to the dragon's black might...
Turn your models into
CRYX THRALLS!

The dread ingenuity of the Cryxian necrotechs knows no bounds, and just about anything can be remade to serve the dragon. So show us a bit of that necromantic creativity by turning any non-Cryxian model into a bane thrall, bile thrall, bloat thrall,

mechanithrall, or any type of 'thrall your twisted little heart desires.

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

privateerpress.com/noquarter/no-quarter-challenges

ENTRIES DUE BY 7-1-10

See the Winner of the Salty Dog Challenge from No Quarter #29 on p. 95!

SHATTERED GROUNDS LEAGUE

BLASTED HEATH

Now that players have had the chance to battle on the island of Garlghast in Shattered Grounds: Nightfall and read the stories of how the armies of Cryxx, Khador, and the Circle came to fight over these blighted isles, Shattered Grounds: Blasted Heath is just around the corner.

This season, league players will explore and battle over the Bloodmeath Marsh. This swampy plain is isolated despite its location in the midst of the Iron Kingdoms. In this desolate land the Retribution of Scyrax, the kriels of the Trollbloods, and the vanguard of the Skorne Empire fight to secure their tenuous positions.

As always, a new season of Shattered Grounds comes with new season models previewed here in the pages of *No Quarter Magazine*. Take control of the Badlands Kodiak or Blighted Nyss Bog Witch or play out the story of Kriestone Bearer Noral Stonemapper on the field of battle. As factions battle it out on the online map, each game will earn individual players Shattered Grounds commendations and bring them closer to unlocking new Stratagems that enhance their armies.

For more information on leagues, go to www.privateerpress.com/leagues. For everything you'll need to participate in the Blasted Heath league, go to:

www.privateerpress.com/blastedheath



MARSH LONG GUNNER VETERAN & STANDARD
CYGNAR LONG GUNNER INFANTRY UNIT ATTACHMENT

VETERAN	
SPD	5
STR	4
MAT	4
RAT	5
DEF	6
ARM	6
CMD	12
9	12

REPEATING LONG GUN	
RNG	14
ROF	2
ADE	2
POW	10

SWORD	
POW	3
P+S	7

STANDARD BEARER	
SPD	5
STR	4
MAT	4
RAT	4
DEF	5
ARM	5
CMD	12
8	12

Intended for Shattered Grounds: Blasted Heath use only.

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MARSH LONG GUNNER VETERAN & STANDARD

Attachment Long Gunner (Infantry) - This attachment can be added to a Long Gunner Infantry unit.

VETERAN - When this model forfeits its movement to gain the aiming bonus it can also make one additional ranged attack this activation.

RANGED CAMOUFLAGE - While this model is in play, models in this unit gain Camouflage. (Models with Camouflage gain an additional +2 DEF when benefiting from concealment or cover.)

SNIPER - When damaging a weakjack or warhead with a ranged attack, choose which column of terrain suffers damage. Instead of rolling damage on a ranged attack, this model can inflict damage point. A model that participates in a combined ranged attack loses sniper until the attack is resolved.

TACTICS: RANGED ATTACKS - Models in this unit gain Ranged Attacks. (Friendly Faction models can ignore models with Ranged Attacks when determining LOS.)

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HELLDIGGER
CRYX HELLDIVER BONEJACK

HELLDIGGER	
SPD	5
STR	8
MAT	6
RAT	5
DEF	5
ARM	14
CMD	15
-	15

LAWS	
POW	5
P+S	13

1	2	3	4	5	6
H	C	C	C	M	M
H	C	C	C	M	M
H	C	C	C	M	M

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HELLDIGGER

HELLDIGGER - 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.

SHIELD GUARD - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

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HOUSE SHYEEL MAGE WARDEN

WARDEN

FORCE BARRIER - This model gains +2 DEF against ranged attack rolls and does not suffer blast damage.

MAGIC ABILITY 1/1

•FORCE BOLT (*ATTACK) - Force Bolt is a RNG 10, POW 10 magic attack. An enemy model hit by this attack can be pushed d3 directly toward or away from this model. Choose the direction before rolling the distance. On a critical hit, the enemy model is knocked down after being pushed.

•POLARITY FIELD (*ACTION) - For one round, this model cannot be charged by a model beginning the charge. In this model's front arc, **•WHIP SNAP (*ATTACK)** - Whip Snap is a RNG 6, POW 12 magic attack. If this attack hits an enemy model, immediately after the attack is resolved this model or a friendly model within 3' of it can advance up to 3'. A friendly model can advance as a result of this spell only once per turn.

POWER GAUNTLETS
VICE LOCK (*ATTACK) - This attack causes no damage. The model hit suffers -2 DEF and for one round cannot advance while within this model's melee range.

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FA 2
PC 2
DAMAGE

HOUSE SHYEEL MAGE WARDEN
RETRIBUTION BATTLE MAGE SOLO

WARDEN

SPD	STR	MAT	RAT	DEF	ARM	CHD
6	7	7	4	13	12	9

MULTI-TOOL

P+S	POW
11	4

WARDEN

VANGUARD DUELIST

VANGUARD DUELIST

QUICK DRAW (B) - Once during your opponent's turn, when an enemy model within 8' of this model that is in its LOS targets this model or its controlling warcaster or jack marshal with a ranged attack, this model can make a ranged attack against the enemy model before it makes its attack roll. If this model's ranged attack hits, the enemy model suffers no damage but its attack automatically misses.

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

SET DEFENSE - A model in this model's front arc suffers -2 on charge, slash power attack, and impact attack rolls against this model.

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FA U
PC 2
DAMAGE

VANGUARD DUELIST
MERCENARY VANGUARD LIGHT WARJACK

VANGUARD DUELIST

SPD	STR	MAT	RAT	DEF	ARM	CHD
6	9	6	6	13	17	-

SHIELD GUN

RNG	ROF	AOE	POW
8	1	-	12

TOWER SHIELD

P+S	POW
10	1

GUISARME

P+S	POW
13	4

VANGUARD DUELIST

ORDER OF THE FIST BLOODSTONE CONSERVATOR

CONSERVATOR

CAMOUFLAGE - This model gains an additional +2 DEF when benefiting from concealment or cover.

IRON PALM STANCE - During its activation, this model can forfeit its movement or action to gain +2 DEF. This model's melee attacks gain Reach. (When an enemy model is hit by a weapon knockback that is not a knockback die, this model can immediately advance directly toward the enemy model.) This model can immediately advance directly toward the enemy model (as long as the distance that model was moved.) Iron Palm Stance lasts for one round.

PERFECT BALANCE - This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

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FA 2
PC 2
DAMAGE

ORDER OF THE FIST BLOODSTONE CONSERVATOR
PROTECTORATE ALLEGIANT OF THE ORDER OF THE FIST SOLO

CONSERVATOR

SPD	STR	MAT	RAT	DEF	ARM	CHD
7	7	7	4	15	12	9

PUNCHING GAUNTLET

P+S	POW
9	2

CONSERVATOR

BADLANDS KODIAK

BADLANDS KODIAK

AGGRESSIVE - This model can run or charge without spending focus or being forced.

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 god magic attacks and can make attacks only against god models in deep water. While completely in deep water, this model does not block LOS.

PROW - This model gains Stealth (S) while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

ARMORED FIST
CHAIN ATTACK GRAB & SMASH - If this model hits the same model with both its initial attacks with this weapon after resolving the attacks it can immediately make a double-hand blow, head butt, headlock/weapon lock, push, or throw power attack against that target.

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FA U
PC 6
DAMAGE

BADLANDS KODIAK
KHAORR KODIAK HEAVY WARJACK

BADLANDS KODIAK

SPD	STR	MAT	RAT	DEF	ARM	CHD
4	12	6	4	10	20	-

ARMORED FIST

P+S	POW
16	4

ARMORED FIST

BADLANDS KODIAK

NORAL STONEMAPPER & STONE SCRIBES

STONEMAPPER

FURY BOOST - During its activation, this model can spend fury points to boost attack or damage rolls, at 1 fury point per boost.

MAGIC ABILITY (7)
CONSUME FURY (*ACTION) - RNG CMD. Target friendly Faction warbeast. If the warbeast is in range, remove up to 5 fury points from it and put them on this model. This model can have up to 5 fury points at a time.

***STONE SPRAY (*ATTACK)** - Stone Spray is a RNG SP 8, POW 12 magic attack. On a critical hit, the model hit is knocked down.

PROTECTIVE AURA - Once at any time during its unit's activation, this model can spend 1 fury point to use Protective Aura. When it does, for one round friendly Faction models gain +2 ARM while within 4' of this model + 1 per fury point on this model.

SELF-SACRIFICE - If this model is disabled by an enemy attack, you can choose a non-disabled model in this unit within 3' of this model to be destroyed. If another model is destroyed as a result of Self-Sacrifice, this model heals 1 damage point.



Inherited for Shared Grunts. Blasted Health use only.
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FA	3
PC	4
DC	5

Stonemapper and 3 Grunts
 Stonemapper and 5 Grunts

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

GRUNTS

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

HAND WEAPON

P+S	4
POW	4



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



NORAL STONEMAPPER & STONE SCRIBES
 TROLLBOOD TROLLKIN KRIEHLSTONE BEARER & STONE SCRIBES UNIT

PAINGIVER BEAST SLAYERS

LEADER & GRUNTS

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

ENRAGE (*ACTION) - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it gains +2 STR and must charge or make a slam or trample power attack without being forced during its next activation. Enrage lasts for one turn.

DUCK - This model gains +4 DEF against melee and ranged attack rolls made by warbeasts. Warbeasts cannot target this model while ducking.

SLAVER STRIKE - When this model hits a warbeast with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. This model can gain only one additional attack from Slaver Strike each activation.

BARBED WHIP
INFLECT PAIN - When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.



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FA	2
PC	3
DC	4

Leader and 3 Grunts
 Leader and 5 Grunts

P+S	3
POW	8

BARBED WHIP

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



PAINGIVER BEAST SLAYERS
 SKORNE PAINGIVER BEAST HANDLERS UNIT

BLIGHTED NYSS BOG WITCH & HELLION

BOG WITCH

AERIAL COORDINATION - Friendly Faction warbeasts with Flight beginning their activations in this model's command range can charge without being forced.

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.

MAGIC ABILITY (7)

***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.

***SPIRIT ECHO (*ACTION)** - This model immediately casts the animus of a friendly Faction warbeast in its command range as a spell. When resolving the animus, this model is its point of origin. When making a magic attack roll, this model uses the warbeast's FURY.

***VENOM (*ATTACK)** - Venom is a RNG SP 8 magic attack. Models hit suffer a POW 10 corrosion damage roll and the Corrosion continuous effect.



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FA	2
PC	4
DC	4

DAMAGE

POW	10
P+S	9

MOUNT

SPD	8
STR	5
MAT	6
RAT	4
DEF	4
ARM	14
CMD	8



BLIGHTED NYSS BOG WITCH & HELLION
 LEGION BLIGHTED NYSS SORCESS & HELLION CAVALRY SOLO

WOLDSSEER

ANIMUS

SANSTONE PILLAR
 Place a 3' AOE anywhere completely within 6' of this model when it does not touch a model's base. The AOE is an obstruction that blocks LOS and provides cover. It is a structure with ARM 20 and leaves play if it suffers 1 or more damage points. The AOE remains in play for one round.

WOLDSSEER
FUTURE SIGHT - This model can boost attack and damage rolls after rolling.

SHIELD GUARD - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2' of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

STONE FORM - During its activation, this model can be forced to use Stone Form. For one round or until it advances, this model gains +4 ARM, its base DEF is reduced to 5, and it is automatically hit by melee attacks.

RUNE ESI
EROSION - This model rolls an additional die on this weapon's damage rolls against non-living models.



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FA	5
PC	5
DC	5

SPD	5
STR	7
MAT	5
RAT	5
DEF	5
ARM	17
CMD	10

WOLDSSEER

SPD	5
STR	7
MAT	5
RAT	5
DEF	5
ARM	17
CMD	10



RNG	10
ROF	1
AOE	1
POW	10

ELEMENTAL STRIKE

SPD	5
STR	7
MAT	5
RAT	5
DEF	5
ARM	17
CMD	10



WOLDSSEER
 CIRCLE WOLDSWATCHER LIGHT WARBEAST

THE PENDRAKE ENCOUNTERS:

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



The Cradle Thief

By John Meagher & Larry Wile
Art by Brian Snoddy & Florian Stitz

I am told the lands of Zu hold many fantastical wonders—and just as many horrors. The serpents known as “cradle thieves,” for example, have a habit of abducting sleeping children from their seemingly safe beds. I am thankful a wide ocean separates us from those lands and the cradle thieves have not found their way to our Iron Kingdoms. If such creatures were to find a home here, I would fear for our lives.

—Viktor Pendrake



Ever since the Mercarian League found the passage to Zu, everything from common fruit to lavish jewelry from those far-off lands has fetched a king's ransom on the open market. It was only a matter of time before someone thought to bring living creatures across the seas for display and study here in western Immoren. Unable or unwilling to see beyond their coin purses, however, these merchants do not care about the consequences of such a decision, even if it has lasting and possibly deadly implications for years to come.

Designed for four PCs of 10th level, this encounter takes place in a traveling carnival. Although the exact location is unimportant, it should be in an area presently inhabited by the Mercarian League.

This encounter requires the *Iron Kingdoms Character Guide*.

Encounter Background

The party could be in the area of the carnival for any number of reasons. The encounter could be random or could tie into a larger plotline. Some ideas include:

- Having successfully finished an adventure, the PCs seek a place to relax for the evening. Rather than merely retire to the inn, however, they see several posters advertising that a nearby carnival will be revealing “Exotic and Astounding Creatures from the Faraway Lands of Zu” for that night.
- An eccentric scholar/collector attends the carnival to gather information about the creatures from Zu. Depending on the situation, the scholar/collector might ask the PCs to find out if one or more of these creatures could be “acquired” for her collection.
- The authorities hear rumors the Blackclads may attempt to free the creatures and release them into the wilds of western Immoren, so the local constabulary hires the PCs as keepers of the peace.

Read Aloud

As you approach the brightly colored tent, screams erupt from within, followed by a tremendous clamor as part of the tent collapses. As you rush to investigate, carnival patrons race toward you, eyes wide with terror.

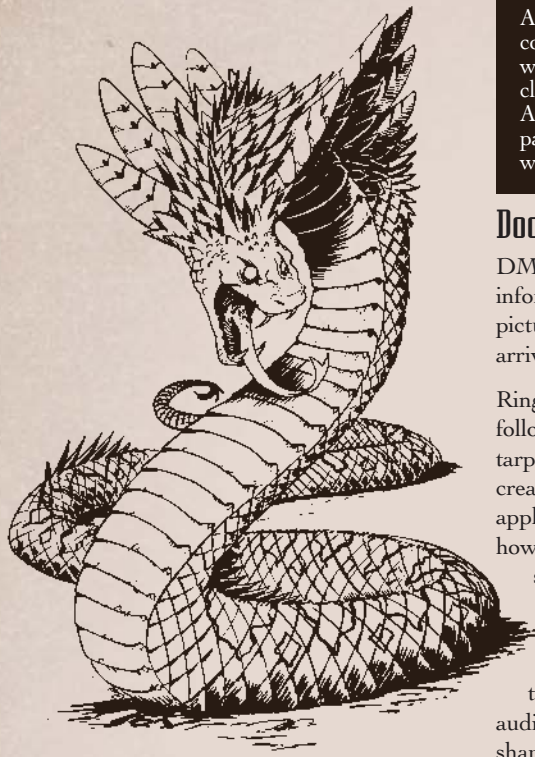
Doc Vok's Carnival of Wonders

DMs can refer to this background information for a more complete picture of events just prior to the PCs' arrival.

Ringmaster Doc Vok enters the tent, followed by a steamjack pulling a large tarp-covered wagon. He reveals the creatures to the spectators' thunderous applause. Unbeknownst to him, however, the female cradle thief has shrugged off the tranquilizers used to sedate her. She immediately directs her *mesmerizing drone* and *moth to a flame* powers at the ringmaster, also catching the audience in her spell. The ringmaster shambles toward the cage and opens it. She promptly swallows him whole and

her *mesmerizing drone* power stops. The spectators are freed from the effect in time to see Doc Vok's shiny black boots vanish down her throat. In blind panic, they stampede the exits. The stands in the northwestern portion of the tent collapse under the catwalk above them. The cradle thieves escape through the open cage door and slither toward the darkened area of the carnival tent.

Meanwhile, the party arrives outside a neighboring town or city to find the carnival in a large field. Several colorful tents and wagons surround the big top. A crowd gathers, and the din of games and voices fills the air. As the party nears the big top, they hear screaming inside. A moment later, people flee through every exit as something crashes down around them. The map displays what the PCs find when they fight their way past the screaming mob into the tent. A good many people remain inside, most of them trapped in the wreckage of the collapsed bleachers. The PCs should still get a chance to question someone attempting to escape.



Under the Big Top (EL 12)

When the PCs enter the tent, read or paraphrase the following:

Read Aloud

You push through the last of the fleeing patrons and enter the big top, a massive pavilion supported by two wooden pillars. Large stands ring the outside and support a network of high catwalks that anchor the light fixtures. On the western side of the tent, however, the stands have collapsed and pulled down a portion of the catwalk with them, plunging that side into darkness.

In the center of the tent, a steamjack has been harnessed to a flatbed wagon with a large metal cage on it. The cage door hangs wide open. The only sounds are the fading screams of the patrons outside, the low chugging of the idle steamjack, and the low moaning of the wounded trapped and hidden somewhere in the wreckage.

If the PCs decide to stop one or more fleeing patrons, roll on the following chart to determine what information they learn.

Patron Questioning (d4)

d4 Result

- 1 "By Morrow! Snakes! Huge snakes!"
- 2 "That noise they make. It was sort of a strange humming sound. When I snapped out of it, I saw the big one swallowing the ringmaster whole! Horrible!"
- 3 "My husband/wife and son/daughter are still trapped inside! You have to save them!"
- 4 "The stands have collapsed on people. I saw one of those things slithering toward them."

Conditions

The northwestern portion of the tent is cloaked in darkness, as detailed on the map. Rules for darkness can be found in the *DMG*.

The collapsed stands are considered rough terrain.

Creatures

Because cradle thieves are new to western Immoren, characters may not use Monster Lore to discover their strengths and weaknesses.

Cradle Thief

These intimidating green snakes feature gold patterns running down their lengths. Males are smaller than females, with darker, duller scales. Both genders possess cobra-like hoods that fan from their necks. Larger and looser than the scales on the rest of the body, the scales on the hood can vibrate to create an eerie, mesmerizing hum that lulls prey into helplessness. Both genders quite capably hunt on their own, but when females have laid their eggs, they rely on the males to hunt live food while they guard the nests. Males need quarry small enough to be captured and carried in their coils, though, so they slip into homes at night, targeting small children and infants. Their *mesmerizing drone* keeps everyone asleep and helpless as the cradle thieves earn their name again and again.

Cradle Thief (Male): CR 6; Large magical beast; HD 7d10+35; hp 71; Init +8, Spd 20 ft, climb 20 ft, swim 20 ft; AC 18 (-1 size, +4 Dex, +5 natural, touch 13, flat-footed 14); Base Atk +7; Grp +17; Atk: Bite +13 melee (1d8+6), Full Atk: Bite +13 melee (1d8+6); Space/Reach 10 ft/5 ft; SA constrict 1d8+9; improved grab; *mesmerizing drone* DC 17; SQ scent; AL N; SV Fort +10, Ref +9, Will +2; Str 22, Dex 18, Con 21, Int 6, Wis 10, Cha 12; Feats: Improved Initiative, Stealthy, Ability Focus (*mesmerizing drone*); Skills: Balance +16, Climb +16, Hide +12, Listen +6, Move Silently +8, Spot +6, Swim +8.

Cradle Thief (Female): CR 10; Huge magical beast; HD 10d10+70; hp 125; Init +7, Spd 20 ft, climb 20 ft, swim 20 ft; AC 21 (-2 size, +3 Dex, +10 natural, touch 11, flat-footed 18); Base Atk +10; Grp +28; Atk: Bite +18 melee (2d8+8), Full Atk: Bite +18 melee (2d8+8); Space/Reach 15 ft/10 ft; SA constrict 3d8+12; improved grab; *Mesmerizing drone* DC 19, *Moth to a Flame* DC 21, swallow whole; SQ scent; AL N; SV Fort +14, Ref +10, Will +3; Str 22, Dex 18, Con 21, Int 6, Wis 10, Cha 12; Feats: Improved Initiative, Improved Natural Armor, Ability Focus (*mesmerizing drone*), Ability Focus (*moth to a flame*); Skills: Balance +15, Climb +20, Hide +11, Listen +10, Spot +10, Swim +8.

Mesmerizing Drone: As a standard action, the cradle thief can spread its hood and vibrate its scales. This produces an eerie, humming drone that lulls prey to inactivity in a 30' radius for males (Will save DC 17) and a 60' radius for females (Will save DC 19). Alternatively, it causes prey to be *stunned* for as long as the creature generates the sound, plus 1d4 rounds afterward. If multiple cradle thieves generate the noise, any targets in overlapping areas have +2 added to their Will save DC for each cradle thief in the area. A female cradle thief adds +4 to the effect instead of +2. Resisting the effect renders the target immune to any further uses of *mesmerizing drone* for the remainder of the

encounter. The cradle thief cannot take any other actions while generating this power, other than moving along a flat surface at half speed. (Females may use *moth to a flame*, however.) *Mesmerizing drone* is a sonic enchantment effect. DC is Charisma-based.

Moth to a Flame: A female cradle thief may use this ability as a standard action on any single target under the effect of *mesmerizing drone*, adjusting the sound of her vibrating scales to a target in front of her. Range 60'. Will save DC 21 or be compelled (as per *dominate person*) to approach the cradle thief at 10'/round. The subject is otherwise still *stunned* from the *mesmerizing drone*. The female usually reserves this power for a target she intends to Swallow Whole. Multiple cradle thieves using *mesmerizing drone* in the same area do not augment this power. If the target resists *moth to a flame*, the target gets another Will save to break free of the *mesmerizing drone*. This is a sonic enchantment effect. DC is Charisma-based.

Tactics:

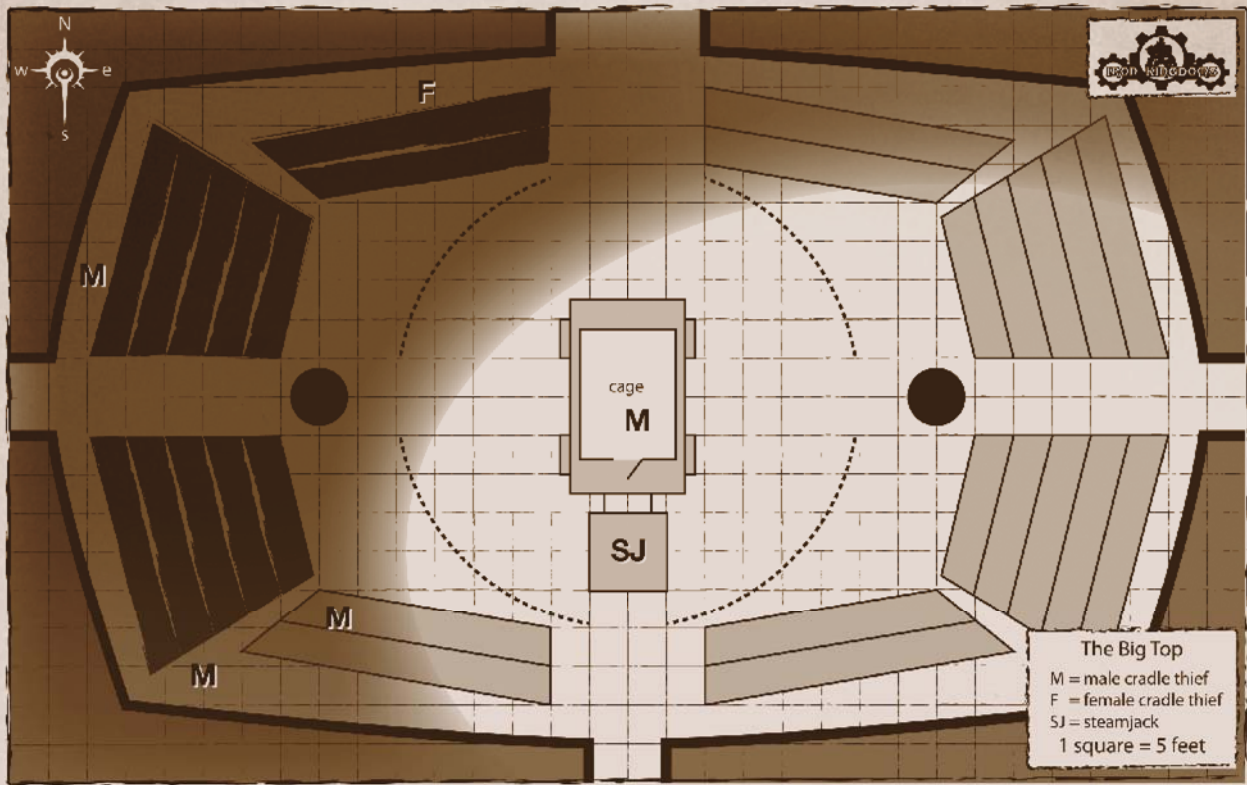
The cradle thieves have left the cage and spread out. The tranquilizers have worn off, leaving them all ravenous — the female especially so because she has not eaten for days. Smarter than other animals, they choose to explore their surroundings and ensure things are safe before they sate themselves on the trapped and wounded. If the PCs dawdle in the lit area, the snakes will eat patrons trapped in the wreckage, then escape through the exits to become an extremely dangerous new threat to the local community.

Generally, when any snake uses *mesmerizing drone*, the others will assist. They add their own drones if they are close enough to catch targets in both effects (and raise the DC of the Will save), or attack those who resisted the power. The males are quickest to respond if the female uses her more powerful drone.

The one exception is the single male who hides under the trailer out of the light, waiting for a single target to stray close enough to him. He attacks any lone PC who investigates the cage or tries to bodge the steamjack.

Steamjack: This is a standard labor jack. Detailed information about the steamjack can be found in the *Iron Kingdoms Character Guide*, pp. 348–349.

Treasure: The cradle thieves carry no treasure of their own, their exotic nature being their only value. Whether as captured live specimens or as a nice new pair of snakeskin boots, these creatures will fetch a high price, to be determined at the GM's discretion.



Further Adventures

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

- A cadre of strangely dressed soldiers arrives soon after the fight. They use their hands to communicate through an interpreter, who explains they are warriors from Zu who deliberately deafen themselves as a defense against the cradle thieves. They are seeking more detailed information about the purchase of these creatures.
- It seems the owner of the carnival had stolen the cradle thieves from a competitor. If any of the serpents have survived, the competitor wants them returned and will pay the heroes a handsome sum for their efforts.
- The surviving carnival folks mention how the ringmaster had tranquilized the cradle thieves: He had fed them large rats intoxicated by the chubu fruit of Zu. To cut his expenses and stretch the supply of chubu, however, the ringmaster had tried using smaller doses. The results were obviously catastrophic. Some enterprising PCs might find some profit in the barrel of fruit left behind.
- The cradle thief corpses are counted, and it seems one has gone missing. Was it stolen or did it escape alive? The local constabulary wants the PCs to find out.
- Professor Pendrake arrives to examine the corpses of these fantastical creatures. His autopsies confirm that not only is cradle thief anatomy similar to that of other large snakes, the female has recently laid a clutch of eggs. He asks the PCs to locate this precious prize on his behalf.

Guts & Gears

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

SATYXIS

By Justin Robinson • Art by Eric Deschamps, Dave Rapoza, Chris Walton, and Matt Wilson

At first sight, the Satyxis appear to have sprung from dreams, lithe and impossibly beautiful. Only the twisted horns that jut from their brows suggest they may not be quite human. Men have been known to stare, entranced, as the lissome warrior-witches approach. Dream, however, becomes a nightmare of agonized screams and torn flesh. Tipped with barbed hooks, their chain whips dance with them, perfect echoes of their flawless forms.

The Satyxis were not always the servants of Cryx. A lost and legendary place, the Isle of Satyx lay cloaked in the mists of the Scharde Islands. Satyxis women distinguished themselves as fierce warriors, fair in victory, proud in defeat. The men mastered the soft arts, becoming priests and scholars.

An apocryphal tale relates how, in 1640 BR, the Dragonfather Toruk battled one of his spawn, a creature called Shazkz, in the skies over Satyx. Toruk clamped his jaws on Shazkz's neck, and blood rained down. White sand



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turned black, foliage burned to noxious ash, and water became corrosive sludge. The most horrifying transformation, though, came upon the Satyxis women. Their skin turned pale, horns sprouted from their brows, and an invisible poison crept into their souls. What had been noble became twisted and cruel.

Soon after Shazkz's corpse tumbled into the boiling sea, the warrior women stalked up the beach and put the menfolk to the sword. Legend says the blood flowed so mightily on that day it carved a new river into the very soil of Satyx: a permanent, livid scar. Amid the slaughter, they gained the power of prophecy. In the spilled entrails of their men, the reborn Satyxis saw their destinies as the blades of Toruk. They claim to have foreseen the rise of Cryx, and they awaited the rise of the Nightmare Empire. Centuries later, when their prophecy came to pass, the Satyxis swore fealty not to the lich lords but to the Dragonfather, in whose rage they were born. They have worshipped the Dragonfather as god and king ever since.

To try to understand the Satyxis is to plumb the mysteries of blight itself. The blighted creature becomes at once

something more than and less than what it was. As her power grows and as her body warps, her soul—and her capacity for love and mercy—shrivels. Blight manifests in the Satyxis as evil beauty and wicked horns, powers of thaumaturgy, and second sight.

Though rare, those Satyxis who possess the gift of prophecy are revered and trained in the ways of Satyxis blood magic, for in the entrails of their slain victims all things are revealed to them. Perhaps ironically, these most feared creatures in the necromantic armies of Cryx draw their power from life. Blood fuels them, forges connections between beings, and ultimately proves the undoing of their enemies. Satyxis ritual blades hold a legendary power, but none more so than those wielded by the dread blood witches. Consecrated with ichor and black magic at their forging, these blood razors open the rites of sacrifice. Every living creature becomes a potential conduit for the witch's magic, and every kill focuses her fearsome power with little more than the quicksilver flick of her razor.

The trademark weapon of the Satyxis raiders, the lacerator is forged of black iron and etched with unholy runes

to make it an instrument of devilish cunning, a weapon of fell enchantment. It lashes out with a force that can rupture steel, but the damage it can inflict on a warjack cannot compare to the psychic agonies it causes its warcaster. Even as the chain rakes the 'jack's metal hide, the barbed hooks tear psychic holes in the 'caster's mind.

Like any living race, the Satyxis must breed. Every witch knows when her time has come; she cannot mistake the signs in her enemies' viscera. Often, mates are chosen on the battlefield, and their survival depends solely on the whims of the Satyxis. Mates are sometimes willing, sometimes not. When the child is born, its gender determines its fate. Daughters are welcomed into the fold; sons, ritually slain.

Daughters who display the capacity for oracular insight are trained and raised as part of a coven. They become blood witches and learn to focus their black hate into terrifying power. They will carry out the sacred rituals of the Satyxis.

A fearsome seagoing race, most Satyxis join raids against the mainland while still young. Survivors may serve aboard formidable Cryxian blackships and may yet experience their own arcane

awakening, as Satyxis sailors have developed lore and rituals all their own. If they master these secrets, they can learn to manipulate the air and call up great storms to destroy their enemies—while filling their own sails with spectral winds. These sea witches serve at the right hand of the captains, who rely on them for power and guidance but never grow too

comfortable in the relationship. The sea witch is but one well-placed sacrificial blade from a promotion. Indeed, only the most ruthless of all Satyxis ever becomes the master of her own ship.

While thousands of Satyxis serve in the Black Fleet, many more serve in smaller pirate vessels prowling the Broken Coast as a nominal part of the Cryxian fleets. Satyxis captains operate with autonomy, using their powers of prophecy to divine where and when to strike. Their crews comprise not only their own black-hearted amazons, but also any blighted monstrosities that can be pressed into service. Discipline on such a horrible vessel is a brutal enterprise. A captain enforces her will with the lash and the threat of ever more unspeakable punishments. As her ship grows in infamy, so, too, does her status amongst her people, driving her to increasingly daring and bloody campaigns of violence against the enemies of the Nightmare Empire.

Should a Satyxis survive the manifold dangers of battle, her own blood-fueled sorcery, and life within the Nightmare Empire long enough,

she may become one of the honored crones of the race known as blood hags. These undying creatures replace the unearthly beauty of their youth with the power inherent in several centuries of experience, and become valued for their formidable magic. Blood hags perform the most unholy of Satyxis rites, including the sacrifice of infants, the initiation of the warrior witches, and the cruel divinations that seek the will of the Dragonfather. A blood hag takes to the battlefield with her coven of witches, their loyalty ensured by never-ending bloodshed.

When the Satyxis go to war, they serve as scalpel to the hammer. As the sacrificial blade seeks the victim's softest parts to elicit painful and bloody death, so do the Satyxis plunge deep into the enemy's vulnerable spots. No matter her precise role in the coming slaughter, each Satyxis is poised to inflict the most damage with the most delicate of strokes—reveling in brutality and seeking approbation in the blighted eyes of the Dragonfather.



SATYXIS RAIDER TACTICS

By Jarred Robitaille

Some of the best-looking warriors on the field, the Satyxis Raiders also provide Cryxian generals a versatile unit that can deal with almost any target and remain far more resilient than they might appear.

Scourge of the Seas

The Satyxis Raiders bring some serious abilities to the table; their high speed and Advance Deploy especially make their presence felt before the game even starts. Other players must be mindful of how to protect their warjacks from the Satyxis and their feedback damage. Even as little as 3–5 damage over the course of the game can reduce the opponent's warcaster from "safe" to "killable" on an assassination run. This alone would be worth the points to some players, but the Satyxis can offer so much more.

You can add the Satyxis Raiders to a list of precious few infantry models with two base attacks, which means they are quite good at dealing with opposing infantry swarms as well as threatening warjacks. Their MAT and P+S will hit and kill your basic infantryman, but their Combined Melee Attack rule can also allow them to deal with more elite opponents. Just by pairing up, the unit can unleash ten attacks at MAT 8 with P+S of either 10 or 11—chewing through single-wound infantry units faster than necrosurgeons can deal with the bodies.

Impressively, Mk II adds the Chain Weapon rule to the Satyxis Raiders. Now they can roll through infantry that have Shield Wall just as easily as any other unit and reliably inflict damage on warjacks such as the Lancer and Revenger that rely on their shields to help keep them running. Finally, Raiders have Critical Knockdown. Although now a shakable effect,

Knockdown is still a nice bonus that can instantly end an enemy activation should a Raider roll doubles on a free strike. It may not be guaranteed, but for the cost of 5/8, Satyxis Raiders already perform quite reliably. Just keep in mind that Knockdown applies only to the Lacerators in Mk II.

So why wouldn't a player take Satyxis Raiders? Satyxis do have their weaknesses—two in particular. First, they are squishy: ARM 12 doesn't protect them much when the shells start to land. Should an attack hit a Raider directly, a roll of the damage dice might not even be necessary. (DEF 14 certainly helps, but only to an extent.) Secondly, the Raiders are alive, and most Cryx players have become used to having troops that never, ever run. A respectable CMD of 8 might not hold out when the Cryx decide to access some of their potent abominations. The Deathjack and Terminus in particular can prove difficult to keep away from the Raiders. To get the most out of Satyxis, a player must monitor where the abominations are at all times.

Bringing Knives to a Gunfight?

So Satyxis Raiders get shelled and shot before reaching combat? Luckily, the 2-point beauty known as the Sea Witch unit attachment shores up these weaknesses quite well. First, the unit gains Tactics: Pathfinder, allowing them to capitalize on the Raiders' high DEF and long threat ranges by parking them in and around concealment- and cover-providing terrain. Secondly, they receive a granted Force Barrier that limits the opponent's ranged punch. At a minimum DEF of 16 against a straight shot and with immunity to blast damage, the Sea Witch ensures that a unit of Raiders engages and destroys with minimal losses during the approach.

High ARM, multi-wound units and Khador 'jacks can give unaided Satyxis Raiders a moment's pause. Backed by a Sea Witch, however, Raiders receive a once-per-game Power Swell that grants an additional damage die for a turn. Then the Satyxis Raiders can damage just about anything and become a true take-all-comers unit.

Finally, the Sea Witch grants CMD 9, not only giving the Raiders an extra inch to spread out, but reducing the chance of failing a command check by 11%. Raiders will thus fail an average of only one command check in six. Of course, a player could always field Epic Skarre and make them fearless.

Pirates Don't Play Fair

Satyxis Raiders possess some sneaky tricks no player should forget:

- Force Barrier protects them from other sources of blast damage as well, such as the Devastator and Ghordson Basher warjacks and Durgen Madhammer's primed spell.
- The more hits it takes to kill a 'jack, the more feedback damage is done to the enemy 'caster. Players might be tempted to use Power Swell in conjunction with a charge order to gain four damage dice. Instead, players should consider using Power Swell during an advance to gain a turn of charge-level damage, and thereby rack up two "charges" worth of damage. Advancing can also allow more models to engage choice targets on a cluttered field where open charge lanes might be hard to get.
- Many 'casters can help compensate for the Raiders' low P+S against 'jacks. Scything Touch, Parasite, Crippling Grasp, and Curse of Shadows can all deliver potent feedback damage. You can also pair Satyxis with Bane Thralls and/or Tartarus for Dark Shroud to achieve a similar result.

RAIDER CAPTAIN TACTICS

The Satyxis Raider Captain allows Cryx players to delve wholeheartedly into the Satyxis theme and field an army of blood-crazed pirate women and their leaders.

The Captain's Quarters

When a 12" charge just isn't enough, introduce the Satyxis Captain, distinguished by her Desperate Pace. Although Desperate Pace can be used only on the Raiders, it grants their whips a 14" charge range, with the potential for Pathfinder from the UA. Satyxis Raiders can thus pose a threat at a distance from which most models cannot even run to engage. Considering that Force Barrier makes the Raiders nearly impossible to shoot to death, the Satyxis Captain ensures the Raiders will get a solid charge in just about every game. They can tie up enemy ranged units from as far away as 18"! Combined with Advance Deploy, a unit of Satyxis Raiders can tie up things a mere 4" out of the enemy deployment zone on turn 1.

Toeing the Line

The Raider Captain's No Sleeping on the Job keeps those lazy Satyxis from slacking. At first glance, this ability seems lackluster because the Satyxis aren't tough and most attacks and effects that cause them to be knocked down will kill them. When facing Earthquake, Menoth's Wrath, or Typhoon, however, this innocuous ability becomes invaluable. On the Satyxis Captain herself, the ability is the equivalent of Steady with a situational bonus to other Satyxis.

To further ensure the Satyxis under her command don't do anything foolish, the Captain also comes with the Commander advantage and an impressive CMD of 9. (Cryxian warcasters typically have CMD 7-8.) Although the unit attachments for the Satyxis boast CMD 9 as well, the Raider Captain provides this bonus to any mercenaries unsavory enough to work for Cryx as well as providing a backup for your Satyxis units. Both

the Sea Witch and the Blood Hag will become rather high priority targets for the opponent, so the Raider Captain keeps units in check should the worst befall their respective officers.

Lead by Example

To top it off, the Satyxis Raider Captain comes equipped with a hefty punch of her own: a hand cannon with a respectable RAT of 6. You can let her hang back and dole out No Sleeping on the Job or have her escort a unit of Raiders with Desperate Pace. Once that unit is engaged, she will typically be behind the combat, where she can use her hand cannon to pick off stragglers. Alternatively you can put her alongside her unit to dish out the pain with her Lacerator; its MAT 8 and Weapon Master are great for picking off multi-wound infantry and solos before using Sprint to move to safety. Sprint is a fantastic ability for spot removal and the clearing of charge lanes.

No Quarter Given

- Send in the Captain to kill off a model blocking a charge lane, then use Sprint to get her out of the lane you just opened.
- Use No Sleeping on the Job to protect Skarre (in both her standard and epic incarnations) from Knockdown, which can seriously threaten her safety when she is close to the front.
- Desperate Pace can maximize non-charging Power Swells, too. A 9" advance maximizes the Raiders' engagement potential.



BLOOD WITCH TACTICS

The new Blood Witches unit brings more depth and a new spin to the Satyxis theme—and some powerful new abilities and combos.

Something for Everyone

Don't worry if you're not into whips and chains—Satyxis now come in the ritualistic knife-wielding variety as well, filling a great anti-infantry niche for the astoundingly cheap price of 4/6. Although these new Blood Witches have a slightly lower DEF than their whip-wielding sisters, they have an extra point of ARM and more powerful knives. Stack Gang onto these ladies, and their hitting power and accuracy easily outshine the Raiders'. In a straight comparison, the Blood Witches need a bit more outside support than the Raiders do (as they should, considering their lower cost) but will become a staple unit against HORDES players. While the Sea Witch mostly supports the Satyxis Raiders, the Blood Hag largely applies offensive pressure and relies on the warcaster to help overcome major obstacles for her unit.

The Blood Witches also come armed with two special attack types on their knives. Blood Mist provides your army concealment and line-of-sight blocking by turning your opponent's living models into rose-colored puffs of protection—especially useful for models following behind the Blood Witches. Meanwhile, their Death Strike will take out other models in the enemy unit or any nearby solos of opportunity with free damage rolls. This will typically amount to a two-for-one deal against single-wound, low-strength infantry, and a few of these can kill off low-ARM solos. Also, because this ability triggers upon killing any living enemy model, it can be put to great use against HORDES. Land the finishing blow on a warbeast with one of these baddies and watch the head of a nearby solo explode. A power 10–12 damage roll may even be useful against certain low-ARM warlocks. Best of all, because this

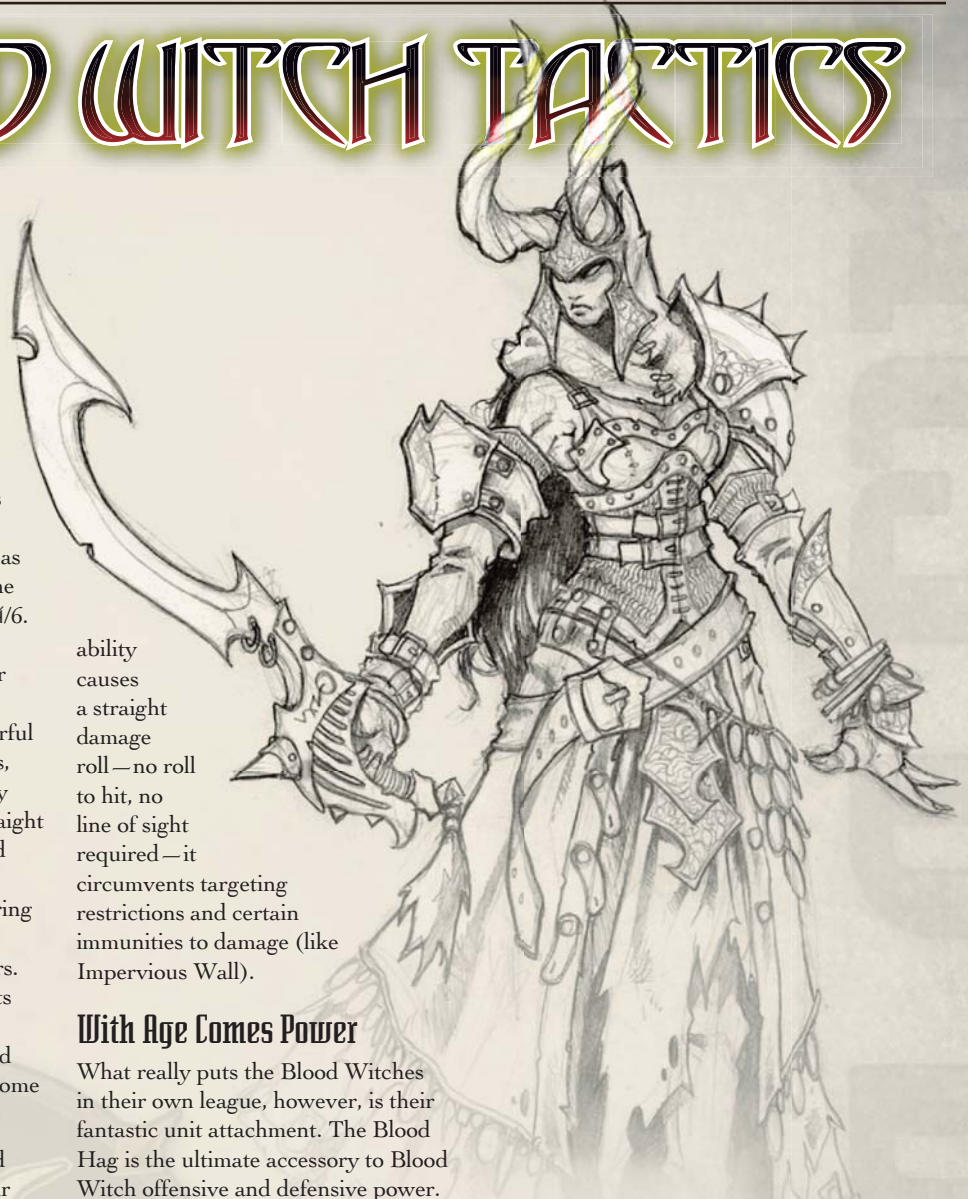
ability causes a straight damage roll—no roll to hit, no line of sight required—it circumvents targeting restrictions and certain immunities to damage (like Impervious Wall).

With Age Comes Power

What really puts the Blood Witches in their own league, however, is their fantastic unit attachment. The Blood Hag is the ultimate accessory to Blood Witch offensive and defensive power.

Entropic Force allows a player to circumvent the opponent's ability to negate or heal damage—no Tough, no healing, and no being healed within 9" of the Blood Hag. Many players include Tough models as a tar pit to stall an enemy advance. The Blood Hag allows a player to circumvent this hassle and mitigate the effectiveness of models like the Piper, Lord Rockbottom, Epic Irusk, Terminus and other models that confer Tough to nearby model/units.

Such fantastic power tends to paint a large target on the Blood Hag, though. To keep this lovely lady alive she has been gifted with Stealth and a fantastic once-per-game Blood Shadow ability that makes her and her unit incorporeal at the end of her activation. These abilities make her quite difficult to remove until she has wreaked havoc on her opposition.



Finally, the Blood Hag has Dispel. Though certainly not her most notable ability, it can be extremely useful. Just be sure you can keep her safe when she engages to use Dispel; it would be a shame to lose Entropic Force.

Wicked Blood Witches

- Blood Shadow can also provide a great one-two punch if the Witches charge, become incorporeal, then allow the models behind them to charge through them for a turn. Such a tactic can open otherwise clogged charge lanes an opponent won't expect.
- For a second round of Entropic Force terror, bring back the Blood Witch using Lich Lord Asphyxious' Spectral Legion feat or Goresshade the Cursed's Reanimator feat.
- All the ARM debuffs mentioned in the Raiders section apply here as well. Cryx 'casters also come equipped with Occultation and Ghost Walk to help protect the Blood Witches and deliver to their target.

PAINTING SATYXIS

Raiders of the Dying Strands

By Todd Arrington



What You'll Need:

Tools & Materials

Formula P3 Black Primer

Paint

-  Armor Wash
-  Bastion Gray
-  Battlefield Brown
-  Bloodtracker Brown
-  Coal Black
-  Cold Steel
-  Exile Blue
-  Hammerfall Khaki
-  Idrian Flesh
-  'Jack Bone
-  Matte Medium
-  Menoth White Base
-  Menoth White Highlight
-  Midlund Flesh
-  Pig Iron
-  Quick Silver
-  Rucksack Tan
-  Tamar Black
-  Thrall Flesh
-  Umbral Umber

Base Coat

Basecoat the whip with Pig Iron, the horns with 'Jack Bone, the hair with Bastion Grey, the skin with Thrall Flesh, and the armor using Cold Steel. The shirt and skirt are basecoated with Bloodtracker Brown and the leg and arm leather with Rucksack Tan.

Colors Used:

- Whip:** Pig Iron
- Horns:** 'Jack Bone
- Hair:** Bastion Grey
- Skin:** Thrall Flesh
- Armor:** Cold Steel
- Shirt/Skirt Leather:** Bloodtracker Brown
- Leg/Arm Leather:** Rucksack Tan



The satyxis entrusted to patrol the stretch of waters called the Dying Strands are a particularly ruthless and enigmatic cabal. They are well versed in the sacrificial magics of their people and adorn their armor, weapons, and helljacks with intricate patterns of runes. These raiders have secured a number of safe havens and sheltered ports along the western shores of Garlghast and are quite territorial of their waters. This has led to occasional skirmishes against blighted trollkin and ogrun groups in the region, all of which have learned to give these raiders a wide berth.



Shading

Wash the whip with a mix of Bloodtracker Brown and Armor Wash, then apply a second wash mix of Exile Blue and Armor Wash. Wash the horns with Idrian Flesh, followed by a wash at the base with Umbral Umber. The hair is washed with a mix of Bastion Grey, Thamar Black, and Matte Medium. Wash the skin with a mix of Coal Black and Thrall Flesh. Wash the armor with a mix of Bloodtracker Brown and Armor Wash, then wash again with mix of Exile Blue and Armor Wash. Wash the skirt and shirt with a mix of Battlefield Brown, a touch of Bloodtracker Brown, and Matte Medium. Finally, wash the leather around the legs and arm with a mix of Rucksack Tan, Exile Blue, and Matte Medium.

Colors Used:

Whip: Armor Wash, Bloodtracker Brown, Exile Blue

Horns: Idrian Flesh, Umbral Umber

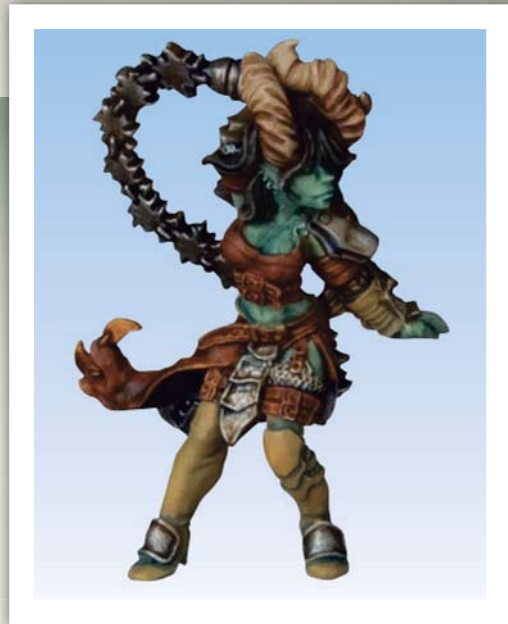
Hair: Bastion Grey, Matte Medium, Thamar Black

Skin: Coal Black, Thrall Flesh

Armor: Armor Wash, Bloodtracker Brown, Exile Blue

Shirt/Skirt Leather: Battlefield Brown, Bloodtracker Brown, Matte Medium

Leg/Arm Leather: Exile Blue, Matte Medium, Rucksack Tan



Highlighting

Highlight the horns with 'Jack Bone and Menoth White Highlight. Highlight the hair with Bastion Grey and then Menoth White Base. Highlight the skin with Thrall Flesh, then Midlund Flesh, and finally Menoth White Highlight. Highlight the armor with Cold Steel. Highlight the shirt and skirt with Bloodtracker Brown then Menoth White Base. Highlight the leg and arm leather with Rucksack Tan followed by Menoth White Highlight.

Colors Used:

Horns: 'Jack Bone, Menoth White Highlight

Hair: Bastion Grey, Menoth White Base

Skin: Menoth White Highlight, Midlund Flesh, Thrall Flesh

Armor: Cold Steel

Shirt/Skirt Leather: Bloodtracker Brown, Menoth White Base

Leg/Arm Leather: Menoth White Highlight, Rucksack Tan

Detailing

Detail the links of the whip with Quick Silver and highlight a few spots with Cold Steel. Glaze the hair with a mix of Coal Black, Armor Wash, and water. Detail the eyes with Menoth White Base and a dot of Battlefield Brown. Detail the buckles, blades on the skirt, and earrings with Quick Silver. Dirty up the bottom of the leggings with Hammerfall Khaki and Battlefield Brown.

Colors Used:

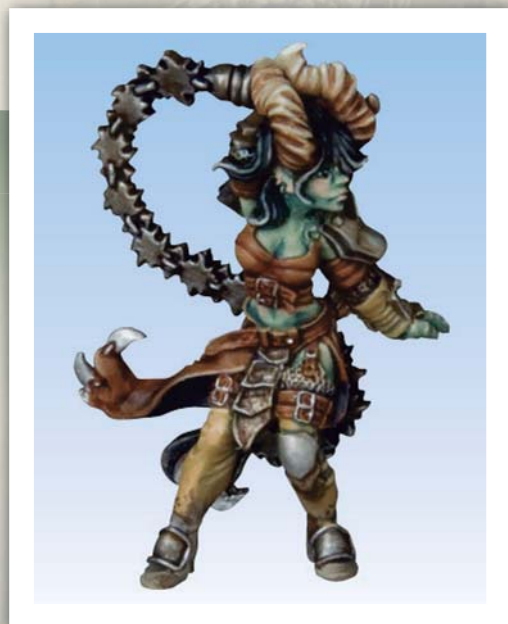
Whip: Cold Steel, Quick Silver

Hair: Armor Wash, Coal Black

Eyes: Battlefield Brown, Menoth White Base

Metal Portions: Quick Silver

Leg Leather: Battlefield Brown, Hammerfall Khaki



The GAMERS' JOURNAL

By the Privateer Press Staff

Staff Challenge 2010 • part 3

Welcome back, dear reader! It's hard to believe, but we're already on our third installment of 2010's Staff Challenge. The road to victory so far has been paved on the corpses of warbeasts and the wrecks of warjacks as the Privateer Press staff continues to build, paint, and fight with their chosen armies.

To recap what the Staff Challenge is all about, we asked various members of the Privateer Press crew to spin for a random faction on the Wheel of Factions. Players were allowed to trade for the factions they wanted; some bartered extensively while others accepted what fate determined. Once the armies were locked down, players put together a 25-point force and then faced off against their coworkers.

With most of the veteran HORDES and WARMACHINE staffers already finished with their games, this round went to those crewmembers newer to the games. Production member Jacob Stanley got his first chance ever to paint and play an army, while graphic designer Stuart Spengler showed off his impressive painting skills with his inspired Khador army. Staffer Jack Coleman and game developer Michael Faciane, in the middle ground for experience, came out swinging with Privateers and Skorne.



Privateer Press staffer Jack Coleman may allow you to ask the question, but you might not like the answer...

When I signed up for this, I decided I was going to stick with whatever the Wheel of Factions decided. I had never considered starting a Mercenary army, but I have always loved the look of the Privateer warjacks, so I used this opportunity to paint some of my favorite models.

I wanted to create a pirate 'jack army, so Broadside's Bart was the natural choice. I chose to play him with a Mariner, a Mule, and Dougal MacNaile in order to take advantage of the Broadside's spell. I then added four Buccaneers, primarily to tie up my opponent's army (3 points each!), but also because I wanted to throw eight nets a turn!

Modeling and Painting

The only warjacks I had painted before this were shiny and looked like they came fresh off of the factory floor. For the Staff Challenge, I wanted to experiment with something new. I decided I would try out the salt rusting technique that Matt DiPietro had used on the Extreme Destroyer (explained in *No Quarter* #29).

Armed with an old airbrush and bottles of airbrush medium from my parent's garage, I set to the task. I used a mixture of Burnt Umber, Sienna, and Black to create a rusty undercoat on each of my 'jacks. After applying the salt/water mixture I covered the

Jack Coleman: Privateers

'jacks with some thinned Ironhull Grey. I let this dry and picked the salt off with a sewing needle. I was very happy with the results and finished the models by hand.

Gaming

I played against production packer extraordinaire Jacob Stanley and his very first WARMACHINE army. After deploying our armies, I was unpleasantly surprised to discover that only *three* of his models could be knocked down—one had Incorporeal and another had Stealth, so my poor Buccaneers had only *one* viable target for their nets!

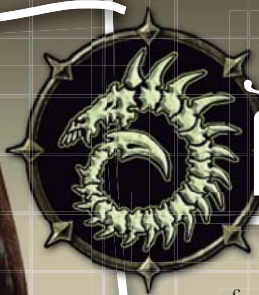
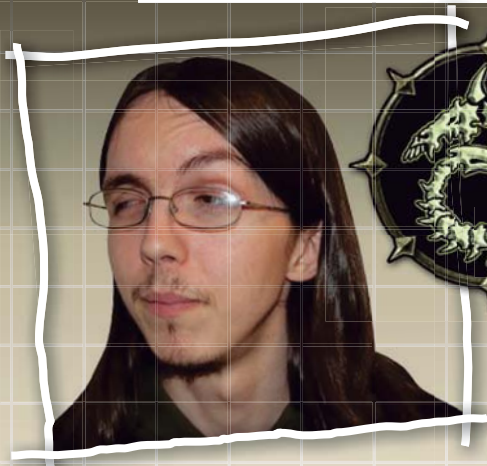
Jacob was very good at keeping Gerlak out of my threat range, and the advantages of his list balanced out much of my experience. The Buccaneers knocked down the Reaper and tied up most of his Bloodgorger while my Mariner and Mule took out his Leviathan and Pistol Wraith. A mixture of his successful Tough rolls and good timing with Deneghra's feat eventually wore down my battlegroup, and we ended up on round 5 with just Deneghra, Bart, a single Bloodgorger,



MODEL/UNIT	COST
Captain Bartolo Montador	+5 warjack points
Buccaneer x4	12
Mariner	8
Mule	8
Master Gunner Dougal MacNaile	2
TOTAL	25

and a half-scrapped Mariner on the table. I managed to charge Deneghra with Bart, but she survived the onslaught with 2 damage remaining. Left with just the Mariner and no focus, I had to take the gamble. The Mariner advanced and took a swing. The result of 11 with the Mariner's rusty anchor reduced Deneghra to a lumpy mush for the win!





Jacob Stanley: Cryx

of an army. I also picked up some Bloodgorgers since I like the idea of evil trolls and they don't seem to get enough love for a ten-man-squad.

Modeling and Painting

I believe I stuck to three paints in my color scheme: Necrotite Green, Sanguine Base, and Beaten Purple. I haven't seen many purple Cryxians in *No Quarter*, but I always wanted to see how the purple/green would look on them. The assembly was relatively easy, though I learned how *not* to build a Leviathan (head first instead of feet first). Getting them painted was definitely more fun than gluing myself to the Reaper's shoulder joint, so I tried to put them all together before beginning to paint one model at a time.

Gaming

I learned how to play WARMACHINE with Privateer Staffer, Jack Coleman. He showed me how to do basic focus allocation to 'jacks (Not *that* Jack) and how to attack and defend on my turn. Knowing that information seemed to make it really easy to play, since all I had to do was read my cards to do anything I wanted from there. I wanted to give the Pistol Wraith more

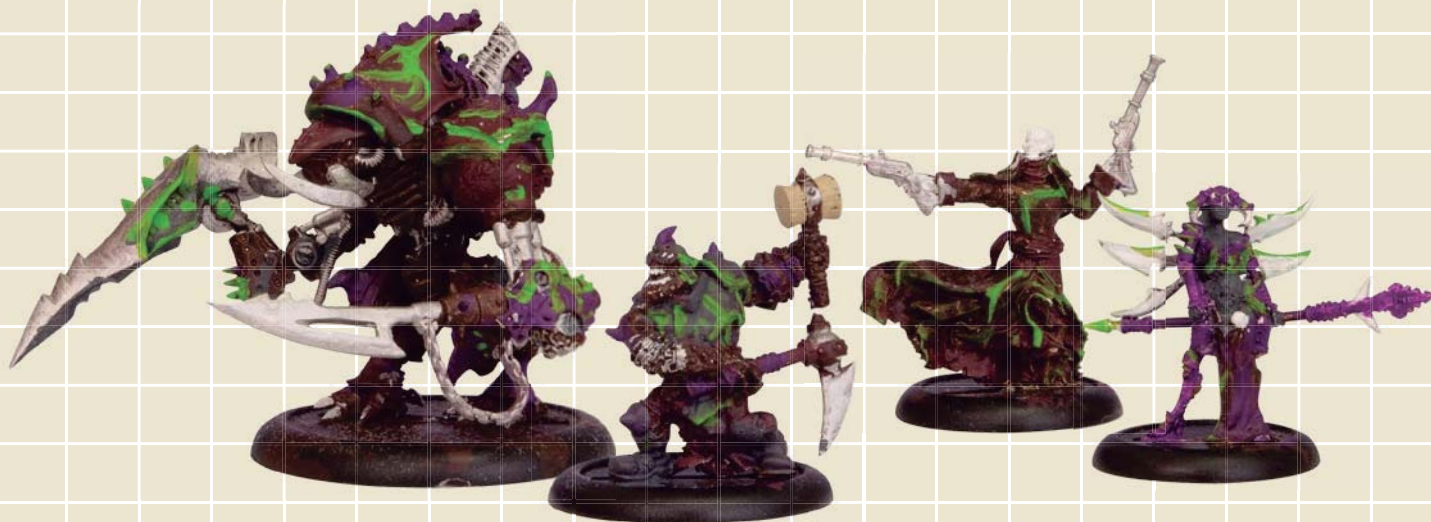
love, but he died in all my training games pretty quickly.

I tried to hold a line against Jack's Buccaneers in order to allow my trolls to hop into battle when his light 'jacks came into range. Trying to wipe out all his light warjacks tore my own forces up, leaving nothing remaining to tackle his heavies. By the end of the game, Deneghra went epic (by epic, I mean epically dead). I missed with her Venom Spray three times in a row over two turns and with her Crippling Grasp twice as well. My last Bloodgorgor did more damage than Denegrah all game, but in the end I didn't have the damage or strategy to win the day. I learned that I must change up my army list to get a more diverse fighting style for the future.

The Cryxian army is definitely right up my alley with its poisons and followers of the biggest dragon in the land, so I will probably stick with them in the future. I hope to build my army up from here, possibly with some plastic 'jacks and some little bonejacks. I look forward to learning all the strategies of WARMACHINE Mk II in the years to come, so that I'll soon be less of a noob and more of a threat.

MODEL/UNIT	COST
Warwitch Denegrah	+5 warjack points
Reaper	7
Leviathan	9
Bloodgorgers	8
General Gerlak Slaughterborn	3
Pistol Wraith	3
Total	25

My spin on the Wheel of Factions resulted in Cryx. This was fine by me, since even after a year in the Production Department, I hadn't had a chance to play WARMACHINE and Cryx seemed the perfect choice. I immediately picked Deneghra as my 'caster, but the rest of my army choices were made for practicality, not strategy. I chose a Leviathan and a Reaper for my 'jacks, since they were simpler to make for my first build



When I saw Stu's army I thought, "I need to go change my list." All those damage boxes to get through meant my Bloodrunners were pretty much nullified. We decided to play a scenario and randomly picked Killing Field. This gave my Bloodrunners value again as a way to capture objective markers. Hah!

First Round

My advanced deployed Bloodrunners easily made it to the objective marker on the right side of the battlefield. The Cyclops Shaman took the left side, and the rest of my army advanced up the middle.

Second Round

Molik Karn charged to take out two Shocktroopers and followed with Fate Walker to retreat. I gained 2 control points thanks to the Rhinodon on the central control point and the Bloodrunners to the left. Stu's Demolition Corps moved in and annihilated the Rhinodon before he could swing his tail. I set my eyes on assassination, since holding out for 7 control points didn't seem possible.

Third Round

Molik took the center objective, avenged the Rhinodon, and loaned his animus to the Shaman, who failed

Michael Faciane: Skorne



to affect Irusk with Evil Eye. The Bloodrunners moved in, stretching their formation to hold the objective for another 2 control points.

Irusk popped his feat, and the last Demolition Corps trooper stood to finish off Molik. Stu's Kodiak took three pitiful free strikes from the surrounding Bloodrunners as it charged in to finish off my Molik Karn. The Destroyer continued to close in on my ranks slowly, firing off boosted bombard attacks.

Fourth Round

Although they had to leave their objective, three of my Bloodrunners were in range to charge Irusk, and I felt it was worth it. Wiff. Wiff. Wiff. Maybe not. My Shaman took the center objective and launched an Evil Eye attack. With a full strength Kodiak and Destroyer in his face, Morghul used Pain & Agony to tone down the inevitable.

Then, the Destroyer hit Morghoul with enough bombastic force to create a soul token. Fortunately, he had fury to spare and one last beast to take the transfer.

Fifth Round

The Shaman got in one last Evil Eye, and the Extoller used the gift-wrapped

MODEL/UNIT	COST
Master Tormentor Morghoul	+7 warbeast pts
Molik Karn	11
Rhinodon?	
Cyclops Shaman	5
Paingiver Bloodrunners	5
Paingiver Beast Handlers (Min)	2
Extoller Soulward	2
TOTAL	25

Bloodrunner souls to attempt the assassination. Fail. But not defeat! With the Shaman still holding the center objective all I needed was 1 more point. No longer affected by Desperate Ground, Morghoul made a run for the left objective, giving me 7 control points for the win!

I would have preferred killing off Irusk, but if we had played past the scenario victory conditions I likely would have lost, so I'm satisfied with the control point victory.





Stuart Spengler: Khador

Pleased that the Wheel of Factions landed on Khador, I started scheming on armies. I've loved the Man-O-War models for a long time—they look great and the times my army has faced them in combat, they seemed to have ridiculous abilities to both take and deal damage.

I'd never played against Irusk, and his abilities seemed to complement my leanings towards an infantry base. I picked a Destroyer and Kodiak as the 'jacks that would fit my list and be fun to paint, using the remaining point on Reinholdt.

Modeling and Painting

Having started out as a painter and modeler more than a gamer, I couldn't help but mess with the models a bit. I swapped parts around between the

Kodiak and the Destroyer to make the Kodiak all spiky, especially so with the addition of a Juggernaut head.

I always liked the militaristic Khador look, so I knew I wanted a green or white scheme. I started working on the Destroyer and painted it four or five times before I found a scheme I liked and that wasn't too painstaking to paint. Speed was key, as now I can add new things to the army without having to take a long time to paint them.

Gaming

I knew the game could be won or lost by effective maneuvering and clever use of terrain. Since much of my force was geared toward melee, most games would involve my opponent initiating combat and determining the flow of the game. Given my luck, I should not have been surprised when Michael and I randomly determined that we would be playing the Killing Ground scenario. Michael set up first and immediately had Bloodrunners camped on one objective marker and the rest of his force over the middle objective. I knew the time it would take me to eliminate them would net Michael valuable points toward winning the game.

Molik Karn stepped up and eliminated the Shocktroopers in one go. Fortunately, Irusk grants Tough rolls to the Shocktroopers, but my typical "Tough" luck continued, and they all went back into the figure case. Molik Karn then used Fate Walker to scurry away, so I unleashed some Battle Lusted Demolition Corps Ice Breaker action on his Rhinodon to work out my feelings at losing the Shocktroopers so quickly.

The game soon devolved into a mess. As Michael pulled ahead in points, I needed a 'caster kill to win. I got a perfect shot off with the Destroyer using Fire For Effect to end the game, but the damage was shunted off to the Shaman. Soon afterward, Michael retook the Bloodrunners' abandoned objective and gained the final point to win the game. It was a good game, and I learned quite a bit about running this list.

MODEL/UNIT	COST
Supreme Kommandant Irusk +5 warjack pts	
Kodiak	8
Destroyer	9
Man-O-War Demolition Corps (3)	6
Man-O-War Shocktroopers (3)	6
Reinholdt, Gobber Speculator	1
Total	25



DESTROYER EXTREME

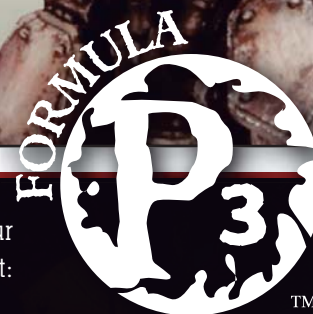


**PRIVATEER PRESS
EXCLUSIVE**

Privateer Press announces the fourth model in our EXTREME model series: the Destroyer Extreme. This fine-detail model from the sculptors Jason Hendricks and Sean Bullough stands toe to toe with its Juggernaut Extreme kin. Suitable both as an artistic centerpiece and for pulverizing your enemies on the table, the Destroyer EXTREME will only be produced while demand lasts. Don't miss your chance to own this masterpiece WARMACHINE miniature!



Available Now At:
store.privateerpress.com



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

TM

By Michael Faciane
Art by Meredith Mulrone
courtesy of Media Blasters



VOLTRON

DEFENDER OF THE UNIVERSE

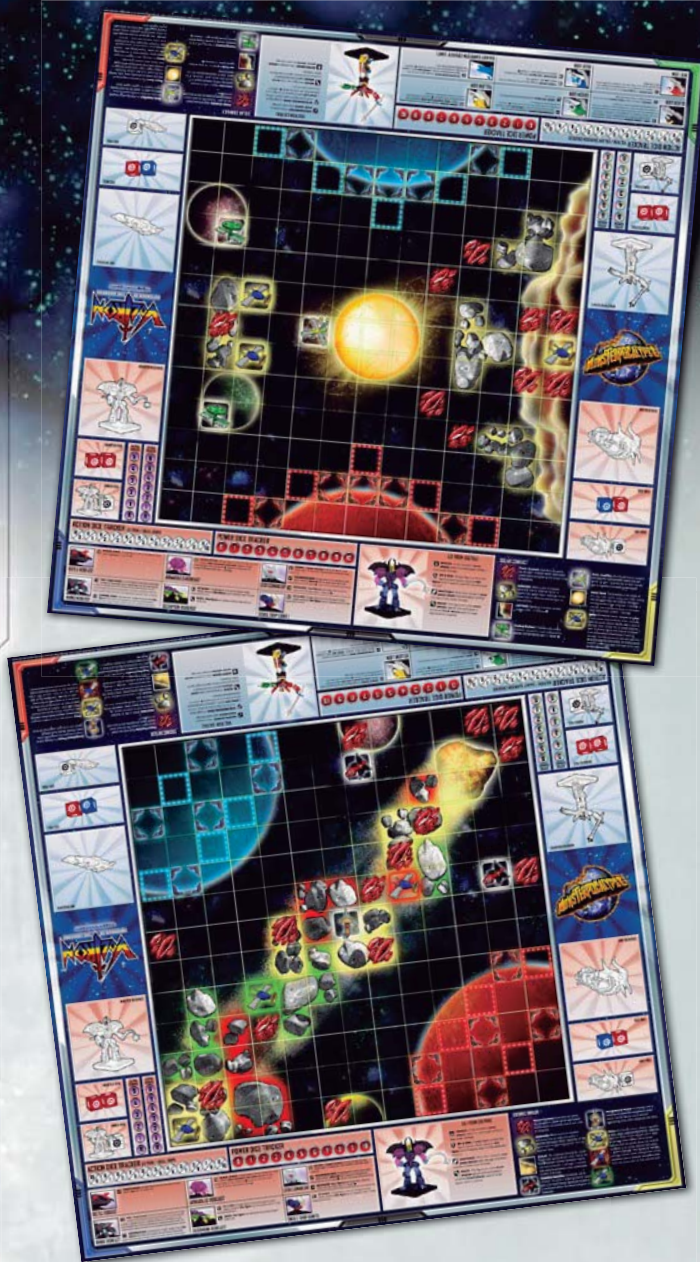
The much-anticipated *Voltron: Defender of the Universe* battle miniatures game makes its debut this year at San Diego Comic-Con, July 22nd-25th. The game has everything needed for two players to set up an epic battle for the fate of the galaxy: dice, tokens, figures, and a battle map. In this article, we'll take a look at what you'll find inside once you grab a copy of your own.

THE FIGURES

The Lion miniatures found in the *Voltron: Defender of the Universe* battle miniatures game are fantastic representations of the beloved Black, Red, Yellow, Blue, and Green Lions from the World Events Productions television series. Pre-painted and beautifully detailed, these minis really bring a great in-game action feel with their dramatic leaping poses. You begin the game with the five Lions in play, which gives great versatility to your tactics since each Lion, having its own set of unique abilities, acts independently. During the hyper phase of your turn, hyper up to replace the Lions with your Voltron figure in his famous battle pose, blazing sword held high.



As seen in the television special *Voltron: Fleet of Doom*, the Robeast figures are abominable likenesses of a Rhino, Armadillo, Scorpion, and Beetle. Just as the Lions form Voltron, the Robeasts along with Prince Lotor's Command Ship come together to form Lo-Tron, a huge and powerful Robeast that stands toe-to-toe with the Defender of the Universe. We know Voltron always wins against evil in the cartoon, but with you now having control of Lo-Tron, are the good planets of the solar system safe from the fiendish ambitions of the Drule Empire? You'll have to take your Fleet of Doom to the battle map to find out.



THE BATTLE MAP

The magnificently designed gridded space battle map conveniently references all the ability text needed to play the game and comes double-sided, giving you a choice between two different scenarios: Cosmic Influx or Solar Conflict. Various elements on the battle map bring different special effects to the game: asteroids to maneuver through, enhancing power crystals, a dangerous comet and super nova, and a dampening ion field. You will also struggle with your opponent for control of key points on the battle map to give your force an edge. If you can, you'll secure a targeting satellite or fueling station to bolster your attack capabilities or speed, hold special relay positions to slow down the opposing force, take control of a solar amplifier to enhance your power, and access a navigational probe to assist your battle map maneuvering.

THE BATTLE

In the midst of this space scene, Voltron and Lo-Tron collide in battle. With an arsenal to choose from, the gigantic robots exchange devastating brawl, blast, and power attacks. Brawl attacks are used against adjacent enemies, while blast attacks are used against enemies at a distance. Various power attacks may be used when aligned with the enemy not only to cause damage but also to change his position on the battle map. This aspect of attacking in the *Voltron: Defender of the Universe* battle miniatures game — actually taking the opponent's miniature and placing it somewhere else on the battle map — makes for some very dynamic combat sequences:

Voltron performs a smash power attack against Lo-Tron, causing great damage and sending the enemy flying back though some Skull Ships and right into a cluster of asteroids. Lo-Tron comes back to grapple Voltron and uses a body slam power attack to crash him into a massive speeding comet.

And there's the additional action in the game with Galaxy Garrison Cruisers and Skull Ships dog fighting through asteroid fields. Although you have just five of these units in your reserves, they are an unlimited resource of combat support, since a unit can be re-spawned onto the battle map even after being destroyed.

While the battle surges on between the Galaxy Alliance and the Drule Empire, the outcome of Voltron and Lo-Tron's fight will determine the fate of the universe. When either Voltron or Lo-Tron is defeated, the game ends. Only the victor is left standing!

EXPAND THE UNIVERSE!

The *Voltron: Defender of the Universe* battle miniatures game is part of the fast-paced, action-packed *Monsterpocalypse* collectible miniatures game line, which brings the giant-monster genre to the table and offers endless options for advanced play with both *Voltron* and *Monsterpocalypse* figures. Everything you need for two players to play is in the *Voltron: Defender of the Universe* box, and for even more excitement, it is fully compatible with all *Monsterpocalypse* figures and maps!

EXTREME

GRIND

LEAGUE

XGL STAFF CHAMPIONSHIP

After almost three months of brutal Destructodome mayhem, the coaches and their teams from the Privateer staff league were all within reach of the most coveted award, XGL Champion. The days building up to the Championship tournament saw each coach spending his last remaining metal on team upgrades and eagerly awaiting the Championship bracket to be posted.

The quarterfinals were filled with plenty of amazing highlights, from the Demolishers five-point win over the Brunder Bashers to the ten-round overtime that saw the Inferno barely squeak out the win needed to advance to the semifinals. The Finishers crushed the Krushers, and the Nihilators, led by their prize Crusher "The Kurgan", left the Blackwater Bruisers black and blue.

The semifinals were a whirlwind of twisted metal and underhanded tactics as the Nihilators went on to cripple the Inferno in the first period, allowing them to run roughshod over their foe in the second period for a 4-2 win. The Demolishers turned away from their namesake and instead played a tough defense, holding off the Finishers for most of the game. Unfortunately, an unlucky stop attempt by Demolishers goalie Iron Fang ended in the only score of the game, sending the Finishers to face their league rivals in the finals.

Finally, it was time for the game everyone was waiting for, and two more bitter rivals could not be found than the Fisherbrook Finishers coached by Will "The Fuzzy" Shick and the Nyshyr Nihilators headed by Brent "Ghost" Waldher. The initial three rounds saw both teams stopping each other's drive to the goal. However, in the final turn of the first period, The Kurgan, whose only goal was to cause as much damage as possible to the opposing team, met his match in the Finishers brick, Ironhide. Ironhide pulled off an incredible tackle that sent both steamjacks flying across the Destructodome and left The Kurgan's cortex fried and sparking. Capitalizing on the opening, Blaster took aim at Lincoln Hawk(s), the Nihilators' goalie, and sent it flying into the gutter with a mega blast from its heavy gyro cannon. A quick Clear Path play allowed the Finishers' Runner Cliff Jumper to redline to the Grinder and send it flying into the goal with a blow from its scrambler.

Down 1-0 at the start of the second period, and with The Kurgan crippled, the Nyshyr Nihilators threw caution to the wind and pressed a full-on attack against the Finishers. At the top of turn four, the Nihilators were facing a heavily defended goal from a well-timed Hustle Back play called by the Finishers. Undeterred, Brent called a Slingshot play and used Jack Burton to hurl his scrambler-armed Runner John Matrix right into the thick of the Finishers'

defense. There was a whine as John Matrix's scrambler charged up before delivering an electro-burst power attack that hit two of the Finishers' Crushers and their goalie Brawn, leaving a path to the goal wide open for Casey Ryback who hurled the Grinder into the goal to tie the game at 1-1.

With the end in sight, both coaches wearily set up for what would likely be the final crush. The Fisherbrook Finishers surged forward and set up a tight defense around the Grinder in preparation for the next turn. Blaster sent the Runner Casey Ryback smashing into the wall, crippling its legs in retaliation for last turn's goal. The Nihilators, knowing this was their last round of play, set up a strong defensive grid around their goal, hoping to take the game into overtime. Will, seeing the championship in reach, pulled all five power dice into his dice pool and surveyed the scene. Calling the Slingshot play, Ironhide hurled Cliff Jumper toward the Nihilators'

defensive line. The electro-burst rattled The Kurgan and John Matrix, leaving only the Nihilator goalie Lincoln Hawk(s) standing in the way of victory. Blaster once again let loose with a mega blast power attack that sent the Nihilator goalie careening away from the goal. Using the drag ability, Prowl pushed the Grinder into position before pummeling it toward the goal with its pulverizer. The dice came up good and the buzzer sounded, ending the game 2-1, with the Fisherbrook Finishers standing victorious!

The road to the championship was a long, hard-fought drive, but everyone is already talking about the next staff league. Over the following pages are the final builds for the Fisherbrook Finishers and the Nyshyr Nihilators for you to use in your own casual games of Grind. Or grab a friend and hit the grid to see if you can settle the rivalry of the Finishers and Nihilators!

FISHERBROOK FINISHERS

FISHERBROOK FINISHERS TEAM NAME/PLAYER		
TEAM ROSTER		
NUMBER	TYPE	NAME
09	RUNNER	CLIFF JUMPER
18	CRUSHER	BLASTER
32	RUNNER	BRAWN
16	CRUSHER	PROWL
23	CRUSHER	IRONHIDE

FISHERBROOK FINISHERS TEAM NAME/PLAYER	
SPONSORS	
<input type="checkbox"/>	Incentrik Sparks: All focus upgrades cost 1 less metal. You lose this sponsor if you end a game with any damaged cortices.
<input checked="" type="checkbox"/>	Western Armory: All arm upgrades cost 1 less metal. You lose this sponsor if you end a game with 2 or more damaged arms.
<input type="checkbox"/>	Iron Sentinel Mechaniks: All crew abilities and upgrades cost 1 less metal. You lose this sponsor if you end a game with 6 or more total damaged systems.
<input type="checkbox"/>	Royal Exchange: You gain +1 metal for each game you play. You lose this sponsor if you lose 2 games in a row.
<input type="checkbox"/>	Strangeways Techs: After each game, you can [unclear] completely for [unclear]

FISHERBROOK FINISHERS TEAM NAME/PLAYER	
STRATEGIST CREW	
<input type="checkbox"/>	Patch Systems: After each goal is scored and between periods, you can make a patch roll with 1 boost die. For each strike rolled, you can patch 1 damaged system of your steamjacks. A patched system does not suffer the negative effects of being damaged. If a patched system is damaged again, remove the patch. At the end of the game, remove all patches.
<input type="checkbox"/>	Roll 2 boost dice for a patch.
<input type="checkbox"/>	Roll 3 boost dice for a patch.
<input type="checkbox"/>	Defensive Tactician: After activating all your steamjacks, if you have at least 2 action dice left, you can plan for defense. To plan for defense, your dice well and place it in your dice pool.
<input type="checkbox"/>	You can plan for defense with 1 action die left.
<input type="checkbox"/>	You can plan for defense with 0 action die left.
<input checked="" type="checkbox"/>	Offensive Tactician: Place the first blank action die rolled on your turn in your dice pool.
<input checked="" type="checkbox"/>	Place the first 2 blank action dice rolled on your turn in your dice pool.
<input checked="" type="checkbox"/>	Place the first 3 blank action dice rolled on your turn in your dice pool.

#09
4 VALUE

RUNNER



RIGHT ARM
SCRAMBLER

LEFT ARM
LEFT FIST

SPEED: 6
BOILER: 3
ARMOR: 2

STRIKES - SYSTEM - EFFECT		
Use this chart for damage rolls including no power dice.		
1	-	RATTLED!
2	<input type="checkbox"/> BOILER	Cannot Redline
3+	<input type="checkbox"/> L ARM	-1 Boost/No Upgrades

STRIKES - SYSTEM - EFFECT		
Use this chart for damage rolls including at least 1 power die.		
1	-	RATTLED!
2	<input type="checkbox"/> LEGS	-1 Speed
3	<input type="checkbox"/> R ARM	-1 Boost/No Upgrad
4+	<input type="checkbox"/> CORTEX	No P-Dice/No Focus

#16
5 VALUE

CRUSHER



RIGHT ARM
HEAVY GYRO SHOT

LEFT ARM
HEAVY FIST

SPEED: 4
BOILER: 2
ARMOR: 4

STRIKES - SYSTEM - EFFECT		
Use this chart for damage rolls including no power dice.		
1	-	RATTLED!
2	<input type="checkbox"/> BOILER	Cannot Redline
3+	<input type="checkbox"/> L ARM	-1 Boost/No Upgrades

STRIKES - SYSTEM - EFFECT		
Use this chart for damage rolls including at least 1 power die.		
1	-	RATTLED!
2	<input type="checkbox"/> LEGS	-1 Speed
3	<input type="checkbox"/> R ARM	-1 Boost/No Upgrades
4+	<input type="checkbox"/> CORTEX	No P-Dice/No Focus

#16
5 VALUE

HEAD HUNTER

FOCUS CARD

Hit a Steamjack with Ranged Arm
If this steamjack makes a basic attack with a ranged arm and misses, you can place 1 action die rolled in the attack back in your dice pool.

IMPRINT ██████████

Precise: After this steamjack makes a basic attack against a target that is 2 or more spaces away, you can reroll up to 2 of the action dice rolled in the attack.

Damage a Steamjack
After this steamjack makes a damage roll of 0 strikes against another steamjack, you can place 1 action die rolled in the damage check back in your dice pool.

IMPRINT ██████████

Rowdy: After this steamjack hits an opposing steamjack with a basic melee attack, place up to 2 action dice used in the attack in your dice pool.

Hit a Steamjack with a Power Attack
If this steamjack makes a power attack and misses, you can place 1 action die rolled in the attack back in your dice pool.

IMPRINT ██████████

Show-off: After this steamjack hits an opposing steamjack with a power attack, place up to 2 action dice used in the attack in your dice pool.

#23

CRUSHER

6 URALUB



RIGHT ARM
WRECK-O-MATIC

LEFT ARM
HEAVY FIST

SPEED: 4
BOILER: 2
ARMOR: 4

#32

RUNNER

5 URALUB



RIGHT ARM
INTERCEPTOR

LEFT ARM
MAGNO-GRIP

SPEED: 6
BOILER: 3
ARMOR: 2

#18

CRUSHER

5 URALUB



RIGHT ARM
PULVERIZER

LEFT ARM
HEAVY GRAPPLER

SPEED: 4
BOILER: 2
ARMOR: 4

#23

BRICK

CRUSHER FOCUS CARD

- Break a Block**
If this steamjack fails a block break, you can place 1 action die rolled in the block break in your dice pool.
- IMPRINT** [] [] [] [] [] [] [] [] [] []
- Balanced:** When this steamjack would be knocked down, you can roll 2 boost dice. If you roll a number of strikes equal to or greater than the number of strikes rolled in the attack above this steamjack's armor, this steamjack is not knocked down.
- Damage a Steamjack**
After this steamjack makes a damage roll of 0 strikes against another steamjack, you can place 1 action die rolled in the damage check back in your dice pool.
- IMPRINT** [] [] [] [] [] [] [] [] [] []
- Tough:** You can ignore 1 strike from the damage rolls against this steamjack.
- Hit a Steamjack with a Power Attack**
If this steamjack makes a power attack and misses, you can place 1 action die rolled in the attack back in your dice pool.
- IMPRINT** [/] [/] [/] [/] [/] [/] [/] [/] [/] [/]
- Resilient:** Before activating this steamjack, you can spend power dice to remove 1 effect token for each power die spent.

#32

GOAL TENDER

RUNNER FOCUS CARD

- Stop the Grinder**
While this steamjack is within 2 spaces of your goal pit, all spaces adjacent to it are within its reach for stopping the Grinder.
- IMPRINT** [] [] [] [] [] [] [] [] [] []
- Alert:** When your opponent places the mark token within 2 spaces of this steamjack while it is not rattled, knocked down, or blocked, before he rolls his attack against the Grinder, you can roll 1 boost die. Advance this steamjack up to a number of spaces equal to the number of strikes rolled.
- Push the Grinder from Your Goal Zone**
After this steamjack pushes the Grinder from your goal zone, you can forfeit its attack to take 1 power die from your dice well and place it in your dice pool.
- IMPRINT** [/] [/] [/] [/] [/] [/] [/] [/] [/] [/]
- Balanced:** When this steamjack would be knocked down, you can roll 2 boost dice. If you roll a number of strikes equal to or greater than the number of strikes rolled in the attack above this steamjack's armor, this steamjack is not knocked down.
- Redline (without entering the same space more than once during the advance.)**
If this steamjack fails a redline, you may place 1 action die rolled in the redline back in your dice pool.
- IMPRINT** [] [] [] [] [] [] [] [] [] []
- Quick:** If this steamjack advances no more than 2 spaces and makes a basic attack, it can then advance the remainder of its Speed.

#18

ENFORCER

CRUSHER FOCUS CARD

- Damage a Steamjack**
After this steamjack makes a damage roll of 0 strikes against another steamjack, you can place 1 action die rolled in the damage check back in your dice pool.
- IMPRINT** [] [] [] [] [] [] [] [] [] []
- Destructive:** Add 1 boost die to damage rolls made against steamjacks hit by this steamjack.
- Hit a Steamjack with Melee Arm**
If this steamjack makes a basic attack with a melee arm and misses, you can place 1 action die rolled in the attack back in your dice pool.
- IMPRINT** [/] [/] [/] [/] [/] [/] [/] [/] [/] [/]
- Rowdy:** After this steamjack hits an opposing steamjack with a basic melee attack, place up to 2 action dice used in the attack in your dice pool.
- Hit a Steamjack with a Power Attack**
This steamjack makes a power attack and misses, you can place 1 action die rolled in the attack back in your dice pool.
- IMPRINT** [] [] [] [] [] [] [] [] [] []
- Aggressive:** Once, after this steamjack makes a power attack, place 1 power die used in the attack in your dice pool, then you can make a different power attack with this steamjack.

NYSHYR NIHILATORS

NYSHYR NIHILATORS

TEAM ROSTER

Number	Type	Name
0	RUNNER	LINCOLN HAWK(S)
1	CRUSHER	JACK BURTON
2	RUNNER	CASEY RYBACK
3	RUNNER	JOHN MATRIX
4	CRUSHER	THE KORGAN

PRESEASON OPPONENTS

Initials of up to 5 different preseason opponents +2 Metal

NYSHYR NIHILATORS

RUGMENTER CREW

- Rigged Upgrades:** Before the start of each game, choose 1 of your steamjacks and make a rigged upgrade roll with 3 action dice. If you roll a number of strikes equal to or greater than the steamjack's value, you can rig one of its arms with a temporary upgrade. The upgrade lasts until the end of the game.
 - Roll 3 action dice and 1 boost die for a rigged upgrade.
 - Roll 3 action dice and 2 boost dice for a rigged upgrade.
- Overdrive:** Once per turn, you can spend 3 power dice to choose 1 of your steamjacks that has already completed its activation to use overdrive. A steamjack using overdrive can either perform a basic attack or make an advance. After using overdrive, the steamjack is rattled.
 - You spend only 2 power dice when using overdrive.
 - You spend only 1 power die when using overdrive.
- Offensive Tactician:** Place the first blank action die rolled on your turn in your dice pool.
 - Place the first 2 blank action dice rolled on your turn in your dice pool.
 - Place the first 3 blank action dice rolled on your turn in your dice pool.
- Arm Specialist:** Between periods, you can perform 1 reconfiguration for free.
 - Between periods, you can perform up to 2 reconfigurations for free.
 - Between periods, you can perform up to 3 reconfigurations for free.

NYSHYR NIHILATORS

SPONSORS

- Incantrik Sparks:** All focus upgrades cost 1 less metal. You lose this sponsor if you end a game with any damaged cortexes.
- Western Armory:** All arm upgrades cost 1 less metal. You lose this sponsor if you end a game with 2 or more damaged arms.
- Iron Sentinel Mechanics:** All crew abilities and upgrades cost 1 less metal. You lose this sponsor if you end a game with 6 or more total damaged systems.
- Royal Exchange:** You gain +1 metal for each game you play. You lose this sponsor if you lose 2 games in a row.
- Strangeways Techs:** After each game, you can choose 1 of your steamjacks to repair completely for free. You lose this sponsor if you end a game with 5 or more damaged steamjacks.

#0 RUNNER

4 VALUE



RIGHT ARM
INTERCEPTOR

LEFT ARM
MAGNO-GRIP

SPEED: 6
BOILER: 3
ARMOR: 2

STRIKES - SYSTEM - EFFECT
Use this chart for damage rolls including no power dice.

1	-	RATTLED!
2	<input type="checkbox"/> BOILER	Cannot Redline
3+	<input type="checkbox"/> L ARM	-1 Boost/No Upgrades

#1 CRUSHER

5 VALUE



RIGHT ARM
HEAVY FIST

LEFT ARM
HEAVY FIST

SPEED: 4
BOILER: 2
ARMOR: 4

STRIKES - SYSTEM - EFFECT
Use this chart for damage rolls including no power dice.

1	-	RATTLED!
2	<input type="checkbox"/> BOILER	Cannot Redline

#2 RUNNER

5 VALUE



RIGHT ARM
GRAPPLER

LEFT ARM
LEFT FIST

SPEED: 6
BOILER: 3
ARMOR: 2

STRIKES - SYSTEM - EFFECT
Use this chart for damage rolls including no power dice.

1	-	RATTLED!
2	<input type="checkbox"/> BOILER	Cannot Redline

#0 GOAL TENDER

RUNNER FOCUS CARD

Stop the Grinder
While this steamjack is within 2 spaces of your goal pit, all spaces adjacent to it are within its reach for stopping the Grinder.

IMPRINT / / / /

Alert: When your opponent places the mark token within 2 spaces of this steamjack while it is not rattled, knocked down, or blocked, before he rolls his attack against the Grinder, you can roll 1 boost die. Advance this steamjack up to a number of spaces equal to the number of strikes rolled.

Push the Grinder from Your Goal Zone
After this steamjack pushes the Grinder from your goal zone, you can forfeit its attack to take 1 power die from your dice well and place it in your dice pool.

IMPRINT / / / / / / / /

Balanced: When this steamjack would be knocked down, you can roll 2 boost dice. If you roll a number of strikes equal to or greater than the number of strikes rolled in the attack above this steamjack's armor, this steamjack is not knocked down.

Redline (without entering the same space more than once during the advance.)
If this steamjack fails a redline, you may place 1 action die rolled in the redline back in your dice pool.

IMPRINT / / / / / / / /

Quick: If this steamjack advances no more than 2 spaces and makes a basic attack, it can then advance the remainder of its Speed.

#1 HEAVY HAULER

BLUE CRUSHER FOCUS CARD

Hit a Steamjack with a Power Attack
If this steamjack makes a basic attack with a ranged arm and misses, you can place 1 action die rolled in the attack back in your dice pool.

IMPRINT / / / / / / / /

Show-off: After this steamjack hits an opposing steamjack with a power attack, place up to 2 action dice used in the attack in your dice pool.

Push the Grinder into Opposing Goal Zone
After this steamjack pushes the Grinder into an opposing goal zone, you can forfeit its attack to take 1 power die from your dice well and place it in your dice pool.

IMPRINT / / / / / / / /

Quick: If this steamjack advances no more than 2 spaces and makes a basic attack, it can then advance the remainder of its Speed.

IMPRINT / / / / / / / /

Redline (without entering the same space more than once during the advance.)
If this steamjack fails a redline, you may place 1 action die rolled in the redline back in your dice pool.

IMPRINT / / / / / / / /

Fast: This steamjack gains +1 Speed.

#2 JUKER

BLUE RUNNER FOCUS CARD

Break a Block
If this steamjack fails a block break, you can place 1 action die rolled in the block break in your dice pool.

IMPRINT / / / / / / / /

Elusive: Roll 1 additional boost die when making block breaks with this steamjack.

Redline (without entering the same space more than once during the advance.)
If this steamjack fails a redline, you may place 1 action die rolled in the redline back in your dice pool.

IMPRINT / / / / / / / /

Nimble: When advancing with this steamjack, count the first 2 diagonals moved as 1 space each.

Push the Grinder into Opposing Goal Zone
After this steamjack pushes the Grinder into an opposing goal zone, you can forfeit its attack to take 1 power die from your dice well and place it in your dice pool.

IMPRINT / / / / / / / /

Flash: During this steamjack's advance, you can choose 1 opposing steamjack within 2 spaces that has line of sight to this steamjack. Once, at any point during this steamjack's advance, you can change the chosen steamjack's facing so it has line of sight to this steamjack.

#3 RUNNER

5 VALUE



RIGHT ARM
SCRAMBLER

LEFT ARM
LEFT FIST

SPEED: 6
BOILER: 3
ARMOR: 2

STRIKES - SYSTEM - EFFECT
Use this chart for damage rolls including no power dice.


1	-	RATTLED!
2	<input type="checkbox"/> BOILER	Cannot Redline
3+	<input type="checkbox"/> L ARM	-1 Boost/No Upgrades

Use this chart for damage rolls including at least 1 power die.

1	-	RATTLED!
2	<input type="checkbox"/> LEGS	-1 Speed
3	<input type="checkbox"/> R ARM	-1 Boost/No Upgrades
4+	<input type="checkbox"/> CORTEX	No P-Dice/No Focus

#4 CRUSHER

6 VALUE



RIGHT ARM
PULVERIZER

LEFT ARM
WRECK-O-MATIC

SPEED: 4
BOILER: 2
ARMOR: 4

STRIKES - SYSTEM - EFFECT
Use this chart for damage rolls including no power dice.

1	-	RATTLED!
2	<input type="checkbox"/> BOILER	Cannot Redline
3+	<input type="checkbox"/> L ARM	-1 Boost/No Upgrades

Use this chart for damage rolls including at least 1 power die.

1	-	RATTLED!
2	<input type="checkbox"/> LEGS	-1 Speed
3	<input type="checkbox"/> R ARM	-1 Boost/No Upgrades
4+	<input type="checkbox"/> CORTEX	No P-Dice/No Focus

#4 ENFORCER

CRUSHER FOCUS CARD

Damage a Steamjack
After this steamjack makes a damage roll of 0 strikes against another steamjack, you can place 1 action die rolled in the damage check back in your dice pool.

IMPRINT / / / / / / / /

Destructive: Add 1 boost die to damage rolls made against steamjacks hit by this steamjack.

Hit a Steamjack with Melee Arm
If this steamjack makes a basic attack with a melee arm and misses, you can place 1 action die rolled in the attack back in your dice pool.

IMPRINT / / / / / / / /

Rowdy: After this steamjack hits an opposing steamjack with a basic melee attack, place up to 2 action dice used in the attack in your dice pool.

Hit a Steamjack with a Power Attack
If this steamjack makes a power attack and misses, you can place 1 action die rolled in the attack back in your dice pool.

IMPRINT / / / / / / / /

Aggressive: Once, after this steamjack makes a power attack, place 1 power die used in the attack in your dice pool, then you can make a different power attack with this steamjack.



FULL METAL CHALLENGE

To See or Not To See: Is Obliteration the Answer?

by Kraig Koranda

What You'll Need:

- | | |
|--|--|
| Mercenaries:
Magnus the Traitor
Mangler
Renegade x2
Stannis Brocker
Steelhead Heavy Cavalry x3 | Khador:
The Butcher of Khardov
Berserker
Juggernaut
Marauder
Winter Guard Infantry x4
Winter Guard Rocketeers x3
Winter Guard Infantry Officer & Standard Bearer
Kovnik Josef Grigorovich |
|--|--|

The Challenge:

Magnus and his band of mercenaries and warjacks were on a routine resupply mission when they were discovered by a contingent of Khadoran troops led by Orsus Zoktavir, the Butcher of Khardov. Fearing capture at the Butcher's hands, Magnus unleashed a heavy barrage of attacks. The Butcher dropped to his knees. Another round like that, and Orsus would surely be obliterated!

The Butcher must find a way to launch a counterstrike against the well-defended Traitor. To achieve his goal, he will need to maximize the use of his spells, his 'jacks, and the Winter Guard contingent accompanied by Kovnik Grigorovich.

The Setup:

The Steelhead Cavalry have launched an assault from the far-left flank in an attempt to take out the three Rocketeers and some infantry. The intended targets followed the Bob & Weave order, however, and were under the influence of Iron Flesh, giving them DEF 17. As a result, despite the series of impact attacks, a volley of blunderbusses and axes, only two Rocketeers fell. Courageously, two other Infantry stepped forward and took up their Rockets. Although the assault did not completely achieve the desired effect, it left most of the Winter Guard unit engaged in melee.

A resourceful leader, Magnus upkept Tempered Metal (+2 ARM) on the Mangler and Blur (+3 DEF against ranged/magic attacks) on himself. He allocated 2 points of focus to Renegade 2 and retained 4 points

for himself. Renegade 2 advanced along the building to its right and launched a boosted Obliterator Rocket at the Butcher, scoring a direct hit and knocking him down, along with the Juggernaut just in front of him. A boosted damage roll dealt the Butcher 9 points of damage. Next, Magnus advanced behind the Renegade and arced Obliteration at the now-vulnerable Butcher to deal him another 4 points of damage. Magnus then called for his 'jacks to perform a Hit & Run.

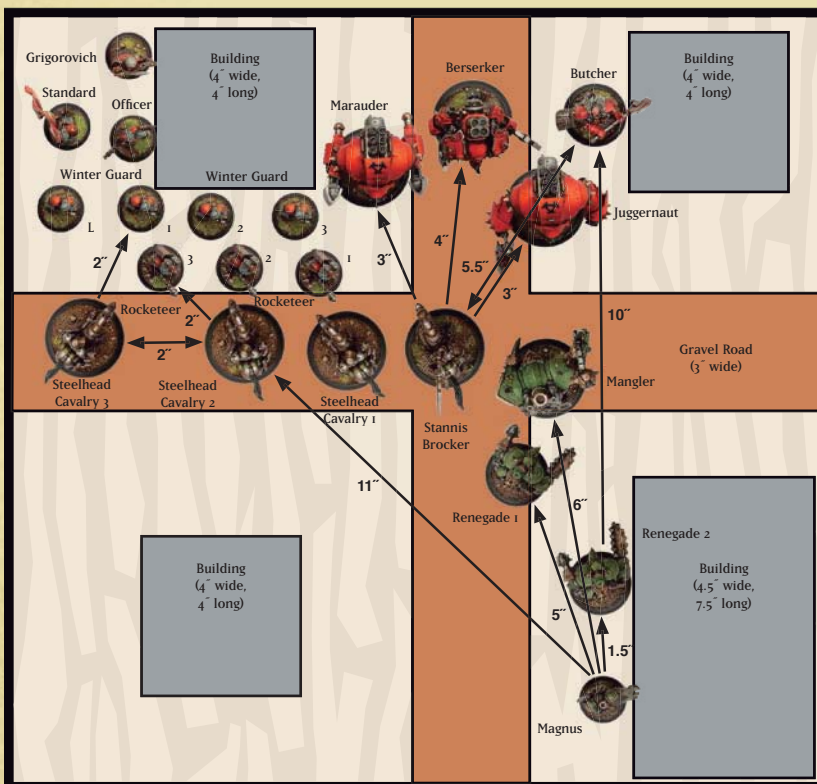
Renegade 2 blocked most of the line of sight to the Mangler, so the Mangler ran forward

with Renegade 1 to further reduce charge lanes and restrict line of sight to their 'caster.

The barrage badly wounded the Butcher. Just seven damage boxes remain, and he is knocked down.

The Berserker has the Fury upkeep spell, and the Winter Guard Infantry have the Iron Flesh upkeep spell. The Juggernaut suffered no damage from the Obliterator rocket's blast or the Obliteration spell but is knocked down.

Now, the Butcher must clear a path for his army and launch a deadly counterstrike.



Our Solution: It may be tempting to help clear line of sight to Magnus by relying on the average die rolls from his 'jacks, then have the Butcher advance at four damage dice will destroy him. Use its second attack against the Mangler to whittle Stannis Brocker. One swing from his Ice Axe then aims at Steelhead 3 with RAT 8. The Activate the Juggernaut and have it charge with Blunderbuss shots and Rockets. Close should be enough to box it.

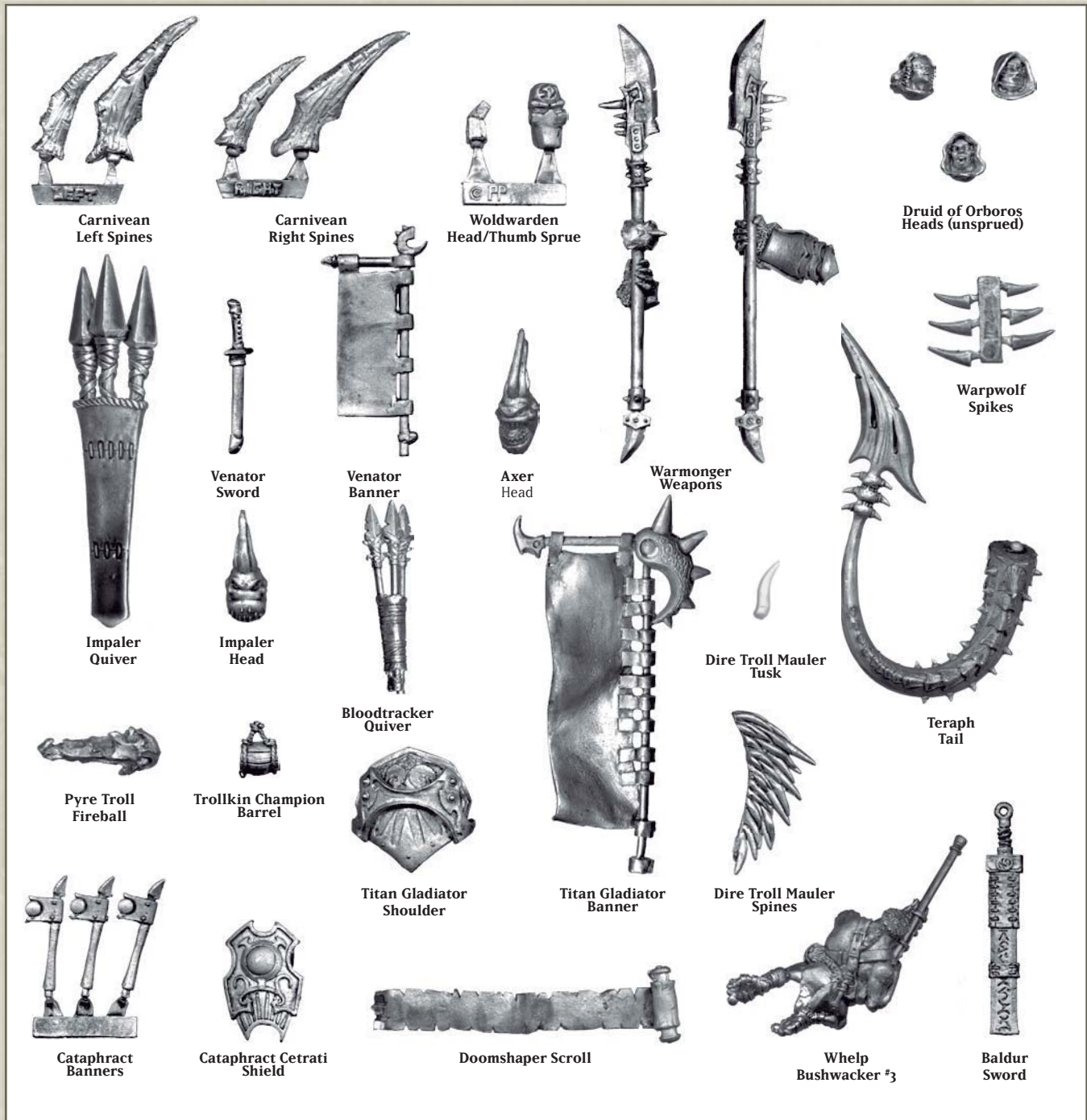
The Winter Guard unit is now freed up, with Rocketeers to activate. Rocketers 1 and 2 will forfeit movement for the aiming bonus. Magnus Winter Guards 2 and 3 will advance on a roll of 6. The Traitor will now be in range of their Blunderbusses, and the Guards can perform a combined ranged attack. Rocketers 1 and 2 and the combined ranged attack from the Blunderbusses should all hit on average dice will not kill Steelhead 2, but the strategy will still achieve a critical part of this plan. Josef will activate next and deliver the For the Motherland speech to give himself and the Winter Guard unit an additional die on attack rolls—the key to hitting Magnus at DEF 17.

Next, have the Marauder charge Steelhead Cavalry 1. The Marauder will need the extra 1" of distance to align Steelhead 1 with Steelhead 2 for a Combo Smiter attack. Steelhead 1 will be slammed into Steelhead 2—even on a roll of 6. The Traitor will now be in range of their Blunderbusses, and the Guards can perform a combined ranged attack. Steelhead 1 will be knocked down. Steelhead 1 will surely be boxed from five dice of damage, even on less-than-average rolls. The collateral damage roll from five dice of damage, even on less-than-average rolls. The collateral damage roll from five dice of damage, even on less-than-average rolls. The collateral damage roll from five dice of damage, even on less-than-average rolls.

Begin the turn by using 1 point of focus to shake the Knockdown effect on the Juggernaut. Upkeep Fury on the Berserker, but let Iron Flesh expire on the Winter Guard to help free their movement. Use the Butcher's friendly Faction models in his control area. Then activate the Butcher by forfeiting his action to stand up and hold his ground. All his 'jacks will benefit. Cast Full Throttle so the Butcher's 'jacks can charge for free—with boosted melee attack rolls. This will maximize the Berserker's performance without a need for focus or having to endure being Unstable.

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DRAWN AND QUARTERED

by Tracy Constantine



KAPOW!



ACK! LEAD THEM WELL....

SPLORK

WHAT! NO WAY! I DON'T WANT TO BE LEADER!



LIMMM, IT'S BECAUSE YOU WERE CLOSER. YEAH, THAT'S IT!



THAT'S NOT THE RULE! THIS ISN'T FAIR! I'LL BE ...



BLAMMO



YOU! DON'T STAND ANYWHERE NEAR ME!

UNSTOPPABLE!

The ground shakes and men and beasts flee for their lives before the unstoppable might of Nathan Pullen's extreme Juggernaut. Apparently, not even the foliage is safe from this hulking monstrosity.



SALTY DOG CHALLENGE

The Painting Challenge of No Quarter #28 was to transform your model into a sea-loving, coast-raiding pirate. An entire fleet of budding "privateers" responded with gusto, and here are the fantastic results!



WINNER!

Robert Sakaluk

Armed with a massive cutlass and a buckler proudly displaying the Jolly Roger, Robert Sulak's heavily customized Nomad is fresh from the briny deep and ready to defend its ill-gotten treasure. Nice work, Robert!

HONORABLE MENTIONS



"Red Hook"
by Pitor Mikians



"Blackdrake"
by Teemu Pesonen

Check out **page 61** for the next Painting Challenge and see if you can *Paint Like You've Got a Pair!*

THE POOP DECK



IN THE NEXT
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MAGAZINE



NEW BLOOD FOR THE SKORNE

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For the love of blood and coin, the mercs hit the battlefields of western Immoren in *Forces of WARMACHINE: Mercenaries*.

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