

Privateer Press



NO QUARTER

ISSUE N° 38
Sept. 2011

MAGAZINE™

UNRELENTING FURY!

HORDES: DOMINATION
PREVIEWS CONTINUE

FORCES OF DISTINCTION II

NEW THEME FORCES FOR CIRCLE AND TROLLBLOODS

UNBOUND FORMATIONS

NEW RULES FOR UNBOUND GAMES

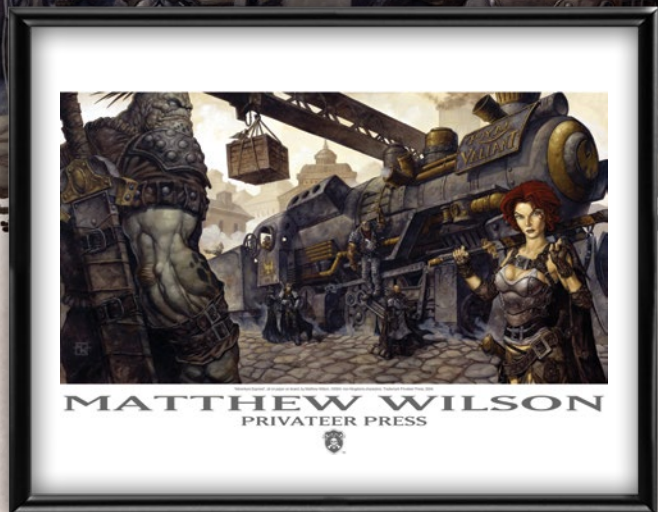
JUDGMENT IS AT HAND!

VESSEL OF JUDGMENT IN GUTS & GEARS

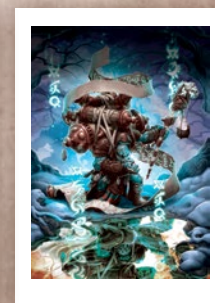
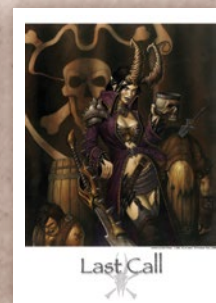
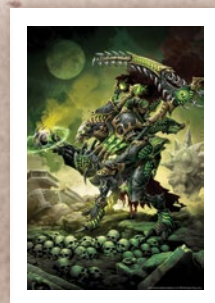
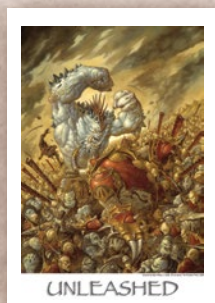
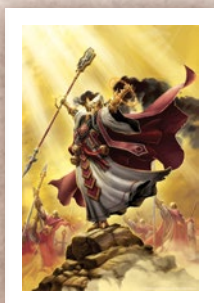
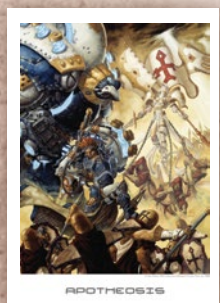




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ON THE COVER

Maelok the Dreadbound by Néstor Ossandón

Néstor Ossandón is a Chilean artist who cites his primary influences as Frank Frazetta and Juan Vasquez. Nestor has worked in his own country and abroad, honing his skills on collectible card games, RPGs, and comics. He currently works as an illustrator for Privateer Press, lending his talent and unique vision to the worlds of WARMACHINE, HORDES, and the Iron Kingdoms.

BABY'S FIRST NO QUARTER

Although our primary audience sits firmly in the twenty-five to forty-five age range, *No Quarter Magazine* has proven surprisingly popular among a slightly younger crowd.

Seen here, our newest reader Ronan Paddock is enjoying his father's copy of *No Quarter* #37 and the preview of the new Trollblood warlock Jarl Skuld. Press Gang member Daniel Paddock and his wife Sarah are certainly bringing their son up right, supplying him with some very attractive attire and first-rate reading material.



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OPENING SALVO

ON THE HORIZON

The convention season in 2011 was a busy one for Privateer Press. Besides being filled with the usual activity—staffing the booth, running events, and meeting tons of enthusiastic players—this year saw several big announcements about future Privateer Press products. Lock & Load and Gen Con both generated some incredibly exciting news about what's headed your way in 2012. Well, the time has come to pull back the curtain a bit and showcase some of the products headed your way in the near future.

No Quarter #39 features some tantalizing nuggets of information about WARMACHINE, HORDES, Bodgers, the new Iron Kingdoms RPG, and of course, LEVEL 7. I sat down with director of business development Will Shick and creative director Ed Bourelle and fired off some hard-hitting questions about the new products coming down the pipe in the next year. Be sure to check out the On the Horizon interview for some exciting sneak peeks at the new epic models for WARMACHINE and HORDES plus new art from the IK RPG and LEVEL 7.

Of course, this being the November issue, there's also a ton of Gen Con coverage. First, you get all the tournament results from Hardcore and Masters, featuring interviews with the winners and a close look at their winning lists. Next up is the Formula P3 Grandmaster Painting competition, and we devote over ten pages to the piles of gorgeous models entered by our very talented hobby community.

If, for some reason, Gen Con and more news about the IK RPG and LEVEL 7 aren't enough to get you

excited, not to worry! *No Quarter* #39 still has all the classic *No Quarter* goodness you'd expect. Interested in new Theme Forces? We've got you covered with Forces of Distinction VI, which introduces new Theme Forces for Khador and Skorne. How about some more information on everyone's favorite constructs, the wolds? Guts & Gears gives you a ton of details on these powerful warbeasts, with fiction, tactics, and an awesome painting tutorial on lava wolds. (Yeah, that's right—I said lava wolds.)

If all that isn't enough, how about a Power Progression article written by a tournament pro with scads of Hardcore and Masters experience? Tournament veteran Jason Watt managed to compress his vast store of Skorne knowledge into a ten-page article packed with clever tricks and devastating combos sure to make you the envy of dominars everywhere.

Finally, we're happy to present an original sort story written by Privateer Press lead writer Doug Seacat. This story, titled "Immortal Remains," focuses on the newest Legion of Everblight warlock Kallus, Wrath of Everblight. Doug's tale picks up where the *HORDES: Domination* narrative left off and offers some intriguing information about Everblight's newest athanc-bearer.

There you have it: awesome previews, exciting tournament coverage, and the great articles you expect from *No Quarter Magazine*. What are you waiting for? Turn the page.

Aeryn Rudel
Editor-in-Chief

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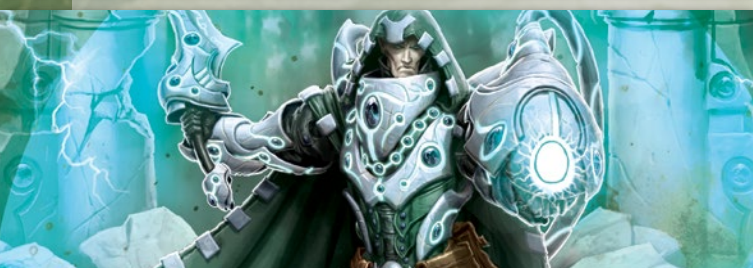
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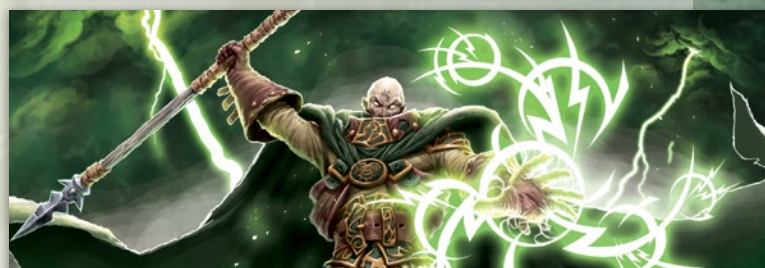
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NEWS FROM THE FRONT

FOODMACHINE 2011 - PREPARE!

By Norbert Brunhuber



While Privateer Press is celebrating its tenth anniversary this year, Foodmachine is now entering its sixth year of existence. It's really heartening to know that WARMACHINE and HORDES players have been supporting this charity drive for a good portion of Privateer Press' existence.

CHEAT TO WIN

Foodmachine is the worldwide charity drive against hunger. This year, we're asking stores and clubs to put on an event between **November 1st** and **January 2nd** to collect canned goods for their local food pantries. We've developed all kinds of cheats you can buy with cans to get ahead in your games. The more you donate, the more you get to cheat! For a rules packet to help you organize your event and the cheating rules, visit foodmachine.njsobs.com.



PAINT TO WIN

We're also kicking things up a notch with our companion event, Orange Crush (Hunger), by giving hobbyists the chance to devote their special talents to the cause.

Privateer Press' studio painter, Matt DiPietro, will be painting up Captain Phinneus Shae and the Commodore cannon in an orange-based paint scheme. We're asking the community to sign up to paint a model from the Tier 4 army in an orange scheme of their choosing. The army will then be auctioned off for charity. For details on how to participate, visit foodmachine.njsobs.com.



Privateer Press is once again supporting Foodmachine by awarding custom-designed vinyl banners to the winners in the three prize categories. Additionally, the group that donates the most cans overall will win the traveling Foodmachine trophy, currently in possession of All Things Fun in New Jersey. Awards will be announced at TempleCon 2012 by the Privateer Press staff. For additional information, email foodmachine@njsobs.com.



Now that you know what you to do, all that's left is to donate like you have a pair!

SPORECON 2011

By Wai Liong



Sporecon 2011 continues the tradition of being the largest gaming convention in the Southeast Asia with board games, card games, and tabletop gaming available for all participants. Privateer Press returned with a heavy presence in the convention, with demo games run throughout the weekend, as well as a WARMACHINE and HORDES tournament that exploded in size with players flying in from all around the world, including Thailand, Indonesia, and the United States.



Held on May 28th and 29th, Sporecon has always been about bringing a taste of conventions to the region, and we did so with free entry to the con area, demos for all interested people, as well as a plethora of tournaments from various game systems. We were lucky enough to get official support from Privateer Press in the form of a copy of *WARMACHINE: Prime Mk II* signed by all the awesome folks at Privateer Press as the grand prize. In addition, Privateer Press bandanas were given out to all participants. We even had a giant banner of Sorscha to rally under!

The main Privateer Press event was a fully painted WARMACHINE and HORDES 35-point Steamroller tournament that took up the whole of the first day with many nail-biting moments, including one failed assassination run by the narrowest of margins. In the end, though, Cryx dominated the tournament, taking the first and second spots with Skorne taking third. Peter Low's Cryx walked away with the championship, as well as the much sought after signed copy of *Prime Mk II*.



We'll be growing the WARMACHINE and HORDES presence even more for Sporecon 2012 (currently scheduled around the May-June period), so if you're able to join us next year, make sure to check out www.spore-con.com or www.herebegeeks.com for more information.



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

Tell us about it at: submissions@privateerpress.com.

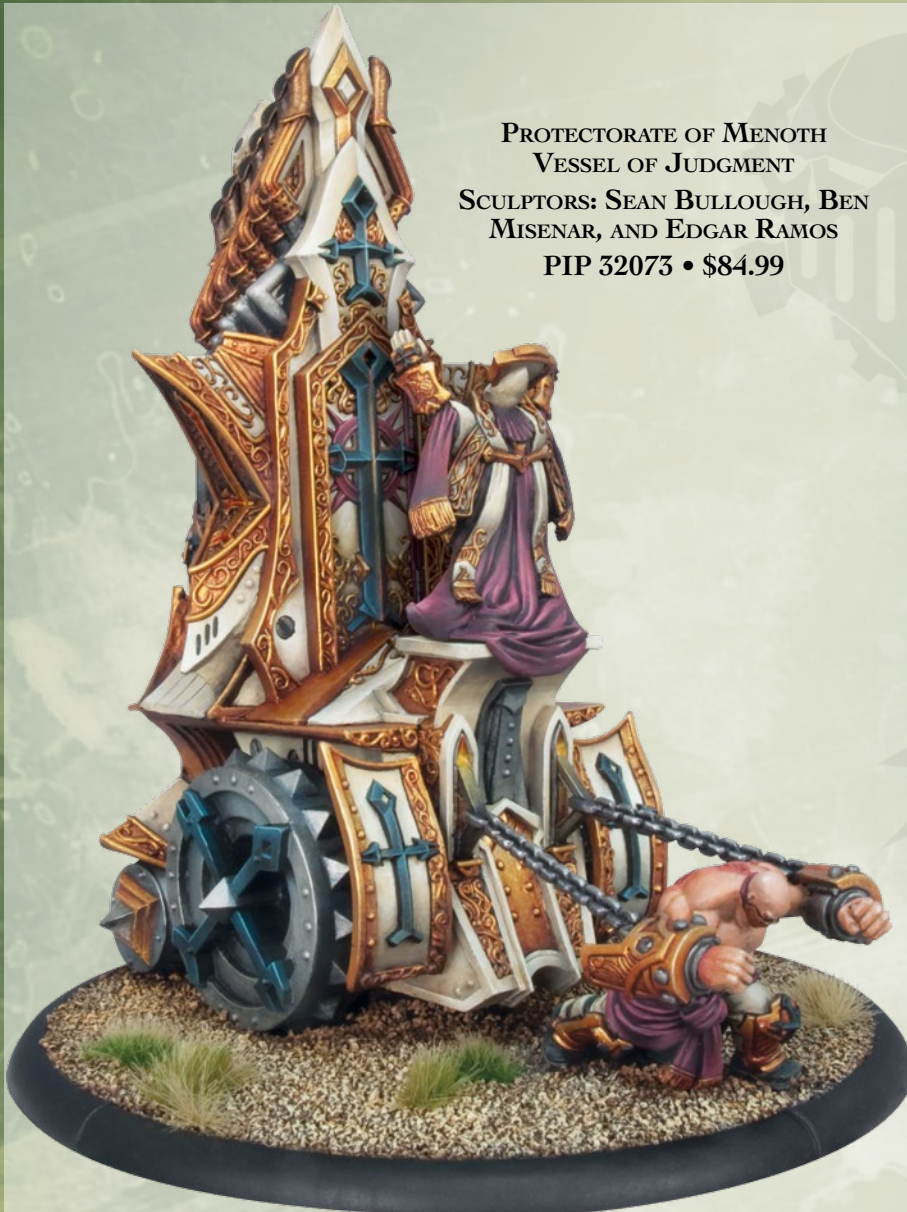
NEW RELEASES

WARMACHINE TWO-PLAYER
BATTLE BOX
PIP 25001 • \$99.99



KHADOR MAN-O-WAR
BOMBARDIERS (PLASTIC)
SCULPTOR: BEN MISENAR
PIP 33067 • \$44.99





PROTECTORATE OF MENOETH
VESSEL OF JUDGMENT
SCULPTORS: SEAN BULLOUGH, BEN
MISENAR, AND EDGAR RAMOS
PIP 32073 • \$84.99



CYGNAR ARCHDUKE RUNEWOOD,
LORD OF FHARIN
SCULPTOR: TODD HARRIS
PIP 31081 • \$13.99



SKORNE WARLOCK
MASTER ASCETIC NAAREH
SCULPTOR: EDGAR RAMOS
PIP 74058 • \$13.99



TROLLBLOOD WARLOCK JARL SKULD,
DEVIL OF THE THORNWOOD
SCULPTOR: EDGAR RAMOS
PIP 71059 • \$17.99



CIRCLE ORBOROS WARLOCK
GRAYLE THE FARSTRIDER
SCULPTOR: MICHAEL JENKINS
PIP 72058 • \$13.99

NEW RELEASES



CYGNAR SENTINEL
LIGHT WARJACK (PLASTIC)

SCULPTORS: SEAN BULLOUGH AND JEFF WILHELM
PIP 31088 • \$18.99



MINION WARLOCK
MAELOK THE DREADBOUND

SCULPTOR: EDGAR RAMOS
PIP 75037 • \$22.99



MERCENARY SYLS WYSHNALYRR,
THE SEEKER

SCULPTOR: EDGAR RAMOS
PIP 41089 • \$11.99



LEGION OF EVERBLIGHT WARLOCK
KALLUS, WRATH OF EVERBLIGHT

SCULPTOR: MOHAMED "MOHAND" AIT-MEHDI
PIP 73058 • \$14.99



CRYX NIGHTWRTECH
BONEJACKS (PLASTIC)
SCULPTOR: BEN MISENAR
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SEPTEMBER



PROTECTORATE OF MENOETH REDEEMER
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KHADOR MAN-O-WAR
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Rusting hulks lie forgotten in scrapyards and on battlefields...
Salvaged steel combined to make a whole new machine...

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The scrapyards and battlefields of western Immoren are overflowing with the battered hulks of wrecked warjacks. However, as any good bodger knows, there's always something to salvage in any wreck. That's your mission: using parts from various warjacks, build a whole new warjack. Then paint up your new machine, give your creation a snazzy name, and show off your bodging prowess. This is your chance to create a whole new warjack!

Take a digital photo of your creation. Then, check out the rules and submission guidelines at: privateerpress.com/no-quarter/no-quarter-challenges

ENTRIES DUE BY 11/1/11

See the Winner of the "Let the Banners Fly" challenge from *No Quarter* #36 on page 94!



DOMINATION PREVIEWS

By David Carl and Aeryn Rudel

Art by Andrea Uderzo &
Néstor Ossandón

HORDES: Domination model previews continue in *No Quarter* # 38 with an unprecedented *No Quarter* event. Last issue, we gave you a sneak peek at two of the new warlocks in the upcoming *HORDES* anthology book, the infamous Trollkin bandit Jarl Skuld and the Skorne warrior-philosopher Master Ascetic Naresh. In this issue, we lift the curtain a little higher and let you ogle the goods on not one, not two, but *three* new warlocks from *Domination*. On top of that, you get an advanced look at one of the new *HORDES* battle engines with the full art and stats for the Celestial Fulcrum!

Circle, Legion, and Minions fans, enjoy.



GRAYLE THE FARSTRIDER

CIRCLE WARLOCK

Men follow courage, not treachery.

—Grayle the Farstrider

GRAYLE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	7	4	15	16	9



HUNTING BLADES

POW	P+S
4	10

FURY	6
DAMAGE	17
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: DARKEST NIGHT

With the power granted him by Orboros, Grayle the Farstrider can invoke the darkness of night to shroud his hunting pack and grant them tremendous swiftness as they advance to strike deep into the heart of the enemy.

While in Grayle's control area, friendly Faction models gain Stealth (👁️). When a friendly Faction model in

Grayle's control area destroys an enemy model with a melee attack during its activation, another friendly Faction model in Grayle's control area can advance up to 3". A model can advance only once this turn as a result of Darkest Night. Darkest Night lasts for one round.

GRAYLE

- 👣 Pathfinder
- 👁️ Stealth

Elite Cadre [Wolves of Orboros] – Friendly Wolf of Orboros models gain Hunter. (A model with Hunter ignores forests, concealment, and cover when determining LOS or making a ranged attack.)

Side Step – When this model hits an enemy model with an initial attack or a non-power attack special attack, it can advance 2" after the attack is resolved. This model cannot be targeted by free strikes during this movement.

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.

HUNTING BLADES

- 🔪 Magical Weapon
- 🔪 Weapon Master

TACTICAL TIPS

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

Grayle the Farstrider

A powerful scion of a family with deep roots in the ancient lines of the Wolves of Orboros, Grayle the Farstrider was trained as a Wolf until he experienced the wilding. As a druid, he has proven his worth and skill as a trusted strike-force leader and an unrelenting warrior who simply does not know failure. In battle, Grayle embodies the wolf, moving from target to target with vicious speed and efficiency, a predator given human form whose blades strike with the feral precision of a hunting beast.

Using Grayle the Farstrider

Warlocks and warcasters with a melee bent don't usually get personally involved in combat until the end of a game. They either turn the tide of battle or fall beneath the weight of their enemies. Grayle the Farstrider breaks this mold with his ability to take the fight to the enemy turn after turn.

With the aid of his Storm Rager spell, Grayle has an effective MAT 9 and a pair of P+S 12 Weapon Master attacks. His SPD 7 allows him to strike into the heart of the enemy, and Side Step ability allows him to drive his blades ever deeper into enemy forces or to fall back toward the safety of his own lines. Grayle's activation then ends with the Sprint ability, giving him a full 7" to reposition for his next turn.

Grayle's Darkest Night feat may strike some as a bit odd at first glance. It grants an army embroiled in melee combat maneuverability bonuses, and it also grants...Stealth. Do not mistake Darkest Night's versatility for weakness, however. Beyond the obvious benefit of protecting support models while the rest of the army takes part in bloody melee, Darkest Night can take on two very different modes for Grayle and his strike force. Against battle lines bristling with rifle barrels or arrowheads, Darkest Night can grant Grayle that extra turn he needs to engage the enemy on his own terms. Alternately, against a field of knights or barbarians, Darkest Night allows each kill to generate a 3" advance, magnifying the range at which Grayle's forces can cut down their foes.

Grayle's spell list goes far beyond personal Storm Rager use, of course. The spell is amazing on Morraig, a White Mane, or the Lord of the Feast. Awareness allows Grayle and his warbeasts to bypass LoS considerations, Wind Blast can clear out damaging cloud effects or provide an area of RAT debuffs, and Gallows provides a helpful board manipulation effect. Utilizing Gallows against an opposing warcaster or warlock in conjunction with Darkest Night and Sprint opens up an opponent to assassination with minimal risk to Grayle himself.

SPELLS

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

AWARENESS 3 SELF CTRL - NO NO
While in this model's control area, the front arcs of models in its battlegroup are extended to 360" and when determining LOS those models ignore cloud effects, forests, and intervening models. Awareness lasts for one round.

GALLOWS 3 10 - 13 NO YES
When an enemy model is hit by this attack, it can be pushed d6" directly toward Gallows' point of origin.

STORM RAGER 2 6 - - YES NO
Target friendly Faction warrior model gains +2 STR, MAT, and ARM and cannot be targeted by combined ranged attacks or combined melee attacks.

WIND BLAST 2 CTRL 5 - NO NO
Place a 5" AOE anywhere completely in this model's control area. Cloud effects overlapping the AOE expire. Models suffer -3 RAT while within the AOE. The AOE remains in play for one round.



Andreas
2010

KALLUS, WRATH OF EVERBLIGHT

LEGION WARLOCK

We will birth the age of fire, and through fire the world shall be claimed.

—Thagrosh the Messiah

KALLUS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	14	16	8



HELLBRAND

POW	P+S
7	14

FURY	6
DAMAGE	18
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
SMALL BASE	

FEAT: HOST OF ANGELS

Kallus was crafted to be the perfect weapon of Everblight's ferocious will, able to tap directly into the blighted energies of his athanc. In a wave of horrific exultation, Kallus sends forth a revelation of blight to awaken the seed of Everblight within each soldier of his army. As they perish, their flesh transforms to fight on and reap greater slaughter.

When a friendly living non-Incubus warrior model in Kallus' control area is disabled by an enemy attack, you can replace it with an Incubus model. The replaced model is removed from play. While in Kallus' control area friendly soulless warrior models gain +2 DEF. Host of Angels lasts for one round.

KALLUS

Hyper Regeneration – This model automatically heals d3 damage points at the start of each of its activations.

Soulless – This model does not generate a soul token when it is destroyed.

Unconquerable – While in this model's command range, friendly Faction warrior models gain Unyielding. (While engaging an enemy model, a model with Unyielding gains +2 ARM.)

HELLBRAND

Magical Weapon

Reach

Flame Burst – When this model boxes an enemy model with this weapon, enemy models within 1" of the boxed model suffer the Fire continuous effect .

TACTICAL TIPS

HOST OF ANGELS – You do not pay points for these Incubi.

IGNITE – When this spell is cast on cavalry models, it affects mount attacks.

UNCONQUERABLE – This includes this model.

Kallus, Wrath of Everblight

Created by the will of Everblight through his chosen servant Thagrosh, Kallus, Wrath of Everblight is a simulacrum crafted for the singular purpose of housing a shard of the dragon's athanc. His bodily perfection is matched only by his extreme battle prowess, and Kallus is a nearly invincible terror in combat who lends his unassailable stamina and resolve to the blighted Nyss he leads into battle.

Using Kallus, Wrath of Everblight

Kallus was described above as a nearly invincible terror, and survivability is a great place to start when discussing this warlock. His raw stats (DEF 14, ARM 16, and 18 damage boxes) are not the highest in the game, but they're really just a starting point. One must also consider Unyielding for +2 ARM in combat, his Host of Angels feat for +2 DEF, Hyper Regeneration for d3 healed damage boxes every turn, and defensive animi like Tenacity, Spiny Growth, and Excessive Healing. These abilities added to the usual warlock capability to transfer damage mean Kallus is likely to stick around for quite a while, even in the face of powerful enemies. He also makes his nearby warriors more resilient by granting them his Unyielding ability.

Resilience is all well and good, but Kallus can hit back with the best of them. His magical P+S 14 Reach weapon causes enemies to explode in flame, catching nearby enemy models on fire, and his Ignite and Flashing Blade spells enhance his melee capabilities further. His offensive parallel to the army support of the Unconquerable ability is Dark Guidance, an amazing spell that grants an added die to melee attack rolls in his control area.

With enhanced survivability and increased offensive capabilities, a Kallus army is well suited to a war of attrition. If there was any remaining doubt, his Host of Angels feat hammers this attrition-capable playstyle home. During the feat round, each disabled warrior turns into a free Incubus model. Note that this includes blighted ogrun or cavalry even though Incubi normally require small-based hosts. The Incubi also have bonus defense during the feat to ensure that many of these soulless warriors are in position to counter strike the following turn.

SPELLS

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

DARK GUIDANCE 4 SELF CTRL - NO NO
While in this model's control area, friendly Faction models gain an additional die on their melee attack rolls this turn.

ERUPTION 3 8 3 14 NO YES
Models hit suffer a POW 14 fire damage roll . The AOE is a cloud effect that remains in play for one round. Models entering or ending their activation in the AOE suffer an unboostable POW 14 fire damage roll .

FLASHING BLADE 1 SELF - - NO NO
This model immediately makes one normal attack with one of its melee weapons against each enemy model in its LOS that is in the weapon's melee range. These attacks are simultaneous.

IGNITE 2 6 - - YES NO
Target friendly model/unit gains +2 to melee attack damage rolls. Affected models gain Critical Fire on their normal melee attacks.





MAELOK THE DREADBOUND

MINION GATORMAN WARLOCK

Even in the depths of death I feel the ripple of his hatred, and it pleases me.

—Calaban the Gravewalker

MAELOK

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	14	17	7



BITE

POW	P+S
5	12



CLAW

POW	P+S
5	12

FURY	6
DAMAGE	17
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
MEDIUM BASE	

FEAT: SPIRIT WORLD

Maelok sees into the spirit world as easily as the realm of the living, for he exists in a perverse state between both, his flesh perished and his soul imprisoned. By his dark magic he can pull his allies into the spirit world to become as insubstantial as vapor. The dead entering this realm are empowered by its dark energies against the mystical attacks of Maelok's enemies.

Friendly Faction models currently in Maelok's control area gain

Incorporeal (☠) for one turn. While within Maelok's control area, friendly Faction undead models gain +2 ARM. Spirit World lasts for one round.

Minion – This model will work for Circle, Legion, Skome, and Trollbloods.

MAELOK

☠ Terror

☠ Undead

Amphibious – This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Cull Soul – This model gains one soul token for each living enemy model destroyed within 2" of it. After this model leaches during your next Control Phase, replace each soul token on it with 1 fury point.

Gatorman Warlock – This model can have only Minion Gatorman warbeasts in its battlegroup.

BITE

☠ Magical Weapon

Spirit Eater – This model can reave fury points from enemy warbeasts destroyed by this weapon. Other models cannot reave fury points from enemy warbeasts destroyed by this weapon.

CLAW

☠ Magical Weapon

TACTICAL TIPS

AMPHIBIOUS – This model can attack other models that are in deep water.

CULL SOUL – A model can have more fury points than its FURY as a result of Cull Soul.

REVIVE – Remember, the Grunt can activate normally with its unit this turn. If all models in the Grunt's unit have been destroyed, it cannot be placed within 3" of a model in its unit and therefore cannot return to play.

SPELLS	COST	RNG	AOE	POW	UP	OFF
DEATH PACT	2	6	-	-	YES	NO
Target friendly Faction model/unit gains +2 ARM and Undead (☠).						
MALEDICTION	2	SELF	*	-	YES	NO
While within 2" of this model, enemy models suffer -2 DEF and ARM.						
REVIVE	3	CTRL	-	-	NO	NO
Return one destroyed friendly Faction Grunt to play with one unmarked damage box. It must be placed in this model's control area in formation and within 3" of another model in its unit.						
VENOM	2	SP 8	-	10	NO	YES
Venom causes corrosion damage (☠). Models hit suffer the Corrosion continuous effect (☠).						

Maelok the Dreadbound

The gatorman warlock known as Maelok the Dreadbound exists in a twilight state of undeath as an animated corpse bound to the will of another. Despite his decrepit state, Maelok is still a mighty bokor who can return slain allies to life, steal the souls of the living, or temporarily connect to the spirit world and transform his army into ghostly horrors unimpeded by flesh, stone, or steel.

Using Maelok the Dreadbound

Blindwater Congregation armies are known for their strength, resilience, and Amphibious models. One of the key elements of this minion pact that is not yet as prevalent in their play style is the dark ritualistic magic employed by the gatorman priests.

The first model that fits this niche is Maelok the Dreadbound, an undead warlock who excels at manipulating the boundaries between life and death. His Revive spell brings back a gatorman (or bog frog) to continue the fight against the Congregation's enemies. Note that Revive is not just a way to bring back a model but is also a powerful positioning tool. Even just one gatorman in the right board position can make a huge difference, especially against a living foe.

The Death Pact spell is another example of Maelok's mastery over the grave. Additional ARM is a huge boon for a Gatorman Posse or Blackhide Wrastler, but Death Pact is surprisingly helpful on Bog Frog Ambushers as well. The extra ARM makes them more resistant to AOE's, and the Undead ability makes them Fearless, mitigating the threat of fleeing due to massive casualties or terrifying entities. Death Pact can also be interesting on Maelok himself, especially in conjunction with the Bull Snapper's Spiny Growth. ARM 21 with the ability to transfer damage is a mighty hurdle to overcome.

Maelok's Spirit World feat allows his army to ignore free strikes and move through models and terrain with ease. As a side benefit, it increases Maelok's already-impressive armor as well as that of the Undead model/unit currently benefiting from Death Pact.



CELESTIAL FULCRUM

CIRCLE BATTLE ENGINE

Each season in its turn, each life in its place, each death in its time.

—Baldur the Stonesoul

CELESTIAL FULCRUM

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	10	—	6	10	18	10



FLAME BLAST

RNG	ROF	AOE	POW
8	1	4	15



LIGHTNING BOLT

RNG	ROF	AOE	POW
12	1	—	14



WINTER'S RAGE

RNG	ROF	AOE	POW
SP 10	1	—	12

DAMAGE	20
FIELD ALLOWANCE	2
POINT COST	9
HUGE BASE	

activation, this model can spend fury points to boost attack or damage rolls, at 1 fury point per boost.

Interference – This model cannot be placed.

FLAME BLAST

- Continuous Effect: Fire
- Damage Type: Fire
- Magical Weapon

Smoke – This weapon's AOE is a cloud effect that remains in play for one round.

LIGHTNING BOLT

- Damage Type: Electricity
- Magical Weapon

Electro Leap – When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll .

WINTER'S RAGE

- Damage Type: Cold
- Magical Weapon

Critical Freeze – On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold .

CELESTIAL FULCRUM

- Construct
- Gunfighter
- Immunity: Cold
- Immunity: Electricity
- Immunity: Fire

Circular Vision – This model's front arc extends to 360°.

Fury Generator – This model gains 1 fury point at the start of each of your Control Phases. It can have up to 3 fury points at a time. If this model is in a friendly warlock's control area, the warlock can leech fury points from it during your Control Phase. During its

TACTICAL TIPS

ELECTRO LEAP – The lightning will still arc to a model with Immunity: Electricity; it just cannot damage that model. Damage from Electro Leap is not considered to have been caused by a hit or by a melee or ranged attack.

Celestial Fulcrum

None of the works of the Circle Orboros better demonstrates their mastery of the natural world than the Celestial Fulcrum, an enormous arcane apparatus that precisely models the seasons and the orbits of Caen's moons. Harnessing the primal tides of nature, the Fulcrum can unleash lightning, fire, and deadly winds, plunging the fairest summer day into the heart of the maelstrom.

Using the Celestial Fulcrum

The Celestial Fulcrum packs some serious firepower. With a 4" AOE, a 10" spray, and an Electro Leap attack, the Fulcrum frequently makes more attack rolls and damage rolls in a given round than any other battle engine. With the Winter's Rage attack to deal with Stealthy models or models engaged in combat, the Flame Blast attack that wreathes whole formations of troops in Shield Wall or Defensive Line in flames, and the Lightning Bolt's long range with an arcing electrical attack, the Celestial Fulcrum's versatility is as impressive as its raw attack output.

The Fury Generator ability provides an additional boost to the Celestial Fulcrum's versatility by allowing it to store up fury points to boost critical rolls. With Fury Generator, the Celestial Fulcrum can hit high-DEF targets, deal more damage to high-ARM targets, or increase the odds of freezing a particular enemy with Winter's Wrath. Combined with its versatile attack options, Fury Generator guarantees that no enemy can consider itself truly safe from nature's wrath.

The only good news for the enemies of the Circle Orboros is that the Celestial Fulcrum has ARM 18 and doesn't have a powerful defensive measure such as Wraith Walker or Polarity Field. Even so, it has immunity to Cold, Electricity, and Fire. This makes it immune to damage from a great many ranged attacks or spells commonly employed by Cygnar, the Protectorate of Menoth, and the Legion of Everblight.





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.

VESSEL OF JUDGMENT

By Aeryn Rudel and
Douglas Seacat
Art by Mariusz Gandzel
& Andrea Uderzo

To His Eminence, Visgoth Brone Scarrel:

I believe it to be of utmost importance that we remain united in our faith and that the priesthood retains unquestioning allegiance to the Synod and its wise and holy decrees. However, the recent divide, minor as it is, among the visgoths regarding the possible deployment of the great Vessels of Judgment, troubles me deeply. I was witness to the first unveiling of these blessed reliquaries, and their glory was a sight to behold. There is no question in my mind that these great vessels venerate and honor the sacred remains of the priest-king interred within them. Still, there is understandable debate within the Synod whether we should endanger such blessed relics by sending them forth on the battlefield against our enemies.

As the senior attendant and scribe, I have been privy to the private deliberations between the other visgoths, and I was given the honor of recording the recent debates regarding the Vessels of Judgment. Per the instructions of Your Eminence, since you could not attend personally, I have included the arguments from the two most ardent advocates on either side of the debate. I present these knowing you will weigh the matter with the gravity it deserves. The Synod is stalemated, so the outcome rests with you. I do not envy you this decision. Menoth guide you.

Potentate Garius Mosley



On the Preservation of the Sacred

We have gathered to discuss a matter of great importance, one that goes beyond simply the approval of a new weapon for the crusades. Rather, it cuts to the heart of whether we will continue to honor our sacred dead as they deserve or expend them as fuel in our campaigns. Let it be recorded that I do not approve of these Vessels of Judgment, even as I respect the labor and ingenuity that has gone into their construction.

Let it not be said that I have any doubt in the purity of purpose by which our artificers construct the mighty weapons vital to our crusades. I have long been vocal in my support of the artificers' endeavors and have many times argued to increase the resources at their disposal. However, the recent implementation of these reliquaries that derive power from our most sacred relics is a development we should not endorse. It undermines our most essential rites and practices.

First, I am not certain if we are in such desperate straits as to seek a more perfect instrument of war than our warjacks. Despite the underlying sorcery required for the fabrication of cortexes, we have found ways to sanctify those machines and have done so since Sulon's first call to war. In blessing warjacks and sending them into battle we take what was profane and give it holy purpose, which is an admirable transformation. The Vessels of Judgment, on the other hand, take what is already pure and sublime and diminish it by transforming it into a weapon.

By no means do I doubt the efficacy of these reliquaries. The holy remains of our greatest priests have long served us by lending their miracles to the defense of our most vital temples. Their abilities to transform the wicked into pyres of fire and to shield the faithful

from harm is unquestionable. But I argue these remains should remain where they are, properly interred, given all the respect and veneration they earned in life. Placing them within the Vessels of Judgment to be sent forth to the battlefield demeans them and exposes them to destruction and decay. Let us treat our sacred relics with the love and care they deserve.

It is worth remembering that many of these remains, the remnants of great priest-kings of antiquity, were recovered at great cost and expense in previous campaigns abroad. Many lives have been expended to seize them from unclean hands and preserve them so they may inspire future generations. The Vessels of Judgment do not simply channel the power of Menoth through these most sacred remains; the demonstration we have witnessed showed they fuel the battlefield miracles they perform. Visgoth Razek has admitted that the remains interred within these reliquaries will deteriorate as the blessings that preserve them are turned to other purposes. Eventually, the remains shall be consumed entirely. What of the future generations who will be denied witnessing them to reinforce their faith? Is our need of today so great we should sacrifice tomorrow?

We must not be blinded by the desire to destroy our enemies that we sacrifice that which is most holy to achieve our aims. Some among the Synod have attempted to placate those who are troubled by the Vessels' source of power. They have stated that the first Vessels to be sent into battle are those containing the more obscure and less vital priest-kings. I do not understand how the veneration of such vaunted figures can be quantified, one more or less important than another. Once these remains are exhausted, what then? Will we scour our temples and mausoleums and disturb the eternal rest of every potentate, sovereign, and visgoth in hopes that their remains might hold enough divine power to create more Vessels of Judgment or similar weapons? Shall we imperil the remains of Hierarch Sulon himself to achieve the tenuous and ephemeral goals of a single victory in battle? What of Golivant and Khardovic? Where do we draw the line?

We find ourselves upon a slippery slope, brothers. For now our footing may be firm, but the continued use of Vessels of Judgment is sure to grease our descent into spiritual corruption.

Visgoth and Vice-Servitor Delcon Veshar,
Head of the Lyceum of the True Law



Weapons of the Righteous

I will not disagree with the esteemed Visgoth Delcon Veshar that the Creator has gifted our artificers with the skill and divine inspiration to work miracles in steel and steam, and there is no question that our warjacks have proven instrumental in enforcing the will of Menoth throughout this troubled land. However, the Vessels of Judgment serve a different and far-reaching purpose. They are righteous weapons that stand as a testament to our noble cause. They inspire the faithful as much as they strike terror in our enemies, and they serve as a tangible reminder of the folly of opposing our crusades.

I have long aspired to build a more perfect instrument of war, one that is pure in both purpose and construction. I have prayed day and night for inspiration and guidance to forge other holy weapons sanctified from conception to execution. The lesson revealed to me was that our greatest weapons would arise not from artifice or

engineering but simply by exposing the faithless to the essence of the divine. Menoth's holy blessings are laden upon the most vaunted priests who once walked Caen and invoked the True Law. I rejoice that we now have the means to bring forth onto the battlefield these reliquaries containing the essence of the greatest heroes of our faith. This is not the time for doubt and uncertainty.

I am aware that some of my peers are troubled by the use of our most sacred relics to power the Vessels, and it is true they will crumble and fall to dust as nothing material can long survive channeling divine wrath. But we must acknowledge there is no better use for these relics and no better time for their power to be unleashed. We must not forget the importance of these crusades, and the very clear mandate we have been given by our Creator. We live in a time when Menoth's will has been laid bare, where we need not labor to interpret vague portents. The Harbinger has arisen as Menoth's prophet and speaks with his voice. The True Law was writ on the very flesh of he who began these crusades to signify we must submit unbelievers to the final judgment. The Avatar marches to war alongside our armies, guided by the very spirit of the Lawbringer.

What other signs must we have that utter commitment is required? It is not the time to be covetous of our greatest relics, including the remains of the priest-kings of old. Furthermore, what heroes of our faith would choose to be preserved in death when instead their holy remains might be employed to strike at the hearts of our enemies? No true Menite would contest that these great and true kings pursued the will of the Creator with selfless determination and holy vigor, sacrificing their flesh, bone, and very lives to spread his divine faith. So why is it now, with their spirits resplendent and sheltered in his holy city in Urcaen, beyond frailties of life or earthly concern, that some among us would rob the faithful of serving the Creator in righteous death as they served in life, as the very engines of his holy war!

Carried within the Vessels of Judgment these priests lend us their strength from Urcaen and manifest their blessings. We should not insult their memories by refusing to make use of their remains during the most important hour of our holy cause. Worry not for the next generation. Should our faith not establish supremacy now, those who come after us will live in an age of perfidy.

Nor should we sequester our relics deep within our temples and holy places, waiting for our enemies to defile these places before unveiling our ultimate power. What use are miracles when these same temples have been shelled by cannons or set afire by the heathen? By bringing these reliquaries forth, the Vessels of Judgment can be employed to defend our cities as well as to push forward our external crusades. The soldiers of our garrisons will be inspired to unsurpassed efforts by witnessing their power.

Look to the visible miracle of those chosen to pull the Vessels, how the very proximity of these divine instruments lends them unequalled strength to accomplish the impossible. The Vessels of Judgment are

nothing less than a true weapon of the faith, to be used to enforce judgment on the unfaithful and bring victory in battle for those who hold to the True Law. Our honored dead clamor to join us in battle, and who are we to deny them?

Viggoth Ark Razek,

Overseer of the Sul-Menite Artificers



VESSEL OF JUDGMENT TACTICS

By Will Schoonover

The last of the WARMACHINE battle engines has finally arrived, bringing one of the most powerful relics of the Menoth faith to your gaming table.

Calling Down the Wrath of Menoth, at a Price

The Vessel of Judgment takes the battle engine concept in a different direction than other WARMACHINE factions. While other battle engines excel at dealing damage to your opponent's army, the Vessel can play multiple roles. That flexibility comes from Destructive Power and Holy Reliquary. Destructive Power allows the vessel to boost any of its attack or damage rolls, although it must suffer a point of damage to do so. Holy Reliquary grants the Vessel three very powerful miracles but is even more self-destructive than Destructive Power, requiring the battle engine to sacrifice d3 damage. To offset this, the Vessel of Judgment starts with 24 damage boxes, more than any other battle engine. However, a Protectorate player must decide when to use those damage boxes for the benefit of his army and when to save them so the Vessel won't be too vulnerable to enemy attacks. This fundamental resource-management aspect of the Vessel of Judgment will mean the difference between victory and defeat in many games. Luckily, the battle engines are repairable, so the risk can be lessened a bit by including a Vassal Mechanic for repairs.

The Destructive Power of the Divine

The Vessel's Divine Wrath weapon is a powerful addition to the Protectorate's arsenal. With a threat range of 17" and POW 15, it will put the fear of the Creator into any opponent. The Admonisher ability adds a lot of versatility to how Divine Wrath can be used. The d3 extra magical damage rolls against targets within 5" of the model hit can be used to take out groups of infantry or deal with pesky solos that are hiding behind enemy warjacks. The Destructive Power ability makes this attack truly terrifying—every roll can be boosted at the cost of a damage point per boost.

The Miraculous Holy Reliquary

While the Vessel of Judgment offers a powerful ranged attack, its true power resides in the list of miracles it can perform. Each can be used once per turn, so there is no need to decide between them. Each miracle costs the Vessel d3 damage points, but that is a small price to pay if it means the difference between winning and losing a game.

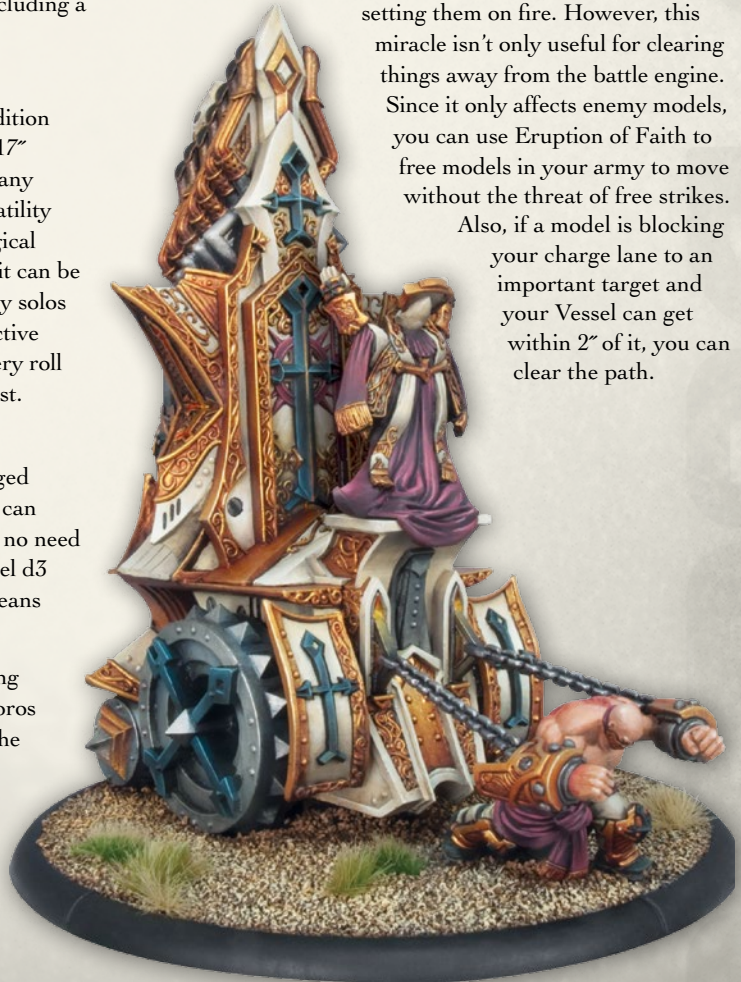
Cleansing Aura will come in very useful when fighting HORDES armies. For example, against Circle Orboros armies, its ability to cause an animus to expire, like the Woldwyrd's Arcane Suppression, will prevent your opponent from dictating how you cast spells. The other part of the miracle, removing continuous

effects, will also hinder armies that rely on using them to take down high-ARM, single-wound warrior models. As a bonus, you can fire weapons like the Vanquisher's Flame Belcher near your own troops without worrying that a bad deviation roll will burn them. Careful positioning of your Vessel will remove the fire from your models while leaving it on the enemy.

The Protectorate has plenty of resilient, hard-hitting warrior models on which to use Doors of Judgment. For example, taking down something like an Exemplar Bastion can take a lot of your opponent's resources. Make him pay even more by using Doors of Judgment to let the Bastion get in one last move, avoiding free strikes, and an attack. Doors of Judgment isn't only limited to melee models, though. It allows any normal attack. That means your dying Flameguard Cleansers can move farther into your opponent's army to kill delicate support models he thought were safe.

Lastly, Eruption of Faith gives you a very powerful table-control option that is useful at anytime during the battle engine's activation. If the Vessel of Judgment needs to make a ranged attack but is engaged, it can push everything engaging it up to 4" away while also setting them on fire. However, this miracle isn't only useful for clearing things away from the battle engine. Since it only affects enemy models, you can use Eruption of Faith to free models in your army to move without the threat of free strikes.

Also, if a model is blocking your charge lane to an important target and your Vessel can get within 2" of it, you can clear the path.



PAINTING THE VESSEL OF JUDGMENT

By Leo Carson-DePasquale

This Vessel of Judgment is painted in the style of the Interdiction of the Covenant—a sect of the Protectorate sworn to defend the Holy Covenant of Menoth. This color scheme was a pleasure to work on because it combines a classic Protectorate look with some fresh color variations.

The Vessel of Judgment presents a unique painting challenge even for a battle engine. For this reason, I chose to paint it in five sections: the main vessel, the priest, the zealot, the wheels, and the chains. This allowed me full access with my paintbrush to all the important details of the model.

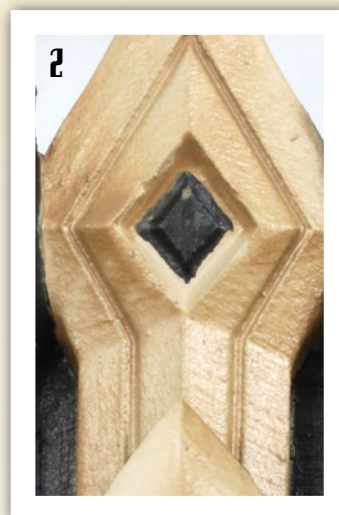


	Armor Wash
	Brown Ink
	Coal Black
	Cold Steel
	Ember Orange
	Hammerfall Khaki
	Jack Bone
	Khador Red Base
	Menoth White Base
	Menoth White Highlight
	Ordic Olive
	Red Ink
	Rucksack Tan
	Sanguine Base
	Thamar Black
	Umbral Umber

Tan

The Covenant of the Interdiction uses a slightly darker tan color for the bulk of the armor and the robes of the attendants. Before getting started, prime each section separately with Formula P3 Black Primer.

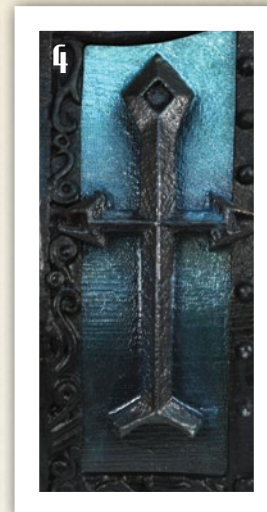
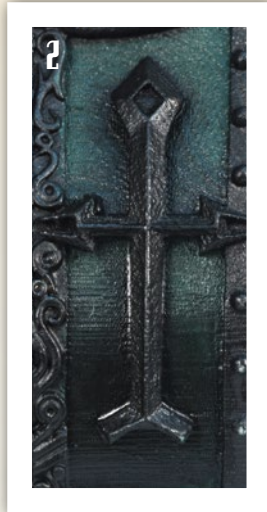
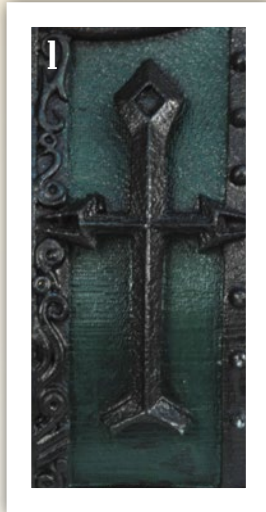
- 1) On the vessel, basecoat all the major plating with Hammerfall Khaki. Exclude any of the areas directly bordering a Menofix. The attendants' robes will also be based in Hammerfall Khaki. You may need to apply a few layers in order to achieve a solid coat.
- 2) Apply shading to recesses and shadowed areas with a 2:2:1 mixture of Rucksack Tan, Umbral Umber, and mixing medium. Don't worry about the filigree at this point; trying to avoid it would cause too many problems.
- 3) Apply further shading to the very darkest areas with 5:1 mixture of Umbral Umber and Ember Orange. This should just be a dot of Ember Orange to give a slightly charred look.
- 4) Reclaim the sharp edges with Hammerfall Khaki before gently highlighting the raised areas with a 2:1 mixture of Menoth White Highlight and mixing medium.



Dark Teal

The teal is the most defining feature of the Covenant of the Interdiction. I used a dark green base with blue highlights in order to achieve this particular look.

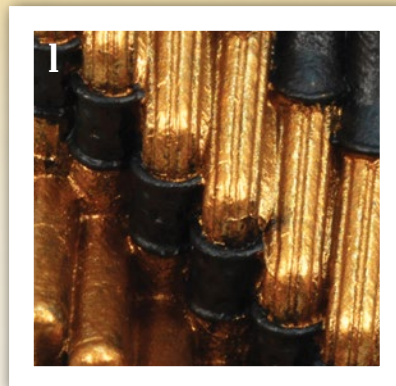
- 1) Basecoat the recessed armor plates around the Menofixes with a 3:1 mixture of Coal Black and Ordic Olive. This should only take one layer.
- 2) Add Armor Wash and Tamar Black to the previous mix until the black overpowers the green. Then, use the mixture to add shading below the Menofix.
- 3) Highlight with a 2:1 mixture of Coal Black and 'Jack Bone.
- 4) Add more 'Jack Bone to the previous mix and apply further highlighting.



Gold

The gold adds the ornate, ancient look essential to making the Vessel of Judgment stand out.

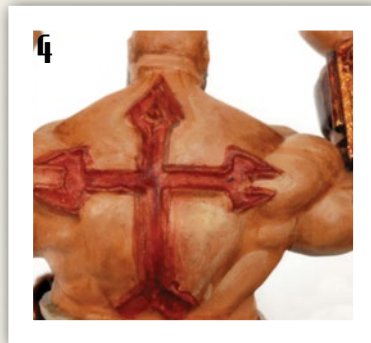
- 1) Basecoat the recessed armor plates around the Menofixes with 3:1 mixture of Coal Black and Ordic Olive. This should only take one layer.
- 2) Wash the entire surface with Brown Ink.
- 3) Shade the darkest areas with a 2:1 mixture of Umbral Umber and Sanguine Base.
- 4) Reclaim the raised areas with Molten Bronze. Lightly hit the areas dominated by the brown shading in step 3 to bring back the metallic sheen. Also be sure to cover any splotches cause by the ink wash in step 2.



Flesh

The flesh tones are slightly more bronzed than the majority of the Protectorate forces to illustrate the tanned and weathered skin resulting from long hours of hard labor beneath the sun.

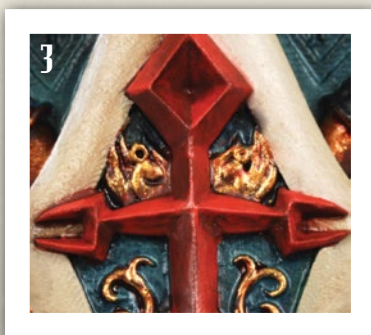
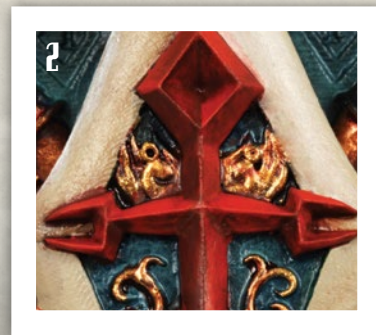
- 1) Basecoat all the flesh areas with a 1:1 mixture of Midlund Flesh and Bloodtracker Brown.
- 2) Shade the shadowed areas with Bloodtracker Brown diluted with mixing medium.
- 3) Highlight the raised areas by adding 'Jack Bone to the basecoat mixture.
- 4) Wash the Menofix brand with a 1:1:1 mixture of Red Ink, Brown Ink, and Sanguine Base.



Menofixes

The Menofixes are another departure from the standard color scheme of Protectorate forces and help to distinguish the Interdiction of the Covenant.

- 1) Basecoat the Menofixes with Khador Red Base.
- 2) Shade with a 1:1 mixture of Umbral Umber and Red Ink.
- 3) Highlight the Menofixes with a mixture of Khador Red Base and Hammerfall Khaki. The result should be almost pink.



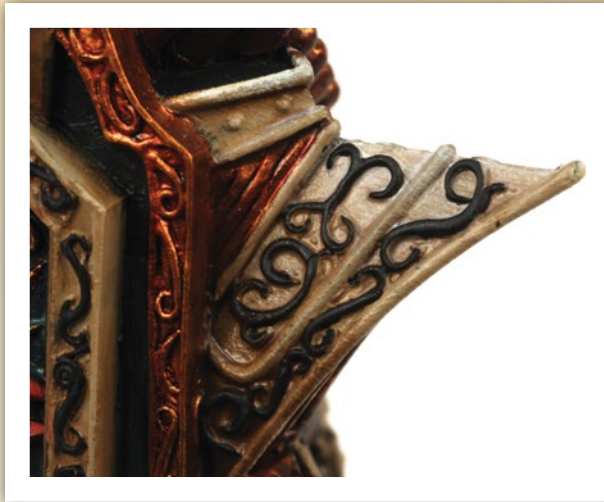
Silver

The steel areas use a standard palette of colors seen on many Protectorate models.

- 1) Basecoat the silver areas with Pig Iron.
- 2) Shade down with a mixture of Armor Wash and Tamar Black.
- 3) Highlight the edges and rivets up to Quick Silver.



Final Touches



Paint all the remaining areas with Thamar Black. This includes much of the filigree and portions of the attendants' cloth, as well as a few odds and ends.



Gluing adheres poorly to paint, so when gluing painted surfaces score the surface with a hobby knife. This gives the glue some rough spots to seep into.



Here you can see all the finished parts before the Vessel of Judgment is assembled.

Conclusion

Now that this enormous and fantastically detailed model is complete, take a moment to bask in the glory of your endeavor. It was worth it. The enemies of the Protectorate will cover before the divine might embodied in this fully painted reliquary.



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

The Gavyn Kyle FILES

Transcribed by Simon Berman
Art by Karl Richardson & Chris Walton

KAVAZY UNDERBOSSSES

The average Cygnaran thinks of Khador as a monolithic nation of proud countrymen ready to fight and die in the service of the Motherland and their Empress. The truth is more complicated. In Khador, the motivations of men are as complex as they are anywhere despite that nation's loud devotion to patriotism. When you asked for a dossier on whomever was in charge of the Korsk criminal underworld, you opened a can of slippery worms. I have chosen to focus on Underboss Maksim Ovcharenko, a key figure in that labyrinth of loyalties and obligations. While he may seem to be a simple yet talented thug hired to command similar men, nothing could be further from the truth. Examining his rise allowed me to provide a broad overview of the Korsk criminal fraternities—or bratyas, as they refer to themselves. I have charged accordingly for this regrettably necessary additional effort on your behalf.

—G.K.



I found this letter among some moldering files in the basement of the Basilica of Korsk's orphanage. Admittance files indicate that Ovcharenko was abandoned by the orphanage at the age of eight. This is the earliest record I could find of the man. Many members of the bratyas begin their criminal careers in similar circumstances, both seeking excitement beyond the strict institutions of their youths along with responding to the poverty they inevitably endure once they are aged out and left to their own devices. This rarely happens before age thirteen. I imagine Ovcharenko was recruited by a youth gang in Korsk and there learned the fundamentals of theft, strong-arming, and other essential criminal skills. The attack on a fellow orphan, Josef, is also interesting because of the nature of the injury inflicted. Many of the Korsk youth gangs require initiates to commit a specific act of violence to become full brothers. It is possible that Ovcharenko may have been required to take someone's eye to gain the full trust of his first bratya.

—G.K.

I fear that our efforts have not been enough to save Maksim. He has been in our care for almost five years now, and in that time he has grown from the quiet boy left on our steps to a wild and uncontrollable brute. I have made many excuses for his bad behavior in the past, hoping that the brilliance I recognized in him would win out over the violence in his heart. But now he has attacked one of the older boys with such brutality that I must take action. Young Josef may never fully regain the use of his left eye, and I should turn Maksim over to a tribunal to be judged for this crime. But my heart is soft, and I know they would find him guilty and send him to the Khardstadt. Maksim is barely a child, and I shudder to think what even a few months in that hell would do to him. No, I will cast him out of the orphanage and hope that Menoth will guide him to his place in Caen.

—Father Superior Vladimir Valunin

First Orphanage,

Basilica of Menoth, Korsk

Golovus 5th, 571 AR



Very few members of the bratyas allow themselves to be conscripted, and if forced to serve, they never serve longer than the minimal period. Indeed, it is a point of pride that they should resist service to anyone but their own brotherhoods. Some neighborhoods are so totally controlled by the bratyas that Winter Guard conscription agents will not even set foot within their borders, and such agents often falsify their records to avoid inquiries. The circumstances that led to Ovcharenko's altercation with a conscription agent are unknown but even the powerful bratyas are not permitted to flaunt Khadoran law so flagrantly. The most surprising part of Ovcharenko's sentence is that it was not a death warrant. It seems likely there was a political element to Ovcharenko's crime, perhaps it was an assassination and not merely his resistance to conscription. It is certainly possible that strings were pulled on his behalf to commute his sentence to ten years of hard labor. Not that this is a light sentence by any means. It's rare for prisoners to survive even a handful of years in a Khardstadt, let alone the notorious Skirov facility.

-G.K.

This tribunal finds Maksim Ovcharenko guilty of all the crimes against the nation of Khador of which he is accused. He is guilty first of the Murder of Winter Guard Lieutenant Saymor Telvik, on the date of Trineus 15th, 583 AR. He did commit this Murder with the intention of evading conscription within the Winter Guard. Second, Ovcharenko is guilty of the Murder of Winter Guard Lieutenant Ida Bvatsky. He did commit this Murder while resisting arrest in connection to the Murder of Winter Guard Lieutenant Saymor Telvik on the date of Casteus 21st, 583 AR. Finally, Ovcharenko is guilty of the crime of resisting arrest, during which he injured several privats of the Winter Guard.

This tribunal hereby sentences Maksim Ovcharenko to ten years of hard labor in the Skirov Khardstadt beginning on his arrival.



Bear Uncle,

I am all right, even though it is very cold here and the work is hard. The guards are still fair to me, and I would even call some of them my friends. Guard Umanskii is particularly kind to me and allowed me to receive your last package. Thank you for the book. The words of the True Law are very comforting to me in the Khardstadt, and I make sure to share them with my friends here. I have many friends here just like you said I would. Uli is the first of my friends, and he asks me to tell you hello and that he also follows the True Law. I must go now, but thank you again for the book. I am looking forward to seeing what is in the next book you send me.

—Maksim

This letter was discovered in a trunk owned by the now deceased Underboss Kless of the Korsk "Red Thumbs" bratya. Kless was an extremely powerful figure among the bratyas until his murder in 606 AR. I believe this letter was sent by Maksim Ovcharenko roughly halfway through his sentence and is heavily coded. The bratyas maintain close connections with their members on the inside who form their own bratyas within the Khardstadt prisons. These gangs are ruthless and violent even by the standards of Khador's underworld communities.

The "True Law" that Maksim mentions is likely a coded reference to the "thief's law" by which the bratya members abide, both in and out of prison. Collaboration with guards or informants is utterly forbidden, so Maksim's suggestion that some guards are his friends likely means that a few guards have singled him out and that he fears for his life. Further, the guard he denotes by name, "Umanskii," is probably the ringleader of the guards

abusing him. I made a cursory examination of the Khardstadt's personnel records and found that only six weeks after Ovcharenko sent his letter, a guard with the surname Umanskii was found dead in his home in Skirov. The other references to "friends" in the letter likely suggest that Ovcharenko had established himself as a powerful figure within the Skirov Khardstadt's bratya. My recent observation of the man confirms this, as he bears several tattoos common among Khardstadt bratya leaders, indicating he rose to the top of a brutal group of criminals in the hardest of circumstances.

-G.K.



Few men can claim to have led a life as full as mine. Few have risen so high from such depths to accomplish so much with so little. In my earliest youth, I fought to make my way among the Korsk bratyas, the brotherhoods, scrabbling against all odds. I did many things a lesser man might think back on with shame. Not I! My will was greater than those around me, and the blood on my hands was earned with more honesty than the blood spilled by a Kommandant on the battlefield. By seventeen, I was lieutenant of my bratya, second only to Underboss Kless. I left to serve my country as is proper, and I did so proudly, but I returned to Korsk and my bratya. You will read of my exploits and perils and how I came to find myself among the kayazy a self-made man. Today, I enjoy the rewards I earned legitimately, but I do not forget where I came from, the streets of Korsk!

Isay Prigogine is one of the leading kayazy of Korsk, a merchant-prince with considerable influence in Khadoran politics who recently self-published his own memoirs. This book, titled "Blood from Stone," is a self-aggrandizing and highly romanticized account of his youth among the bratyas of Korsk and his subsequent rise to power as an industrialist. Although much of his story is pure invention, it is a fact that Prigogine was a member of a Korsk bratya, and it is an open secret that his political influence is bolstered by criminal connections made in his youth and since maintained. Prigogine changed many of the names of his compatriots, but it was simple enough to confirm my suspicion that Underboss Ovcharenko was one of Prigogine's associates. The two rose through the ranks together before Prigogine abandoned his gang for the relative safety of the Winter Guard and Ovcharenko was convicted of murder and evading conscription.

-G.K.

Koldun Kommander Sergei Strenin,

Enclosed you will find the full report you requested of me. I thank you for taking the time to let me share the knowledge of these unpunished crimes and an unrepentant criminal.

Maksim Ovcharenko is undoubtedly one of the most dangerous men in Korsk. He and the collection of gangs that report to him are connected to virtually every form of crime committed in the city. Murder, extortion, graft, and smuggling all fall within his portfolio, and he is rumored to assume personal involvement in meting out revenge to criminals who cross him. There are only a handful of criminals more powerful than Ovcharenko in the city, and at least a few of those look upon him as a favored subordinate. The hierarchies of these gangs are complex and vague. Although each claims some neighborhood or region as their territory, their allegiances often shift and they clash with regularity. Ovcharenko holds the title of "underboss," a somewhat vague rank that can be given to any leader of a gang or alliance of gangs. In Ovcharenko's case, it is clear that he is a truly feared and respected leader among the criminal fraternities, and his reputation in those circles for extreme violence is almost legendary.

He is principally supported by two groups of criminals. The first are thugs talented in the historical sword-and-cloak fighting style favored among Korsk duelists. These men were recruited from numerous street gangs over the twenty years since Ovcharenko was released from prison. Many of them are former convicts and all of them are hardened killers. Some are even former soldiers with real combat experience. These men are largely loyal to Ovcharenko, who takes pains to retaliate to even minor acts of treachery with overwhelming violence and torture.

Ovcharenko supplements his muscle with several pairs of eliminators and other assassins. His favored bodyguards are a pair of twin sisters, Matila and Sascha Gretezens. They are also most likely his primary assassins for contract killings that require more discretion than his thugs can muster. Although there is no direct proof, we in the Korsk militia believe the Gretezens are responsible for more than two dozen murders over the past two years, all committed at Ovcharenko's behest.

These facts would be disturbing enough, but the truly frightening fact is that even if we had the manpower necessary to break Ovcharenko's gangs, he would likely go unpunished. Only six months ago the 2nd Unit of the Korsk Militia succeeded in apprehending Ovcharenko on a charge of illegal gambling, having caught him in an establishment during a raid. He was imprisoned for less than a day before an unknown party secured his release and the preemptory dismissal of the call for a tribunal to judge him. Ovcharenko's freedom was bought for what could only have been an enormous sum and only by someone with deep political connections in Korsk. I believe that a full investigation into Ovcharenko and his bratyas will reveal collusion and corruption among several industrialists and associated kayazy and even high-ranking members of the Khadoran Army.

In short, Ovcharenko commands a small army of killers to carry out the regular violence necessary for the maintenance of his criminal empire. Further, I believe he has allies among the kayazy for whom he provides illegal favors. These political connections put him well beyond the normal reach of the law, and it is my hope that this report to the Prikaz Chancellery will bring about Ovcharenko's downfall and remove this stain on the honor of the Motherland.

Sincerely,

Doroteya Milosz

Lieutenant Doroteya Milosz
Korsk Militia, 3rd Unit

Lieutenant Milosz went missing one week after the date on this letter. It is my assumption that the Prikaz Chancellery has a special interest in Ovcharenko. It's known that Ovcharenko bratyas were heavily involved in the traffic of military grade cortexes to the Protectorate of Menoth until 604 AR. Khadoran officials will never openly admit that they authorized smuggling cortexes and other weaponry to the Sul-Menites in an effort to destabilize Cygnar. It fell to kayazy industrialists to set that traffic in motion, and they often used their connections among the bratyas, criminals who already maintained smuggling networks, to complete their legally dubious task. Cortex smuggling is a tremendously lucrative enterprise for those willing to take the risk, and Ovcharenko made much of his personal fortune in this trade. He also undoubtedly made powerful connections among the Winter Guard and very possibly the Prikaz Chancellery of the Greylords Covenant. When a meddling do-gooder like Lieutenant Milosz opened inquiries against him, she had no idea of the nature of the spider web within which she would be ensnared.

-G.K.

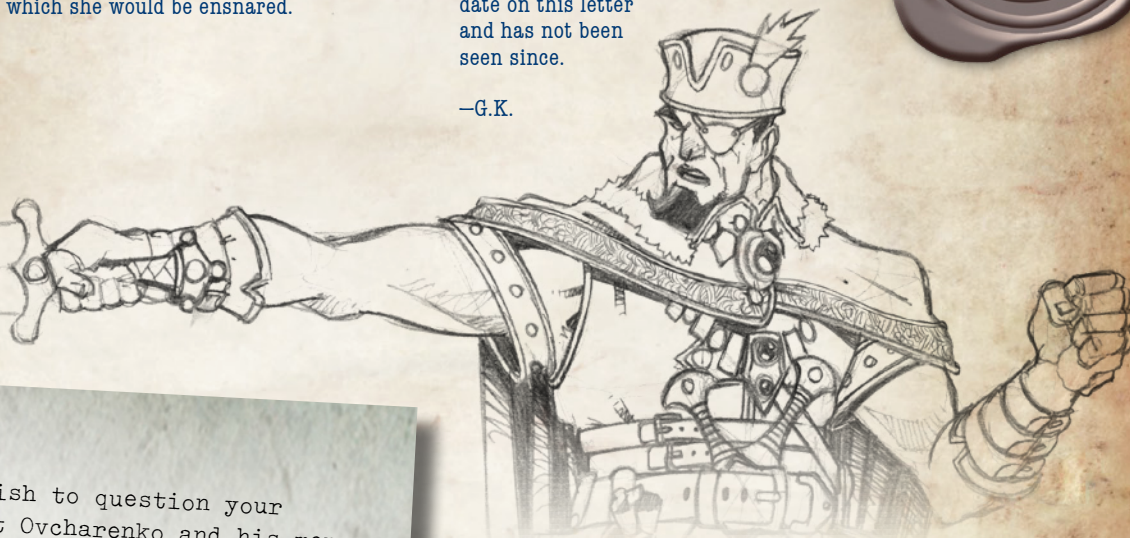
Kapitan,

I have read this disgusting pack of lies about a true son of the Motherland. Maksim Ovcharenko is a patriot and a staunch supporter of the Khadoran Empire and its military efforts. I command you to seek out the traitors who have spread these falsehoods with all swiftness and see that they are punished for their falsehoods.

-Magzov Aleks Pochankin, Pitoev

Lieutenant Milosz was reported as "Away Without Leave" one week after the date on this letter and has not been seen since.

-G.K.



Kommander,

I do not wish to question your orders, but Ovcharenko and his men are thugs. Their presence in the camp is affecting the morale of our soldiers, which, the assassins certainly are not. They are effective killers, but they are undisciplined and often drunk. I am sure I do not want to know why the Greylords have seen fit to attach them to our forces, but I request permission to bivouac them separately from the rest of our men. There have already been several fights, and I fear these escalating altercations may result in deaths. I do not trust these thugs, and I do not want them with us. The sooner we complete this mission the happier I will be.

-Kapitan Iosif Marov
472nd Winter Guard Kompany
5th Standing Legion, 5th Kommand,
3rd Division, 2nd Army

Currently, Ovcharenko and a picked group of assassins and eliminators from his bratyas are accompanying the 72nd Winter Guard near Corvis. They were recently transferred from an operation that I could learn little about due to extremely tight security protocols. I believe Ovcharenko was operating under the command of Koldun Kommander Aleksandra Zerkova in this highly classified operation.

I imagine that whatever reason led you to ask for this dossier is connected to Ovcharenko's operation under Zerkova. Ignoring the specifics of whatever cloak-and-dagger work brought this to your attention, the really interesting fact to glean from this report is that the kayazy are leveraging their influence into military matters. They have sent men like Ovcharenko and his killers, at a huge cost in coin, to infiltrate the structure of the Khadoran Army as "hired help." Men like Ovcharenko do not shrink from personal danger, and the potential for profit is truly enormous. These operations abroad can also afford the bratyas opportunities to extend their contacts across borders, and there are always opportunities for violent men to profit in a war zone. I hope these notes have enlightened you regarding just how dangerous Ovcharenko is, both personally and politically. You are one of my best clients; I'd hate to lose your business.

-G.K.

TERRAIN BUILDING

GREATER SPAWNING VESSEL

By Leo Carson-DePasquale

The Greater Spawning Vessels were an innovation of Vayl Hallyr created to increase the rate at which the larger dragonspawn could be produced by the warlocks of Everblight. Such spawning requires a large supply of organic material to mix with the blood of a warlock. These vessels are normally secured behind friendly lines, but warfare sometimes threatens these holdings. Too massive and weighty to be easily or quickly moved, these sorcerous artifacts must be protected and recovered whenever possible and serve as rallying points for blighted Nyss and ogrun who fight to ensure they are not stolen or destroyed by the enemy.

I will take you through the process of how I built this terrain feature, which is sure to demoralize your opponent on the battlefield. The Greater Spawning Vessel follows the rules for structures or obstructions and transforms any tabletop into Legion of Everblight home territory.

A note before you get started: PLAN AHEAD. Do some preliminary sketches. This will give you a good idea of where everything will fit and can easily save you some headaches down the road. It is also important to do mock-ups and scale reference throughout the project. Making hobby scenery is an organic process and it helps to be open to your own ideas. If you think something will look better one way, and I'm telling you something different, chances are your way will look better for you. Press your comfort level, but use what you know.

MATERIALS & TOOLS

Basswood beams and sheets
Epoxy glue
Extendable box cutter
Formula P3 Hobby Knife
Formula P3 Modeling Putty
Formula P3 Super Glue
Heat gun
Liquid nails
Modeling chain
Pink insulation foam (1/2" and 2" thick)
Plasticard (two thicknesses)
Pushpins
Rotary hand-sewing tool
Sand (varying grits)
Sandpaper (very fine)
Wood filler putty

MODEL PARTS

Acolyte Gaffs (3)
Berserker Spikes (9)
Large Carnivean Spikes (6)
Ravagore (optional)
Scythean Claws (3)
Small Carnivean Spikes (6)



THE CAULDRON

The cauldron forms the main body of the Greater Spawning Vessel and is constructed primarily from insulation foam. Note, the armored sides, spines, and chains are constructed separately and added throughout the process (see the **Metal Plates, Chains, and Spines** tutorials below).



1



Start with two blocks of pink insulation foam: one cut to a 2" thickness and the other cut to a 1/2" thickness. A dense grade is best because it responds well to the beaten metal technique used later.

2



Mark a circle on one side of the 2" foam piece using a CD. Find a slightly smaller circle to mark the bottom. Be sure your circles line up. If they are off center, this will skew the shape of the cauldron and you may have to start over from scratch. It is critical to be as exact as possible in these first steps because they are the foundation for the whole piece. Repeat the process above for the 1/2" foam; however, the larger circle should be on the bottom.

3

Begin slowly shaving layers off the thick foam block with a fresh utility knife blade until you reach the desired shape. Be sure to always use a fresh blade; a dull blade will rip the surface of the foam. You will likely need to change the blade a couple of times during this process. (Save slightly dull blades for less-precise projects.)

When cutting out the circles, cut straight lines around the perimeter. Curved lines cause stress on the blade and are more difficult to control. The resulting slight corners can be corrected with fine sand paper.

Cut the thin foam block into a ring using the same process detailed above. This will become the lip of the cauldron. Pay particular attention to how this piece fits onto the main cauldron body. To achieve a flush transition, use tape to position the cauldron lip on the body and then sand them together.



4



Use construction adhesive to adhere the two sections of foam together. Do not use super glue; this will dissolve the foam.

Carefully use a heat gun to put a crispy finish on the foam. Apply the heat lightly enough to keep the shape of the foam and just heavy enough to give it that crispy new-foam sheen. It can be helpful to run a few tests on scrap foam to get a feel for how your heat gun works.

If you don't have a heat gun this step can be skipped, but the results of the following step will be less defined.

5



To achieve the beaten metal texture, press the back end of a paintbrush into the crispy foam to make divots. Be sure the end of the brush is perfectly round—many brushes have mold lines that will ruin the effect.

6



Use a WARMACHINE or HORDES deviation template to mark off sixths around the edge of the cauldron with Tamar Black. Don't use a marker because that will leave an indentation on the foam. These will later be used to space the spines, chains, and metal plates.

7



Using the **Metal Plates** tutorial featured later in the article, create six rectangular plates that measure from the body/lip seam down to the base of the cauldron. Use very thin plasticard so they will easily flex and adhere to the cauldron's curved surface.

9



8



8: Use epoxy glue to attach the metal plates at the previously marked intervals. The plates will resist adhering to the curved surface, so it is important to use epoxy glue as it offers the strongest bond. Use rubber bands to hold the plates in place while they dry. Be sure the rubber bands are not too tight, as this could damage the foam lip of the cauldron.

9: Create a long metal plate that reaches around the seam of the cauldron and attach it. The top of this long plate should reach about a millimeter over the seam. It may help to use a dab of Formula P3 Super Glue where the plates intersect.



10 Use wood filler putty to fill any gaps between the metal plates and the foam. Use as little putty as possible because the putty has a permissible but not desired texture.

After following the **Spines** tutorial featured later in the article, attach the small spines to the six vertical plates on the vessel with super glue.



11 Attach the medium spines evenly between the small spines.

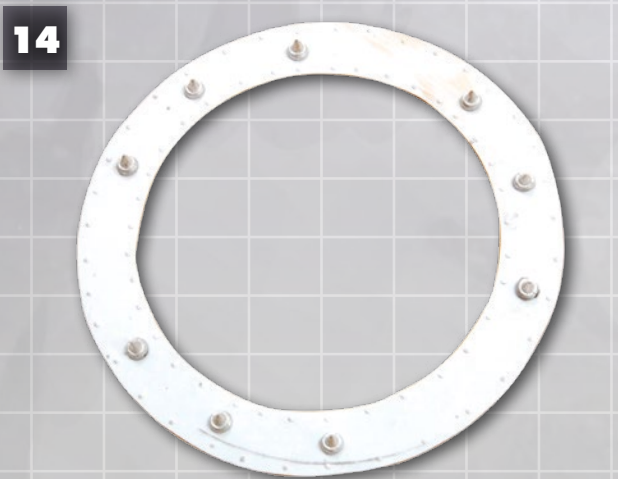


12 Use epoxy glue to attach the large Scythean spines over every other small spine. Continue to fill gaps with wood filler putty as necessary.

After following the **Chains** tutorial featured later in the article, attach the chains unevenly along the lip of the cauldron using epoxy glue. All of the spines and plates are spaced evenly, so positioning the chains unevenly creates some visual appeal by breaking up the "grid."



13 Using the *Forces of HORDES: Legion of Everblight* for reference, draw Legion patterns on a thin sheet of plasticard and carefully cut them out with a hobby knife.



14 Cut a ring of plasticard that fits over the brim of the vessel. Use the rivet punch to add a double row of rivets. Place the Berserker spikes in even sets so they line up between the Scythean spines.



15 Next, use epoxy glue to adhere the ring to the brim of the vessel and add plasticard plates joining it to the main plate structure.

Use epoxy glue to attach the patterning so it comes out of the lining onto the lip. To make sure no excess epoxy gums up the vessel, sacrifice a mostly dead paintbrush to apply the glue.

METAL PLATES

Below is the technique used to construct the metal plates that make up the armored sides of the cauldron. The construction process described here is the same for all the plates on the Greater Spawning Vessel.

1



Begin by drawing the desired shape on a thin- to medium-thickness sheet of plasticard.

2



Use a hobby knife to cut out the plate from the plasticard.

3



Use a rotary hand sewing punch to not-quite-puncture the plasticard. This will create a perfect rivet on the opposite side. For equilateral plates, apply one rivet per corner. For longer strips, it is important to evenly space your rivets so they don't get crammed at the ends.

If you don't have a rotary hand sewing punch, you can cut thin chads from a styrene rod and super-glue them onto the plates. However, this process takes much longer.

SPINES

The spines around the cauldron consist of six large Carnivean spines, six small Carnivean spines, and three Scythean claws.

1



2



1: Use a Formula P3 Hobby Knife and Clippers to trim the base of the spine and create a flush surface so it may easily attach to a metal plate.

2: Create plates for the spines to mount on using the **Metal Plate** tutorial above. There are three sizes of plates corresponding to the three sizes of spines. For the large spines, make layered plates by gluing a small plate onto a larger plate.

Glue the spines to the plates and fill in any gaps with Formula P3 Modeling Putty. It is helpful to dry-fit the spines against the cauldron so they come off at a visually pleasing angle.

CHAINS

The barbed chains hanging from the sides of the Greater Spawning Vessel are constructed from the gaffs wielded by the Spawning Vessel Grunts.

1



Remove the gaff hook on the staff just below the binding with clippers.

2



Superglue the hook to a piece of hobby chain and use epoxy putty to bulk up the connection. I used varying lengths of chains to add interest. The Dire Troll Blitzer chain from our online parts store provides an interesting alternative to hobby chain.

3



Cut the base from a pushpin to use as a mount, and then use superglue to attach the chain to the mount. Use epoxy putty to bulk up the connection as per step two.

FLUID

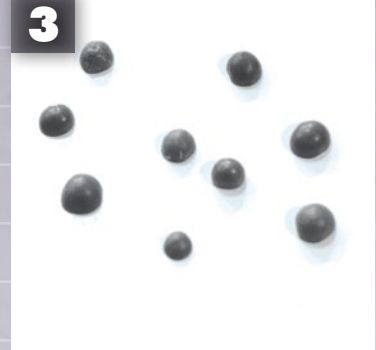
The vile fluid filling the Great Spawning Vessel really brings home the alien horror of the Legion of Everblight. Just about anything could spring out of that gory soup!



1 Cut a circle of plasticard that easily fits into the center of the cauldron to create the fluid template. Then place the fluid template in the belly of the vessel and trace the fluid template with Tamar Black.



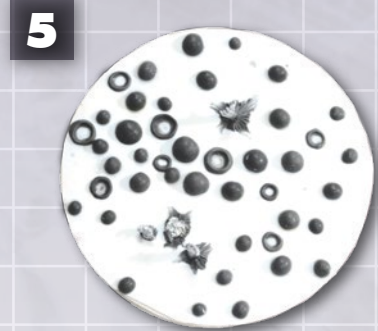
2 Use Formula P3 Modeling Putty to make spheres of varying sizes. Keep an eye on the spheres as they cure to make sure they don't flatten against the surface they are resting on.



3 Cut the spheres in half with a fresh hobby blade.



4: Find some suitable victims. Open mouths and reaching hands are ideal. (I used some Druids of Orboros from my collection.) Carve away the unwanted metal and glue the pieces to your plasticard circle. Then, use modeling putty to make them appear to be breaking the surface of the fluid.



5: Glue the hemispheres in concentrations around the plasticard circle. Avoid your victims, as their flailing will eliminate any large bubbles. Large bubbles should be nearer the center and be surrounded by smaller bubbles. Leave space for popping bubbles.



6: To make a popping bubble, first roll a small sphere of epoxy putty. After getting the hang of it, this can be done directly onto the fluid template.

7: Use the same brush-end you used for the beaten metal technique and press in the center of the sphere. Be sure to wet the tool in order to avoid sticking to the putty.

8: Use the Formula P3 Sculpting Set to blend the outer edge into the plasticard surface.

9: Widen the inside of the ring using the brush end and repeat step eight if necessary.



Apply popping bubbles dispersed around the hemispheres until you're satisfied with the density, then fill in the gaps with varying grades of sand. The area around the victims should have a couple layers of built up fine sand to really show their helpless thrashing. Make sure to also apply sand in the same manner to the inside of the cauldron so a smooth seam is formed. If you like, the template can then be glued into the Vessel.

FINAL TOUCHES



I modified a Ravagore so that it could come bursting from the Cauldron. The upper arms have been swapped to give the beast a leaping pose. I've sculpted a swell of fluid from its torso down to give the impression of fluid clinging to its body as it lunges outward. To simulate the splash, I have made variously sized teardrops and positioned them around the swell.



PAINTING THE GREATER SPAWNING VESSEL

The Greater Spawning Vessel was painted with a utilitarian pallet; all the materials are painted to look raw and undecorated. Painting terrain differs from painting a model in that there are large, often undecorated areas that still need to be made interesting. Use weathering techniques, like blood splatters, rust, and moss to break up large, potentially boring surfaces.



Dark Metal: Successively drybrush Pig Iron, Cold Steel, and Quick Silver over the black basecoat. Apply the lighter metal colors conservatively to areas of the hull that receive the most light. The overall effect should still be largely black.

Bright Metal: Basecoat the bright silver metal for the plates and patterning with Pig Iron. For the stacked plates, only paint one of the plates silver. The other will be painted gold. After applying the basecoat, shade the metal with Armor Wash mixed with a small dab of Exile Blue. Then apply heavy highlighting up to Quick Silver.

COLORS USED

-  Armor Wash
-  Bastion Grey
-  Brown Ink
-  Cold Steel
-  Exile Blue
-  Ironhull Grey
-  Khador Red Base
-  Menoth Base
-  Molten Bronze
-  Pig Iron
-  Quick Silver
-  Red Ink
-  Skorne Red
-  Yellow Ink



Gold: Basecoat the gold areas with Molten Bronze and shade with Brown Ink. Then highlight rivets getting the most light with a mix of Molten Bronze and Cold Steel.



Blood: Basecoat the fluid with Skorne Red. Then, give splotchy washes of Red Ink, Brown Ink, Armor Wash, and Yellow Ink to give a diverse, roiling impression. Highlight the bubbles with Khador Red Base. Create splatters of blood by flicking red and brown ink liberally over the edges.



Stone: Over-brush the stone spines with Ironhull Grey. Then, apply a heavy drybrush of Bastion Grey followed by a lighter drybrush with Menoth White Base.



CONCLUSION

It is always a pleasure to watch a terrain piece grow from an idea into a finished project. As you make your way, trust your vision. Something about the pink color of insulation foam can make a work in progress look unimpressive, so take criticism with a grain of salt. Don't worry if your friends make up silly nicknames for your blood, sweat, and tears—they're just jealous!

UNBOUND FORMATIONS

FORCE COMPOSITION RULES FOR UNBOUND GAMES

Since the first draft of Unbound, one of the fundamental goals has always been to bring a sweeping, cinematic experience to the tabletop. Unbound provides players the means to recreate the grand conflicts that rage within the pages of our anthology books, allowing anyone who has ever allocated focus or forced a warbeast to take part in these epic battles. The Unbound rules are perfect for those who yearn to field an entire Protectorate interdiction on the table against a true “Legion” of Everblight.

The basic Unbound rules, which appeared in *No Quarter* #36, opened the door for players to create and play with the mighty armies they always imagined marching to war. In this latest Unbound installment, we explore a few of the special forces found within the powerful armies of the Iron Kingdoms. Unleashed in times of great conflict, these “Formations” bring new, deadly abilities to the battlefield, giving players more options when building their ultimate fighting force.

OVERVIEW

Formations are benefits available to players of Unbound games based on the composition of their armies. A player can gain the benefit of all Formations for which his army is eligible. Formations are broken down by Faction; however, the benefits are granted based on the models in the army and *not* the primary Faction of the army.

For example, if Magnus the Traitor controls three Nomad warjacks while part of a Khador army, the Nomads in the army still benefit from the Hotrods Formation.

Note that some Formations require a grouping of three or more warjacks or warbeasts in a battlegroup. These requirements must be met at the start of the game and are not contingent on the models remaining in play.



CYGNAR

STORM STRIDER BATTLE ENGINES THUNDERSTORM

Requirement: The army includes two or more Storm Strider battle engines.

Benefit: When a Storm Strider battle engine makes a d3 roll for Lightning Generator, roll 2d3 and discard the lower die roll.



DEFENDER WARJACKS HUNTER-KILLERS

Requirement: One or more of your battlegroups includes three or more Defender warjacks.

Benefit: Defender warjacks in a battlegroup with three or more Defenders gain Concerted Fire. (This activation, models in the same battlegroup with Concerted Fire gain a +1 cumulative bonus to ranged damage rolls for each other model in the battlegroup with Concerted Fire that has hit an enemy model with a ranged attack this activation.)

CHARGER WARJACKS TARGET PRACTICE

Requirement: The army includes three or more Charger warjacks.

Benefit: Charger warjacks gain Swift Hunter. (When a model with Swift Hunter destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".)



PROTECTORATE OF MENOTH



VESSEL OF JUDGMENT BATTLE ENGINES MIRACLES OF WAR

Requirement: The army includes two or more Vessel of Judgment battle engines.

Benefit: Each time you activate a Vessel of Judgment battle engine, at the start of that activation remove d3 damage from the battle engine.



CRUSADER WARJACKS CONVOCAION OF FIRE

Requirement: One or more of your battlegroups includes three or more Crusader warjacks.

Benefit: Crusader warjacks in a battlegroup with three or more Crusaders gain Soul Drive. (A model with Soul Drive is allocated 1 additional focus point during your Control Phase. Note, a warjack cannot exceed normal focus allocation limits as a result of Soul Drive.)

REPENTER WARJACKS FIRESTARTERS

Requirement: The army includes three or more Repenter warjacks.

Benefit: Repenter warjacks gain Firestarter (★Action). (When a model makes a Firestarter special action, place a 3" AOE anywhere completely within 6" of the warjack. The center point of the AOE must be in the warjack's LOS, ignoring intervening models. A model entering or ending its activation in the AOE suffers a POW 12 fire damage roll 🔥 and Continuous Effect: Fire 🔥. The AOE remains in play for one round or until this model is destroyed or removed from play.)





KHADOR



DESTROYER WARJACKS BOMBS AWAY

Requirement: The army includes three or more Destroyer warjacks.

Benefit: Destroyer warjacks gain Quick Work. (When a model with Quick Work destroys one or more enemy models with a melee attack during its combat action, immediately after the attack is resolved it can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapon's ROF.)

MARAUDER WARJACKS STEAMROLLER

Requirement: The army includes three or more Marauder warjacks.

Benefit: Marauder warjacks gain Follow Up. (When this model slams an enemy model, immediately after the slam is resolved this model can advance directly toward the slammed model up to the distance the slammed model was moved.)



GUN CARRIAGE BATTLE ENGINES ROLLING BARRAGE

Requirement: The army includes two or more Gun Carriage battle engines.

Benefit: Gun Carriage battle engines gain +1 RAT.

CRYX



WRAITH ENGINE BATTLE ENGINES NIGHTMARE LEGION

Requirement: The army includes two or more Wraith Engine battle engines.

Benefit: Wraith Engine battle engines each begin the game with three soul tokens.



SLAYER HELLJACKS DEATH MONGERS

Requirement: One or more of your battlegroups includes three or more Slayer helljacks.

Benefit: Slayer helljacks in the battlegroup with three or more Slayers gain Deathdealer. (Models with Deathdealer gain +2 on melee attack rolls against trooper models.)

DEATHRIPPER BONEJACKS BONEPICKERS

Requirement: The army includes five or more Deathripper bonejacks.

Benefit: Deathripper bonejacks gain Dodge. (A model with Dodge can advance up to 2" immediately after an enemy attack that missed it is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.)





HYDRA MYRMIDONS ARCANODYNAMICS


Requirement: The army includes three or more Hydra myrmidons.

Benefit: At the start of each of its activations, a Hydra myrmidon is allocated 1 focus point. (Note, a warjack cannot exceed normal focus allocation limits as a result of Arcanodynamics.)



PHOENIX MYRMIDONS AVENGING ANGELS

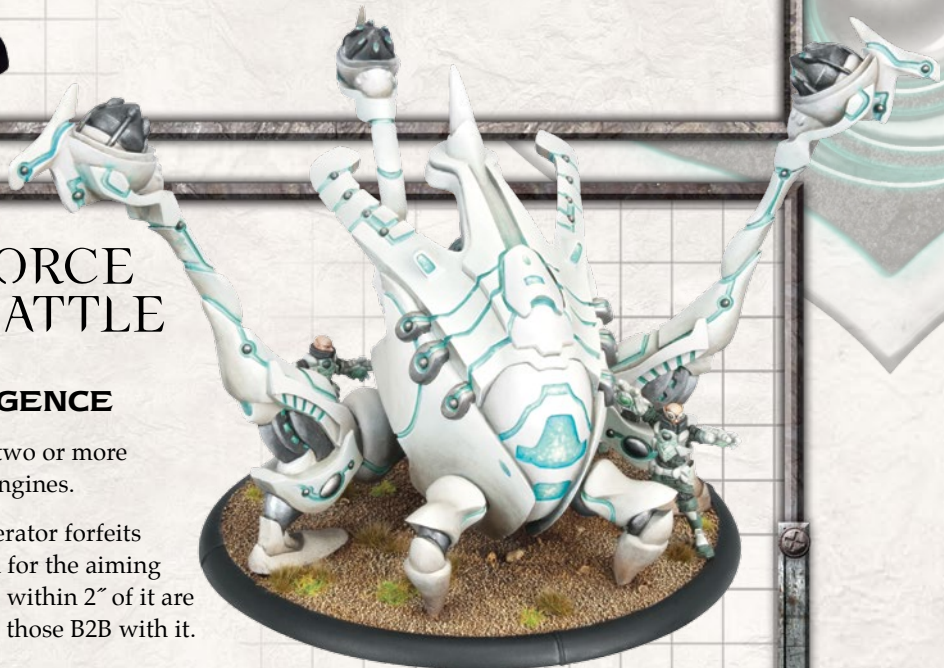
Requirement: The army includes three or more Phoenix myrmidons.

Benefit: Phoenix myrmidons gain Righteous Flames. (An enemy model that ends its activation within 2" of a model with Righteous Flames suffers the Fire continuous effect )

ARCANTRIK FORCE GENERATOR BATTLE ENGINES ARCANTRIK CONVERGENCE

Requirement: The army includes two or more Arcantrik Force Generator battle engines.

Benefit: If an Arcantrik Force Generator forfeits its movement during its activation for the aiming bonus, friendly myrmidon models within 2" of it are affected by Range Booster, not just those B2B with it.



MERCENARIES



NOMAD WARJACKS HOTRODS

Requirement: The army includes three or more Nomad warjacks.

Benefit: Nomad warjacks gain Heavy Boiler. (A model with Heavy Boiler can run without spending focus.)



SEA DOG CREW UNITS POWDER MONKEYS

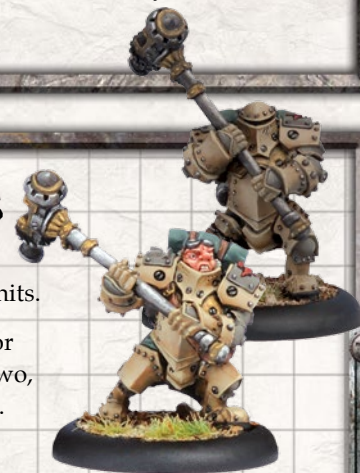
Requirement: The army includes two or more Sea Dog Crew units.

Benefit: Add a Sea Dog Deck Gun unit to the army free of cost. For every additional Sea Dog Crew unit in the army after the first two, add an additional Sea Dog Deck Gun unit to the army free of cost. These units ignore FA restrictions.

HORGENHOLD FORGE GUARD UNITS THE BIG GUNS

Requirement: The army includes two or more Horgenhold Forge Guard units.

Benefit: Add a Horgenhold Artillery Corps unit to the army free of cost. For every additional Horgenhold Forge Guard unit in the army after the first two, add an additional Horgenhold Artillery Corps unit to the army free of cost. These units ignore FA restrictions.



GHORDSON AVALANCHER WARJACKS EXPERIMENTAL ARTILLERY

Requirement: The army includes three or more Ghordson Avalancher warjacks.

Benefit: Ghordson Avalancher warjacks' Avalanche Cannon weapons gain Quake. (On a direct hit with a weapon with Quake against an enemy model, all models hit are knocked down.)

TROLLBLOODS



DIRE TROLL MAULER WARBEAST BUCKING BRONCOS

Requirement: The army includes three or more Dire Troll Mauler warbeasts.

Benefit: Dire Troll Mauler warbeasts gain Counter Charge. (When an enemy model advances and ends its movement within 6" of a model with Counter Charge and in its LOS, the model with Counter Charge can immediately charge it. If it does, it cannot make another counter charge until after your next turn. A model with Counter Charge cannot make a counter charge while engaged.)

TROLL AXER WARBEAST DEMOLITION TEAM

Requirement: One or more of your battlegroups includes three or more Troll Axer warbeasts.

Benefit: Troll Axers in a battlegroup with three or more Troll Axers gain Tag Team. (When making a melee attack targeting an enemy model in melee range of another friendly model with Tag Team, a model with Tag Team gains +2 to melee attack and melee damage rolls.)



TROLLKIN WAR WAGON BATTLE ENGINES DEFENSIVE DRIVING

Requirement: The army includes two or more Trollkin War Wagon battle engines.

Benefit: Trollkin War Wagon battle engines gain +2 DEF.

CIRCLE ORBOROS



WOLD GUARDIAN WARBEASTS THE INDOMITABLE

Requirement: The army includes three or more Wold Guardian warbeasts.

Benefit: Wold Guardian warbeasts gain Bulldoze. (When a model with Bulldoze advances into B2B contact with an enemy model during its activation, it can push that model up to 2" directly away from it. A model can be pushed by Bulldoze only once per activation. Bulldoze has no effect when this model makes a trample power attack.)



FERAL WARPWOLF WARBEASTS FORAGERS

Requirement: The army includes three or more Feral Warwolf warbeasts.

Benefit: Feral Warwolf warbeasts gain Snacking. (When a model with Snacking boxes a living model with a melee attack, the model with Snacking can heal d3 damage points. If the model heals, the boxed model is removed from play.)

CELESTIAL FULCRUM BATTLE ENGINES LUNAR ALIGNMENT

Requirement: The army includes two or more Celestial Fulcrum battle engines.

Benefit: Celestial Fulcrum battle engines each begin the game with three fury points.



SKORNE



CYCLOPS SAVAGE WARBEASTS BOON OF DESTINY

Requirement: One or more of your battlegroups includes three or more Cyclops Savage warbeasts.

Benefit: A warlock that starts the game with three or more Cyclops Savage warbeasts in its battlegroup gains Future Sight.

TITAN GLADIATOR AND BRONZEBACK TITAN WARBEASTS SHOCK ASSAULT

Requirement: The army includes two or more Titan Gladiator warbeasts and one or more Bronzeback Titan warbeasts.

Benefit: Bronzeback Titan warbeasts gain Advance Move. For every Bronzeback Titan warbeast in the army, up to two Titan Gladiator warbeasts also gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)



SIEGE ANIMANTARAX BATTLE ENGINES RAPID DOMINANCE

Requirement: The army includes two or more Siege Animantarax battle engines.

Benefit: Siege Animantarax battle engines each begin with three rage tokens.



LEGION OF EVERBLIGHT



RAEK WARBEASTS HUNTING PACK

Requirement: One or more of your battlegroups includes three or more Raek warbeasts.

Benefit: Raek warbeasts in a battlegroup with three or more Raeks gain Advance Deployment (A) and Long Leash. (When checking to see if a model with Long Leash is in its controller's control area, double the area.)



CARNIVEAN WARBEASTS HUNGER MOTIVATION

Requirement: The army includes three or more Carnivean warbeasts.

Benefit: Carnivean warbeasts gain Aggressive. (A model with Aggressive can run or charge without spending focus or being forced.)

THRONE OF EVERBLIGHT BATTLE ENGINES ROOKS

Requirement: The army includes two or more Throne of Everblight battle engines.

Benefit: Throne of Everblight battle engines begin the game with three corpse tokens.



MINIONS



BLACKHIDE WRASTLER WARBEASTS STILL WATERS

Requirement: The army includes three or more Blackhide Wrastler warbeasts.

Benefit: Blackhide Wrastler warbeasts gain Feign Death. (A model with Feign Death cannot be targeted by ranged or magic attacks while knocked down.)

IRONBACK SPITTER WARBEASTS REGURGITATORS

Requirement: The army includes three or more Ironback Spitter warbeasts.

Benefit: Ironback Spitter warbeasts' Spit Blast weapons gain Scather. (This attack's AOE remains in play for one round. Enemy models and non-Faction friendly models entering or ending their activations in the AOE suffer 1 point of corrosion damage ☹️.)



GUN BOAR WARBEASTS SUPPLY RAID

Requirement: The army includes three or more Gun Boar warbeasts.

Benefit: Gun Boar warbeasts' Big Guns become ROF 2.

FARROW SLAUGHTERHOUSER UNITS GLUTTONS FOR PUNISHMENT

Requirement: The army includes three or more Slaughterhouser units.

Benefit: Slaughterhouser models gain Relentless Charge. (Models with Relentless Charge gain Pathfinder 🗺️ during activations they charge.)



TOURNAMENTS 101: TIME MANAGEMENT

By Will Hungerford

Introduction

Participating in an official Steamroller tournament is a great way to gauge your skills with WARMACHINE and HORDES, but it can also be a daunting experience if you aren't properly prepared. There are many elements of gameplay that make a tournament player successful, each with varying degrees of importance. Mastering these elements is the best way to raise your game and make sure that you're ready when the big day comes.

Tournaments 101 is a new series of articles for *No Quarter Magazine* that gives you valuable tournament advice from experienced tournament players. Sharing best practices for tournament play is a great way to help newer tournament players hone their skills.

In this installment of Tournaments 101, I'll be covering time management, an aspect of tour-

namment play that is difficult to master but one of the most important. Nothing has a greater impact on the outcome of a close match than one player running out of time before he can activate all the models in his army. Time management can also be one of the most nerve-racking aspects of tournaments for players who aren't properly prepared, especially when using the Hardcore rules variant.

The first step to mastering time management is to know your tournament lists inside and out. If there are errata or rules questions involving models in your lists, make sure you know them. Also, do your best to memorize the rules for each model in your army. It may not come up often, but knowing the stats and abilities for your models off the top of your head can save you a surprising amount of time better used to determine

your next move. Why waste time looking up the CMD value of a unit forced to make a terror check when you could be studying the best way to open up a charge lane?



Practice Makes Perfect

Once you have a grasp on your lists' details, it's time to begin practicing with them. It's usually a good idea to begin by playing your lists without time restrictions to get a feel for how your army reacts to and handles various situations. This is a great time to partner up with any other players in your local community who are also practicing for a tournament.

Casual games have their place, but now is the time for everyone involved to bring the "A game." Try to determine what models or units require the greatest investment of time to activate and practice speeding through their activations without making mistakes. If you find a certain model or unit requires too much time to use effectively during the course of practice, consider alternative choices that can accomplish the same goal in less time.

For example, maybe you've taken a light infantry unit that is great at clearing out other light infantry, but the time required to complete all the unit's attacks, damage rolls, and special abilities

is just too much. In this case, it might be a good idea to identify other units or even warjacks/warbeasts equally good at clearing out light infantry. If so, try a few practice games with the alternative models and see if they are a more efficient use of your time. Identifying a few alternative models and units can help you decide on any last-minute tweaks to your lists.

When practicing, a key concept to keep in mind is activation priority. There will certainly be models in your army whose activations are more important than others, and you want to single out these models early on. One model with definite activation priority is your warcaster or warlock. These models have such a great effect on each turn that losing their activation due to time restrictions can completely cripple your ability to win a game. As you practice, keep these priorities in mind, and try to never let a timed turn pass where you don't activate these select figures.

After you feel confident you have practiced enough with your lists and have a firm grasp of your activation priorities, try out some scenarios. Even if you know your list inside and out, if





all you practice are caster-kill scenarios, you may find yourself thrown off guard when the tournament begins. It's a good idea to practice a variety of scenarios and attempt to cover as many general categories as possible.

For instance, if the current Steamroller rules set contains twenty scenarios broken into groups of five based on holding areas, holding objectives, radial deployment, and caster kills, then it would be a good idea to practice at least one scenario out of each of the four categories as much as possible. You may find that although you are capable of managing your time effectively when going for the enemy's throat, you have issues completing your activations in a timely manner when trying to decide how to remove an enemy unit from a control point.

The Countdown

At this point, it's time to begin practicing against the clock. It's best to start by giving yourself a generous amount of time to begin with, say 15 minutes per turn. One of the fundamental aspects of playing with timed turns is clock awareness. While you don't need to be aware of each passing second, it is generally a good idea to keep track

of the time every two to three minutes. When the clock reaches the final 3 minutes of your turn, you want to start checking the clock each minute.

Determine the best position for your clock to maximize your awareness. It is very easy to set the clock, place it on the side of the table, and only check your time once or twice during your turn. This often leads to the dreaded "Alarm of Doom;" that's when you are just about to make that crucial move or dice roll and suddenly your turn ends.

As you practice, constantly critique your ability to complete activations in a timely manner. Determine what turns are causing you the most problems. Perhaps the turn you engage or the turn you position for an assassination run is taking too long. Break down these problem turns and try to identify where the trouble is originating.

Practice until you can consistently complete all your turns in less than 15 minutes. Once you've mastered the 15-minute turn, try to complete your turns in 10 minutes. Ten-minute turns can be a harrowing experience, especially with an army constructed at 50 points or greater. Don't get discouraged, though, and keep soldiering on.

Finally, once you are the master of the 10-minute time clock, you're ready for the real test. One of the quickest timed turns you will find in the current Steamroller format are 7 minute turns with a once-per-game time extension. If you want to be absolutely confident in your time management abilities, you need to be better than that. You want time to complete all your activations and retain some wiggle room to deal with the unexpected. Turn your clock all the way down to 5-minute turns and begin practicing again.

Five-minute turns will teach you a great deal about your instinctive mental reflexes. You know your list, you know your plan, and you know how to react to different situations. At 5 minutes, you don't have time to over-think any moves; you just make them or you run out of time. Don't critique as you play through these practice sessions; critique afterwards. Determine what you may have done wrong and why it would have been different if you had more time. You want to pinpoint what detrimental kneejerk reactions you may have during timed gameplay and correct them as you continue.

Once you feel you have a firm grasp of playing with the 5-minute clock, begin preparing for the other elements of time management that aren't directly

related to your individual turns. The greatest of all these elements, and one of the hardest to manage, is the master clock.

Dice Down!

Every current official tournament rules set requires each tournament round to be governed by a master clock. To ensure no one attempts to "play the clock," the allotted time for each round is random. If your match runs long, you are in danger of having "dice down" called on you. That means you complete any dice roll you were in the process of making, and then the game immediately ends.

Since the master clock is a random, unknown variable, it is extremely difficult to stay aware of how much time you have in a round. At best, you want to try to keep a general idea of how much time has passed since the round began. This will help you determine how best to achieve victory in a game that is running particularly long.

Although you never want to purposely stall your turns, having a feel for how much time you have left to win the game will shape your final turns. For instance, if you are playing a scenario based on holding objectives and your opponent has firmly blocked you out of those objectives, you should



consider alternative methods of victory. Maybe you'll need to consider a tricky assassination run or attempt a risky maneuver in order to gain more control points. The key in these final turns is to not let your sense of urgency turn into panic. You may have to take more calculated risks in order to win, but don't begin taking insane risks in an attempt to land an improbable victory.

On the flip side, you may find yourself in a winning position via the scenario but don't quite have what it takes to finish off your opponent. Again, you NEVER want to stall the game, but that doesn't mean you can't spend those last few turns fending off the opposing army. Sometimes, you must dig in your heels and hold onto your advantage while looking for ways to seal the deal. That's playing defensively not stalling. By playing defensively and forcing your opponent to deal with you on your terms, you may find that his time management skills aren't as sharp as yours, which may lead to crucial mistakes as the pressure rises.

The most important aspect of master clock awareness is good sportsmanship. As mentioned before, do not attempt to purposely stall the game. You will very likely be called on it. The last thing anyone wants is a reputation for playing the clock or the stress of being disqualified by a judge. Play smart but play fair.

Time and time again

The last aspect of time management to consider is the time extension. Once per game, a player may use a



time extension to gain extra minutes for his turn. The amount of time gained varies and depends on the point value you are playing. Knowing exactly when to use your time extension is critical for tournament play.

One of the best uses for the time extension is to completely resolve feats that take a particularly long time. For example, Lieutenant Allister Caine's feat is absolutely devastating against a swarm of low-ARM infantry but takes quite some time to complete. Using the time extension in this manner gives you the breathing room needed to complete your warcaster or warlock's activation without sacrificing the rest of your turn.

Another great use for the time extension is to get the most out of early game engagements. Early on, when both players still have the majority of their models in play, there is usually a turn with a lot of infantry engagement. These turns often require many attack rolls, damage rolls, and special abilities that must be resolved. Using the time extension on these turns allows you to completely resolve the bulk of your attacks without sacrificing valuable time to make other key moves and activations.

Finally, sometimes you just need to use the time extension as a safety net when you make a mistake. Even the most skilled player is still capable of making errors when the pressure is on. If you ever have a critical turn go wrong because you accidentally run out of time, feel free to use your time extension to save the situation. Just be careful to prioritize the use of the time extension in situations like these; try to determine if the extra time is needed now over a potentially more critical turn later in the game.

Conclusion

In my own tournament experience, I have found that following the practice steps and tips listed in this article can greatly improve time management skills. Of course, time management is only one aspect of good tournament play, and this article series will discuss others in the future. Good luck, and more importantly, have fun!

Blighted Bog

The dragons of Caen are beings of immeasurable power and strength. A dragon's power is so great it radiates a terrible aura of desolation that corrupts life and reduces beauty to ash. The weaker races of Immoren have put a name to this unnatural effect: the blight.

A dragon's blight permeates everything around it, poisoning water, soil, and flesh. The land around a dragon's lair is often a twisted shadow of its natural appearance, made nightmarish by sheer proximity to the creature. Native beasts and even sentient races that dwell too long under the shadow of a dragon's aura are horribly mutated both physically and spiritually. Worst of all, these mutations become the creatures known as dragonspawn. These mockeries of nature carry the dragon's blight in their veins and often contain a smallest sliver of the dragon's true power within them.

Recent events in western Immoren have seen a historic rise in draconic activity. As these

terrible creatures move to action, they bring with them their all-consuming blight. Whether it is the immediate presence of the dragon itself or the blood of their spawn spilled in battle, the blight is spreading across the land.

Of all the natural resources that can be affected by a dragon's corruption, blighted water is perhaps the most dangerous. Even after a dragon has left the area, a blighted water source spreads blight to the local flora and fauna with tremendous speed. One example of this type of corruption is the blighted bog. Created by the presence of blight in large, stagnant pools of water, the blighted bog is a festering sore that leeches natural energy from its surroundings. The air around the bog is thick with death and decay, and its waters are a dark, oily sludge.

The effects of a blighted bog's waters on living creatures are devastating. Within seconds of contact with the blight-saturated sludge, a living creature begins to feel its dire effects. Wounds become infected immediately, and no natural

or arcane means can cure them. Even the mind is not safe from the effects of the blight, as the raw shock of being exposed to such corruption causes even the most stalwart of heroes to go insane with rage. Only pain and suffering await those who enter a blighted bog; nothing escapes completely unchanged.

IN-GAME EFFECTS

At the start of the game, if both players agree, you may declare one area of shallow water to also become a blighted bog. Living models completely within the blighted bog cannot be healed or transfer damage and gain Berserk (when the model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range).



LOCK & LOAD

GAMEFEST 2011 RECAP



This year, between June 18th and 19th, Privateer Press held the first annual Lock & Load GameFest in Seattle, Washington. As the first official Privateer Press convention, Lock & Load treated attendees to two days of non-stop gaming with their favorite Privateer Press games. In addition, the entire staff of Privateer Press was on hand to meet players and in many cases showcase their unique talents as writers, game designers, painters, and sculptors.

The convention was an unmitigated success and attracted players from all over the world, filling the ballroom at the Red Lion in downtown Seattle to capacity and beyond! Lock & Load offered many hours of WARMACHINE and HORDES action, allowing players to compete for tournament fame or play casual games in the Iron Arena.

Beyond the non-stop gaming, Lock & Load also featured many unique events that can be found nowhere else but the official convention of Privateer Press. In the following pages we'll recap some of the great events at Lock & Load, including seminars, tournament results, and the Formula P3 Grandmaster Painting Competition.

We hope the following article will whet your appetite for the best two days of Privateer Press gaming on the planet, and we hope to see you all at Lock & Load GameFest 2012!



GAMING

Of course, the primary focus of Lock & Load was on the awesome games that Privateer Press has been producing for the last ten years. Lock & Load featured a number of tournaments for those interested in competitive play but also offered players the chance to kick back in the Iron Arena and play some WARMACHINE and HORDES in a more casual environment. Iron Arena also allowed attendees the chance to earn “Skulls” for each game played, which could be cashed in later for some great Privateer Press swag. A few players even found themselves opposite a Privateer staff member taking a break from convention duties to grab a quick game!



SEMINARS

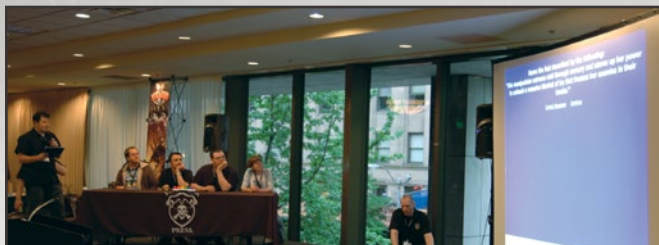
Some of the most popular events at Lock & Load were the numerous seminars presented by Privateer Press staff members. Here Privateer luminaries such as Doug Seacat, David “DC” Carl, Ron Kruzic, and Matt DiPietro offered attendees a glimpse behind the scenes at the creative process that goes into Privateer Press games and miniatures. Many of the seminars were also

instructional in nature, and those attending had the chance to learn the tricks of the trade on subjects such as miniature sculpting, terrain building, and studio-level painting. Doug Seacat’s “History of the Iron Kingdoms” seminar was also a favorite event all weekend long.



TRIVIA CONTEST

In the grand tradition of classic game shows, Privateer Press challenged four lucky contestants to a Jeopardy-style showdown with Privateer-themed categories for fabulous prizes. Some of the trivia categories included History of Privateer Press, Iron Kingdoms, and WARMACHINE & HORDES. It was a tough-fought competition, but in the end Lance Parks proved his superior knowledge of all things Privateer and took home a \$200.00 Privateer Press gift certificate.



IRON PAINTER SHOWDOWN

This exhilarating event followed the format of the popular television show Iron Chef®, pitting contestants against one another in a competition requiring skill, speed, creativity, and grit. The name of the game was to paint up the new Alexia, Mistress of the Witchfire model in just 45 minutes. However, contestants also had to weather a number of challenges throughout the competition that included such trials as painting with their offhand, using bizarre color combinations, and painting while standing. In addition, we threw in a surprise competitor—none other than Privateer Press studio painter Matt DiPietro. In the end, after Matt DiPietro was disqualified from the event for using a performance enhancing substance (shame on you for using glue accelerant, Matt!), Nathan Bosa was crowned Iron Painter for 2011! Check out Nathan's handiwork below.



Not bad for 45 minutes!

COSTUME CONTEST

One of the coolest things about Lock & Load was the number of attendees that showed up in Iron Kingdoms-themed costumes. We saw some fantastic renditions of everything from a humble Winterguard infantryman to a massive, seven-foot-tall blighted horror. To give these awesome costumes their due, we held a contest and handed out prizes for the “best-dressed” at the con. All the costumes were great, but it was Jarnigan Cook’s Thagros that stole the show, towering above the other competitors in inspired, dragon-blighted glory.



LOCK & LOAD

TOURNAMENTS

Of course, Lock & Load had its share of competitive play, featuring a Masters tournament, two Hardcore tournaments, and the Five Commanders team tournament. Competition was fierce, and many attendees played well into the wee hours of the morning to win their places in the annals of Privateer Press tournament history.

Here are the results from the various tournaments held at Lock & Load GameFest 2011.

MASTERS

The Lock & Load Masters tournament was hotly contested and filled with exciting action and some truly nail-biting matches. In the end, Will Pagani used his Circle Orboros army to defeat Danny Modesto's Protectorate of Menoth force and claim the title of Lock & Load's first Masters champion. Ryan Tomlinson's valiant effort with his Cryx army earned him third place.



WILL PAGINI'S WINNING LIST

Model	Point Cost
Kromac the Ravenous	+4 warbeast pts.
Warpwolf Stalker x2	20 (10 each)
Gorax	4
Gnarlhorn Satyr	8
Druid Stoneward & Woldstalkers x2	10 (5 each)
Shifting Stones x2	4 (2 each)
Stone Keeper	1
Blackclad Wayfarer x2	4 (2 each)
Druid Wilder	2
Swamp Gobber Bellows Crew	1
Total	50

FIVE COMMANDERS

An exciting tournament that pits teams of five players against one another, Five Commanders offers players a chance to team up with friends and allies for some competitive fun. Lock & Load saw a total of eight teams vying for cooperative dominance, but it was General Adam Bloom's Team Discovery Channel that fought its way to the top of the heap and claimed first place.



TEAM DISCOVERY CHANNEL

General	Adam Bloom (Cygnar)
Colonel	Nick Kendall (Protectorate of Menoth)
Major	Mike Emery (Legion of Everblight)
Captain	Dave Dauterive (Retribution of Scyrah)
Lieutenant	Shawn Hopkins (Minions)

HARDCORE

Lock & Load attendees with a penchant for competitive play had the chance to compete in two Hardcore tournaments, one for each day of the convention. As with any Hardcore event, the two at Lock & Load featured dozens of fully painted armies clashing over the titles of Vanquisher, Executioner, Mage Hunter, and Master Craftsman.

HARDCORE I WINNERS

Vanquisher	Matthew Shoup (Cryx)
Executioner	Charles Deceles (Cygnar)
Mage Hunter	Thomas Bell (Cryx)
Master Craftsman	Brant Benoit (Cygnar)

HARDCORE II WINNERS

Vanquisher	Steven Garcia (Retribution of Scyrah)
Executioner	Bryce Jensen (Cryx)
Mage Hunter	Steven Garcia (Retribution of Scyrah)
Master Craftsman	Mark Rupp (Legion of Everblight)

Although Hardcore certainly rewards players for skillful play and expert tactics, beautifully painted armies are just as likely to draw the judges' attention as a perfectly executed caster kill. At Lock & Load, we were treated to the stunning armies of Brant Benoit and Mark Rupp, and both earned the title of Master Craftsman for their efforts.



Brant Benoit



Mark Rupp



FIVE COMANDERS (CONT.)

2ND

WHY WE CAN'T HAVE NICE THINGS

General	Chad Martin (Legion of Everblight)
Colonel	Jose Luis Coteriano (Cygnar)
Major	Joey Dupler (Minions)
Captain	Jeff Churchill (Cryx)
Lieutenant	Tony Schneider (Trollbloods)

3RD

TEAM PHOENIX

General	Mike O'Donnell (Mercenaries)
Colonel	Dallas Johnson (Trollbloods)
Major	Jefferson Jorgenson (Legion)
Captain	Jason Tuttle (Khador)
Lieutenant	Taylor Smart (Trollbloods)

LOCK & LOAD

P3 GRANDMASTER PAINTING COMPETITION

GOING FOR THE GOLD

One of the most popular Privateer Press events is the Formula P3 Grandmaster Painting Competition, a rigorously judged contest where some of the best painters in the world show off their skills. Normally, this competition is held only at Gen Con, but in 2011 (and for the foreseeable future), Privateer Press was able to offer *two* Formula P3 Grandmaster Painting Competitions: one at Gen Con and one at the Lock & Load GameFest.

The attendees at Lock & Load were all dedicated fans of Privateer Press and WARMACHINE and HORDES, so they were quite eager to display their painting prowess at the first-ever official Privateer Press convention.

The rules for the Lock & Load P3 Grandmaster Painting Competition differed slightly from the competition held at Gen Con. Instead of five categories, the Lock & Load

competition consisted of the following three: Single Miniature, Large Miniature, and Group. Entries were judged entirely on their own merits and awarded gold, silver, bronze, or nothing. In addition, one model drawn from the best of each category was awarded best overall and earned its owner the title of Lock & Load Painting Master.

David Diamondstone took the title of Painting Master at the inaugural Lock & Load GameFest, and his fantastic Commander Adept Nemo is a near flawless example of the miniature painter's skill. In the following pages, we'll be detailing David's entry as well as showcasing some of the gold award winners in each category. Additionally, we'd like to thank each and every Lock & Load attendee who entered a model in the competition. Everyone did a fantastic job, and we can't wait to see what next year will bring.

THE CATEGORIES

SINGLE MINIATURE

Warlocks, warcasters, solos, small-based miniatures, single miniature vignettes

LARGE MINIATURE

Warjacks, warbeasts, resin models, large vignettes (2-4 figures)

GROUP

Units, battlegroups, dioramas (5+ figures)

THE PRIZES

FIRST PLACE

\$100 Privateer Press Gift Certificate

GRANDMASTER

\$300 Privateer Press Gift Certificate
... and bragging rights!





DAVID DIAMONDSTONE

2011 LOCK & LOAD GRANDMASTER AWARD WINNER

Tell us a little about yourself.

I'm 28 years old, and I've been painting miniatures and playing minis games for over half of my life. Miniature games and mathematics are my two great loves. I just got my PhD in June, and I'm currently doing a post-doc in New Zealand.

What inspired you to start painting Privateer Press miniatures?

One summer during college, I was taking classes over the summer, and campus was pretty quiet, so I needed something to do. I decided to check out this game I had just seen called WARMACHINE, as you could play it with just a small group of four minis. I figured that would be a lot easier to take back and forth between my home in Seattle and college on the East Coast. It was the painters on the Privateer Press forums who really inspired me to start putting more time into painting and to improve my skills.

Tell us about your entry.

My P3 Grandmaster winner is definitely the best miniature I've ever painted. The sculpt is awesome, and I was inspired by Natalya Melnik's version that won the P3 competition at Gen Con last year. I painted Nemo in the same subdued gray and light blue color scheme as the epic Caine battlegroup I entered in the P3 competition at Gen Con last year. The freehand Cygnaran runes around the bottom read "Cygnar Eternal."

Nemo has such a great steampunk-y feel that I wanted to give him a steampunk base to match. The base is made out of plasticard and metal mesh, with some watch gears buried down inside the base where you can't see them in the photographs.

How many hours were spent on your entry?

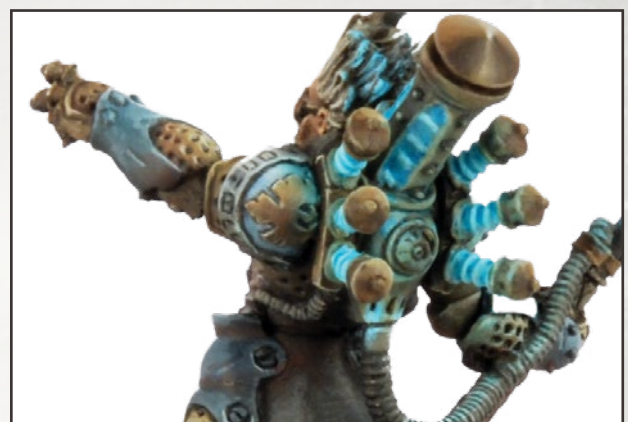
Around forty, which is by far the most time I've ever spent on a single mini. I put around thirty hours into him in March, way before Lock & Load, so that I could bring him to the Crystal Brush competition in Chicago to get critiques from other painters. (I was going to graduate school in Chicago at the time, so it was very handy!) I then put in another ten hours to address the suggestions they made and to fix every little flaw I could find. Getting critiques from other painters is very helpful!

What painting techniques do you primarily use?

Nemo was painted completely with Formula P3 paints, and I decided to go entirely with non-metallic metals (NMM). I usually paint my metals with metallic paints, but to properly portray the light shining from Nemo's lightning rod, arcantrik generator, and reflecting off his armor, I thought it would be better to use NMM. The technique allows greater control of the overall lighting situation than with metallic paints. In terms of techniques for actually applying the paint to the miniature, I use a combination of two-brush blending and layering.

What are you working on now?

I just finished painting Thyra, and I'm looking forward to painting up epic Alexia.



SINGLE MINIATURE

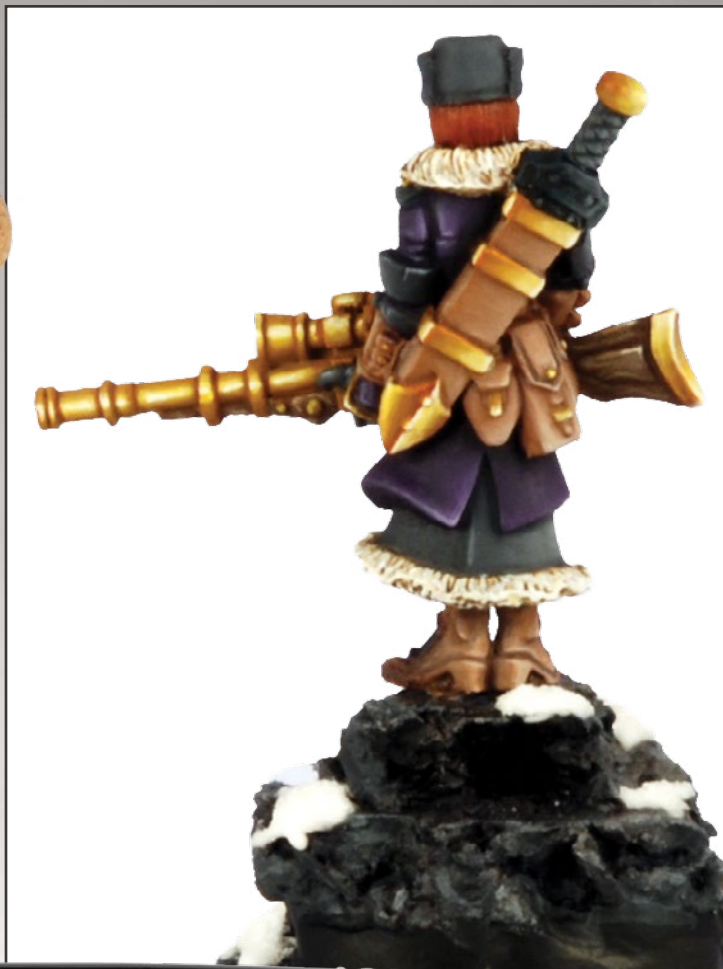
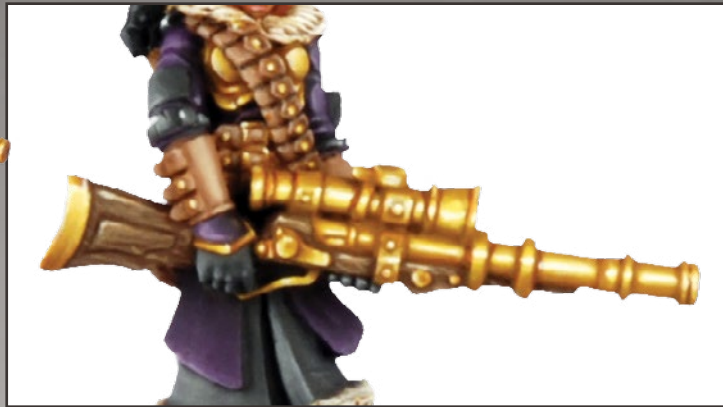
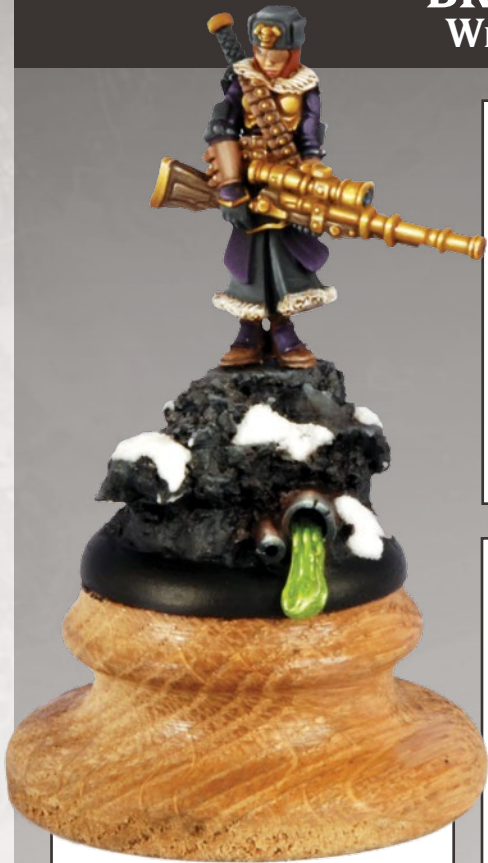


AARON LOVEJOY
BILE THRALL



MINIATURE

BRANDON DOTY
WIDOWMAKER SERGEANT



LARGE MINIATURE

BRANT BENOIT
CENTURION



MINIATURE

DAVID DIAMONDSTONE
TROLL AXER



GROUP

GROUP



JASON WATT
MORGHOUL BATTLEGROUP



GROUP

ALEX SWANSON
MORGHOUL BATTLEGROUP



POWER PROGRESSION

UNBOUND



By Will Shick

Art by Andrea Uderzo

No Quarter #36 introduced a whole new way to experience the climactic action of WARMACHINE and HORDES with Unbound, an alternate rules set for playing battles at the 150-point level and beyond. Not only does Unbound provide a new game play experience, it opens up an entire new realm of army-building possibilities.

Since its inception, Power Progression has provided examples of how to build a faction army from the simple battlegroup all the way up to a sizable 100-point two-warcaster or two-warlock army. With Unbound and the exciting Formation rules in this issue, it's a perfect time to revisit some of the classic Power Progression armies and make them Unbound!

I will be taking a look at my last three Power Progression armies—Cygnaar, Retribution of Scyrah, and Legion of Everblight—and taking each from 100 points to 150 points with a special emphasis on Unbound tactics and strategies.

Prepare yourself. Power Progression is about to get Unbound!

Unbound Considerations

Before I take the plunge and begin adding points to the three armies, it is important to discuss some of the factors players should consider when building an

army for the Unbound format. Perhaps the biggest change in Unbound when compared to a standard game of WARMACHINE and HORDES is the round structure. Instead of having each player complete all his activations in a single turn, Unbound features a series of turns within the round with players alternating activating portions of their army. Not only is this the biggest element that makes Unbound exciting and unique, it also has dramatic implications on game tactics and army-building strategies.

Because there are multiple turns in a single round of Unbound, feats and abilities that last one turn have a much more limited impact than feats and abilities that last one round. This timing change means it is more difficult to stack various feats and abilities; it also places a greater emphasis on activation order since players have a limited amount of models they can use within a single turn. Thus, a feat like Siege's Breach, which lasts for one turn, needs to be carefully planned out to ensure you get the most bang for your buck, and a feat like Ossyan's Gravity Well needs to be used early to have the greatest impact.

The differences in ability duration compared to a standard game mean that when building an army, it is important to carefully consider how and where those abilities fit into your overall round strategy. Knowing who to activate, in what order, and when it's best to use that model's abilities will make the difference between overwhelming victory and crushing defeat.

Cygnar

As the first *Forces of WARMACHINE* book released for Mk II and the inaugural Power Progression faction, it seems only fitting that I begin with my Cygnar army from *No Quarter* #31.

At the end of the article, my final Cygnar list looked like this:



Cygnar: 100-Point List

Model	Point Cost	Notes
Commander Coleman Stryker	-6	
Charger x2	4 each	
Lancer	6	
Ol' Rowdy	9	
Major Markus "Siege" Brisbane	-5	
Defender x2	9 each	
Lancer	6	
Journeyman Warcaster	3	
Long Gunner Infantry (Full)	10	
Long Gunner Officer & Standard	2	
Stormblade Infantry	5	
Trencher Cannon Crew	3	
Trencher Chain Gun Crew x2	2 each	
Trencher Commandos (Full)	10	
Trencher Infantry (Full) x2	10 each	
Trencher Infantry Officer & Sniper x2	3 each	
Trencher Infantry Rifle Grenadier	1	
Total	100	



If we put the 100-point list through the Unbound ability checklist, it already has a great early-round feat with Stryker's Invincibility and a solid anytime feat in Siege's Breach. However, to get maximum use from his feat and gain an awesome benefit befitting Siege's reputation as a lover of big guns, I'm going to drop one of the Lancers for an additional Defender. This replacement gives Siege's Defenders the Concentrated Fire ability thanks to the new Hunter-Killers Formation. In addition, I'm going to add a Squire attached to Stryker. With two feet of extra board space, I want to make sure that his feat will reach as many of my troops as possible. To add to my opponent's frustration, I'm also adding two additional Journeyman Warcasters. These plucky young solos mean that I can have four Arcane Shields on the table in addition to some boostable RNG 12 hand cannon shots.

With these new additions in place, it's time to choose my third warcaster. With so many ARM-enhancing abilities already, I really can't pass up the opportunity to take this theme to the Unbound level! Enter Constance Blaize, Knight of the Prophet. In a standard game, her Divine Intervention feat is good. In a game of Unbound where it has a potential duration of seven turns to protect her troops and garner her soul tokens, it's absolutely off the charts! Just like Stryker's Invincibility feat, it is important for Blaize to cover as large an area as possible. A Squire not only increases her control area it also gives her extra focus when she doesn't have a stockpile of Morrowan souls. The Squire also increases the effectiveness of Crusader's Call and Transference. Crusader's Call is perfect for setting up a powerful attack turn during Blaize's battlegroup activation, while Transference makes a great late-turn activation choice. Once cast,

Transference can be upkept at the start of each round for models to use before Blaize allocates focus at the beginning of her turn activation.

As her personal warjack of choice, Gallant is not only a thematic fit, it is also a brutal melee 'jack specializing in killing anything with an enemy upkeep spell on it. To back up Gallant, I've added a Hammersmith and an Ironclad. Both of these warjacks have the offensive power to reduce opposing warjacks to scrap.

With only four Arcane Shields to pass around, I'm going to spend the rest of my points on two full units of Precursor Knights with their UA. With great speed and the Shield Wall ability, Precursors don't even need Arcane Shield to survive most attacks. Combined with the officer's Tactics: Ranked Attacks, the Precursors become a solid wall that blocks your opponent's range troops but not your own. However, when combined with Constance's Transference spell and the officer's once per game ability Morrow's Name, the Precursors can hit with boosted attack rolls and 4D6 + 12 damage rolls while still in Shield Wall.

With the additions outlined above, my Unbound Cygnar army is all about durability and excels at scenario play. Using the wealth of ARM buffs at its disposal, this force can be quite aggressive and capture or contest those all-important table territories to ensure it wins the roll for seizing the initiative. Both Invincibility and Divine Intervention should be used at the start of the round. Typically, I use Invincibility to move into position and follow it up with Divine Intervention on the next round when my troops are stuck in. I then unleash pure destruction with Transference and Siege's feat as the opponent is reeling from my impervious onslaught.



Cygnar: Unbound List

Model	Point Cost	Notes
Commander Coleman Stryker	-6	
Squire	2	NM
Charger x2	4 each	
Lancer	6	
Ol' Rowdy	9	
Major Markus "Siege" Brisbane	-5	
Defender x3	9 each	NM (1)
Constance Blaize	-6	NM
Squire	2	NM
Gallant	9	NM
Ironclad	7	NM
Hammersmith	8	NM
Journeyman Warcaster x3	3 each	NM (2)
Long Gunner Infantry (Full)	10	
Long Gunner Officer & Standard	2	
Precursor Knights (Full) x2	8 each	NM
Precursor Knights Officer & Standard x2	2 each	NM
Stormblade Infantry	5	
Trencher Cannon Crew	3	
Trencher Chain Gun Crew x2	2 each	
Trencher Commandos (Full)	10	
Trencher Infantry (Full) x2	10 each	
Trencher Infantry Officer & Sniper x2	3 each	
Total	150	

NM – New model for this point level/list



Retribution Of Scyrah

When tackling the Retribution of Scyrah Power Progression, I set out with a very specific theme: I wanted everything in the army to have at least two of the three main threat vectors of magic, ranged, and melee. The final result was an army that was smaller in numbers but really let the elite nature of the Retribution troops shine.

Have a look at the final 100-point Retribution list from *No Quarter* #34 to the right.

To start things off, there are two big additions I can't wait to make to this army. The first comes on a massive 120 mm base and brings some serious firepower to the field. Of course, I'm talking about the Arcanatrik Force Generator. With Range Booster and Ravyn's Snipe spell, that's a potential d3+1 POW 14 shots at RNG 20. With careful management of Ravyn's upkeep and activation, that's all the reason I need to take two of these death stars on legs.

The second addition from *Wrath* is Sylys Wyshnalryr. This plucky solo is the perfect companion for Ravyn

Retribution: 100-Point List

Model	Point Cost	Notes
Garryth, Blade of Retribution	-5	
Chimera	6	
Hydra	9	
Manticore	8	
Ravyn, Eternal Light	-6	
Manticore x2	8 each	
Dawnguard Destors (Full)	11	
Dawnguard Invictors (Full) x2	10 each	
Dawnguard Invictors Off. & Std. x2	2 each	
Griffon x2	4 each	
Mage Hunter Strike Force (Full) x2	8 each	
Mage Hunter Strike Force Cmmdr. x2	2 each	
Arcanist x4	1 each	
Eiryss, Angel of Retribution	3	
House Shyeel Magister	2	
Total	100	





and her Snipe hijinks. Arcane Assist lets her upkeep Snipe for free, giving her that extra focus to bolster her battlegroup. Arcane Secrets is a great boost for Eliminator, especially when combined with Spiritual Conduit for added range. Just be sure to keep Syls well hidden from the enemy's guns as he makes for one squishy target.

Reviewing the list as it currently stands, I'm going to pull out the House Shyeel Magister, as the Force Generators already provide excellent magic attacks for dealing with Incorporeal models. With a large selection of troops that can bring the pain in a hail of lead with unerring accuracy when bolstered by Ravyn's feat, I find myself wishing there was a way to crank up the damage potential of those shots to 11. Lucky for me, I have to go no further than *WARMACHINE: Wrath* to find my desires fulfilled.

The newest warcaster to join the ranks of the Retribution, Lord Arcanist Ossyan brings a host of great army support to the table with a slight emphasis on shooting things in the face. While there are plenty of reasons to include Ossyan in any Retribution army, it is his feat Gravity Well that has specifically marked him out for Unbound play.

While the alternating turn sequence that characterizes Unbound makes stacking various feats and abilities slightly more challenging, through careful planning and the use of the right feats, it is still very possible to pull off some devastating combinations within the round. Unlike the Cygnar list where Stryker and Blaize's feat both need to be used during the first turn of the round to maximize their potential, making it much less useful to stack the two effects, Ossyan's and Ravyn's feats work

Retribution: Unbound List

Model	Point Cost	Notes
Garryth, Blade of Retribution	-5	
Chimera	6	
Phoenix	10	
Manticore	8	
Ravyn, Eternal Light	-6	
Manticore x2	8 each	
Lord Arcanist Ossyan	-6	NM
Phoenix x2	10 each	NM
Arcantrik Force Generator x2	10 each	NM
Dawnguard Destors (Full)	11	
Dawnguard Invictors (Full) x2	10 each	
Houseguard Halberdiers (Full) x2	7 each	NM
Dawnguard Invictors Off. & Std. x2	2 each	
Griffon x2	4 each	
Mage Hunter Strike Force (Full) x2	8 each	
Mage Hunter Strike Force Cmmr. x2	2 each	
Arcanist x5	1 each	NM (1)
Eiryss, Angel of Retribution	3	
Syls Wyshnalyrr	2	NM
Total	150	

NM - New model for this point level/list



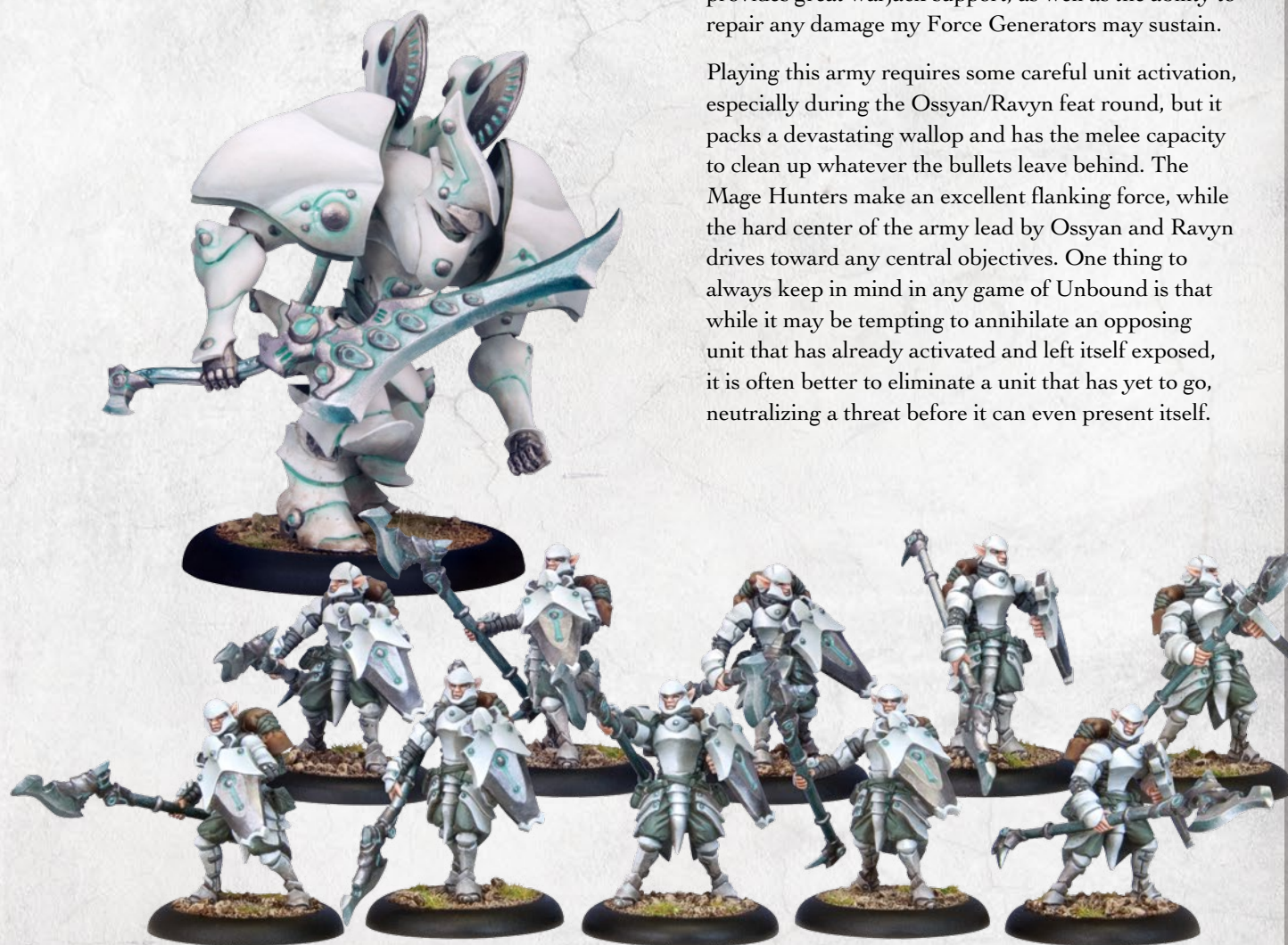
best when used within the same round. Use Ossyan's feat during your first turn of the round to give your entire army some great defense against your opponent's ranged attacks and prep for Ravyn's blistering turn. Use the rest of your activations that turn to move models out of the way of your ranged bulwark, or depending on the situation, activate nothing beyond Ossyan and his battlegroup. After that, it is simply a matter of determining when to bring the rain with Ravyn, her battlegroup, the Invictors, and the Arcantrik Force Generators. Aided by Syls, she can upkeep Snipe on one target for free, allocate two focus to each Manticore, and then cast Snipe on a second target. All this adds up to two Arcantrik Force Generators firing effective d3+1 RNG 20 POW 14 shots with boosted attack and damage rolls, or units of Invictors firing at an effective RNG 18 with boosted attack and damage rolls, or a mix of the two.

For Ossyan's battlegroup, I'm giving him command of two Phoenixes. Not only do they provide some serious melee punch along with a durable arc node, having three in the army gives me access to the Avenging Angels Formation, which grants all Phoenixes Righteous Flames. As such, I've swapped out Garryth's Hydra for my third Phoenix.

Because good use of Gravity Well requires Ossyan to be near the front, and thus in the path of danger, my next addition to the army is two full units of Houseguard Halberdiers. With Reach, Shield Wall, and Ranked Attacks, these troops can create a durable wall between the Lord Arcanist and his enemies without blocking the rest of the army's LoS. In addition to bodyguard duties, their numbers and relatively low cost make them perfect for pushing into an opponent's domination territories or capturing objectives.

With my last remaining point, one more Arcanist provides great warjack support, as well as the ability to repair any damage my Force Generators may sustain.

Playing this army requires some careful unit activation, especially during the Ossyan/Ravyn feat round, but it packs a devastating wallop and has the melee capacity to clean up whatever the bullets leave behind. The Mage Hunters make an excellent flanking force, while the hard center of the army lead by Ossyan and Ravyn drives toward any central objectives. One thing to always keep in mind in any game of Unbound is that while it may be tempting to annihilate an opposing unit that has already activated and left itself exposed, it is often better to eliminate a unit that has yet to go, neutralizing a threat before it can even present itself.



Legion of Everblight

One of the hallmarks of Legion of Everblight is the higher ratio of warbeasts it can field comfortably in comparison with other HORDES factions.

Wanting to play to this strength, my Legion of Everblight Power Progression army ended with two very solid warbeast-centric warlocks and a host of powerful dragonspawn.

Here's the 100-point Legion list I ended up with in *No Quarter* #35:

Legion: 100-Point List

Model	Point Cost	Notes
Thagrosh, Prophet of Everblight	-5	
Carnivean	11	
Harrier	2	
Scythean	9	
Shredders x2	2 each	
Typhon	12	
Absylonia, Terror of Everblight	-5	
Angelius	9	
Carnivean	11	
Nephilim Soldier x2	5 each	
Raek	4	
Blighted Nyss Legionnaires (Full)	6	
Blighted Nyss Grotesques (Full)	6	
Blighted Nyss Shepherd x3	1 each	
Blighted Ogrun Warmongers (Full)	8	
Blighted Ogrun Warspears (Full)	8	
Forsaken x2	2 each	
Warmonger War Chief	3	
Total	100	

While this army certainly hits very hard in melee and has the durability to get up close and personal, simply taking it to the next level with Saeryn or Vayl would leave it quite one-dimensional in the ever-flowing action of Unbound. Furthermore, as it currently stands, this army can run into problems against swarm armies, which can use their cheap, expendable troops to bog down heavy warbeasts and contest domination territories.

Enter Lylyth, the Shadow of Everblight. Along with a host of Blighted Nyss Striders and Archers, Lylyth provides the perfect tool to thin out those annoying hordes of cannon fodder. Unlike the other two Unbound armies presented in this article, my new Legion of Everblight army does not contain a warlock whose feat extends beyond his or her activation turn. While this fact may mean you won't see any major combos, it does provide a huge amount of flexibility that other army compositions may lack. Being able to function as autonomous blocks, this army can hit from any angle, and I can adjust my deployment and overall game plan on the fly as I see what my opponent is bringing against me. This is in stark contrast to the regimented play style required from the Retribution army where specific steps must be taken to maximize its inherent potential.

To build on the crowd control and make the most of her Decimation feat, I'm giving Lylyth plenty of ranged warbeasts. The Nephilim Bolt Thrower packs a hell of a punch with RNG 12 and POW 14. Toss in the Legion's trademark Eyeless Sight and Thunderbolt, and these dragonspawn will make any opponent sweat. For even more devastation, a Ravagore can melt whole swathes of troops as well as shut off a significant portion of the board to your opponent thanks to its Scather





Legion: Unbound List

Model	Point Cost	Notes
Thagrosh, Prophet of Everblight	-5	
Carnivean	11	
Harrier	2	
Scythean	9	
Shredders x2	2 each	
Typhon	12	
Absylonia, Terror of Everblight	-5	
Angelius	9	
Carnivean	11	
Nephilim Soldier x2	5 each	
Raek	4	
Lylyth, Shadow of Everblight	-5	NM
Shredder	2	NM
Stinger	2	NM
Nephilim Bolt Thrower x2	6 each	NM
Ravagore	10	NM
Blighted Nyss Archers (Full)	8	NM
Blighted Nyss Archer Officer & Ammo Porter	2	NM
Blighted Nyss Striders (Full) x2	6 each	NM
Blighted Nyss Strider Officer & Musician x2	3 each	NM
Blighted Nyss Legionnaires (Full)	6	
Blighted Nyss Grotesques (Full)	6	
Blighted Nyss Shepherd x4	1 each	NM(1)
Blighted Ogrun Warmongers (Full)	8	
Blighted Ogrun Warspears (Full)	8	
Forsaken x2	2 each	
Warmonger War Chief	3	
Total	150	

NM – New model for this point level/list

ability. Two P+S 16 claw attacks just add more awesome to the sauce.

Last but not least, I've included a Stinger and Shredder, as both provide some great utility for just two points each. Tenacity is potentially my favorite animus in HORDES, and I rarely go into battle without it. At the cost of a single point, it's the perfect way to dump excess fury from your warlock. Because I want Lylyth and her battlegroup shooting and not fighting, the Stinger's Lurker animus is another great fit.

For troops, it's all about late first to early second turn Decimation. Two units of Striders with UA give me some serious threat in the first round or two of the game. To darken the skies a bit more with black-fledged death, a full unit of Blighted Archers with UA will make sure that my warbeasts can fight in the shade amid the arrow riddled corpses of my enemy's fodder. Finally because I've put a decent amount of warbeasts on Lylyth, I've spent my last point on another Shepherd to help keep her warbeasts under control.



Conclusion

Hopefully this article has inspired you to look at building your own Unbound army to experience cinematic and sweeping WARMACHINE and HORDES warfare like never before. While there is no "right" way to create the perfect fighting force, creating an unstoppable army in Unbound requires careful planning and consideration of how each element of the army works together to maximize opportunities presented during the ebb and flow of the unfolding conflict. Unbound takes a sharp mind and nerves of steel, but few rewards are more sweet than standing victorious upon the shattered remains of your defeated foes at the head of a truly awe-inspiring force.

FORCES OF DISTINCTION V

By Jason Soles & Douglas Seacat
Art by Andrew Arconti, Matt Dixon,
and Andrea Uderzo



NEW THEME FORCES FOR HORDES!

Theme Forces offer players the opportunity to play thematic armies that spotlight particular aspects of a warcaster or warlock's character or history. From time to time, Privateer Press will introduce new Theme Forces in the pages of *No Quarter Magazine*. These Theme Forces are "fair game" upon publication and usable in our organized play events.

One of the mandates of the Circle Orboros is to hold in check the ever-growing influence of civilization. The sprawling cities and settlements of the Iron Kingdoms choke the natural energies of the world, stemming the flow of Caen's network of ley lines, and in the process drawing the attention of the Devourer Wurm from its preoccupation with the endless strife of Urcaen. Should this disruption last too long or become too widespread, the Wurm will stir and its consciousness will hit Caen in a cataclysm of storm, tremor, and fire. To keep the world free of the ravages of the Great Beast, the blackclads take it upon themselves to stem the tide of humanity and keep the blood of Orboros flowing through the world.

Among the druids of the Circle, few relish the chance to unleash the full wrath of Orboros upon the machineries and industries of men as much as Krueger the Stormlord.



KRUEGER THE STORMLORD

WAKE OF DESTRUCTION

-By Jason Soles

WARBEASTS: Circle construct non-character warbeasts

UNITS: Druids of Orboros, Druid Stoneward & Woldstalkers, Shifting Stones

SOLOS: Blackclad Wayfarer, Gallows Groves, Lord of the Feast

TIER 1

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

Benefit: For each Shifting Stone unit in the army, one warbeast gains Advance Deployment (A). Additionally, this army can include Eirys, Mage Hunter of Ios as a Minion.

TIER 2

Requirements: The army includes two Druids of Orboros units.

Benefit: Add one Druids of Orboros unit attachment to the army free of cost. This attachment does not count toward FA restrictions.

TIER 3

Requirements: The army includes one or more Blackclad Wayfarers.

Benefit: For each Blackclad Wayfarer, you can redeploy one model/unit after both players have deployed but before the first player's first turn. The redeployed models must be placed on the table in a location they could have been deployed initially.

TIER 4

Requirements: The army includes two or more heavy warbeasts.

Benefit: Your deployment zone is extended 2" forward.

Because he seldom gets to exercise his destructive impulses to their fullest, such opportunities are a rare and welcome diversion from the plotting and scheming of daily life. In such endeavors, Krueger calls upon the most vengeful and devoted members of the Circle to lay waste to what ever factory, military outpost, industrial center, or whole town that has raised his ire or too impacted the flow of energy through the ley lines that constitute the arteries of Orboros. He chooses as his engines of destruction the wold constructs that can silently lie in wait on the fringes of civilization until readied by their master to strike. At his word, the very earth moves and rises to reclaim the flesh and bones of Orboros—brick by brick, stone by stone.

In his travels, Krueger has found a kindred spirit in Eiryss, the renowned mage hunter of Ios. Their mutual respect, never friendship, is born of their devotion to countering the

rise of humanity and its constant expansion of industry, for the side effects of human enterprise jeopardize both their peoples and their traditions. The two have been known to act in concert during Krueger's most audacious attacks, when the presence of a warcaster, Eiryss' chosen prey, is all but assured.

Ignorant of the imbalance in natural order they die to perpetuate, the soldiers of the Iron Kingdoms and their warjacks rush to battle Krueger's forces like angry hornets in defense of their hive. Though Krueger's wolds are easily a match for the machines of men, Eiryss' arcane bolts can change the tide of battle. Once the guns of the soldiers are silenced, Krueger and his druids intone the rituals required to unleash the full power of Orboros to level the structures of men and return the earth to natural tranquility.






Tracing bloodlines is a matter of importance for the trollkin krielis, and among the krielis of the Scarsfell in the frozen north, there is no bloodline as legendary—or as widely distributed—as the kith of Borka Kegslayer. Also known as the Bane of the Ruscar, the Hero of Falconbridge River, and the Shaman of the Scattered Seed, Borka sees it as his sacred duty to sire offspring from one end of the continent to the other. Even before his time, his father and uncles were similarly virile and well travelled, his mother and aunts also famed for fertility and inclined to foster sizable families. When gathered together the extended kith is an army in its own right, with cousins, siblings, sons, daughters, nieces and nephews, all as eager to commit bloodshed as they are to drink and celebrate their victories.

BORKA KEGSLAYER FAMILY REUNION

-By Douglas Seacat

WARBEASTS: Trollblood non-character warbeasts with one or more melee weapons with Open Fist 

UNITS: Krielstone Bearer & Stone Scribes, Trollkin Champions, Trollkin Sluggers

TIER 1

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

Benefit: Increase the FA of Trollkin Champions and Trollkin Sluggers units and solos by 1. Additionally, this army can include Greystone Boomhowler & Co. and Gudrun the Wanderer. These models are considered to be friendly Trollblood models.

TIER 2

Requirements: The army includes two or more Trollkin Champion Heroes.

Benefit: For each Trollkin Champion Hero in the army, one unit in the army gains Advance Move. (Before the start of the game but after both players have deployed, a model with

SOLOS: Trollkin Champion solos, Stone Scribe Chronicler

BATTLE ENGINES: Trollkin War Wagons

Advance Move can make a full advance.)

TIER 3

Requirements: The army includes a Stone Scribe Chronicler.

Benefit: The army gains Tale of Mist during the first round of the game. (Models with Tale of Mist gain concealment and Feign Death. A model with Feign Death cannot be targeted by ranged or magic attacks while knocked down.)

TIER 4

Requirements: The army includes three or more Trollkin Champions units and/or Trollkin Sluggers units.

Benefit: Reduce the point cost of Trollkin Champions units and Trollkin Sluggers units by 1.

Every few years some portion of this diverse brood answers the call to gather for battle and glory. After travelling south to join Madrak Ironhide and subsequently help free Hoarluk Doomshaper from his capture by Cygnar's 4th Army, Borka Kegslayer put out the summons that all his blood kin should join him against the enemies of the kriels. The extended family of Borka Kegslayer has travelled far and gathered in numbers never seen in one place. This includes all of his direct sons and daughters, most

of whom have risen to become champions on their own merits. Other members of Borka's hardy line have found a place for themselves by taking up modern firearms and providing their kith with much needed firepower.



While Borka's immediate kith form the core of this war band, the promise of glory and plunder has attracted those with more distant ties. The most notorious of those claiming a remote kinship to Borka's family is the fell caller and mercenary Greygore Boomhowler. Chroniclers have in fact found a tenuous connection tracing back to a pairing fifteen generations ago, which was deemed good enough for Borka to invite Greygore to his feast circle. The kith also includes one outsider who has undertaken the kulgat ceremony with Borka and is therefore treated as blood: the ogrun Gudrun the Wanderer. The bond between the two was formalized after Gudrun proved his ability to match Borka drink for drink after a battle along the Cloutsdawn Fen. Since that time, Gudrun has been embraced as a brother. Some say the ogrun is too dour for family festivities, but none can deny he drinks and fights with reckless enthusiasm.

The great gathering has drawn the krielstone scribes and chroniclers of the family to immortalize their deeds and connect recent glories to accomplishments of their forebearers. Their scrolls are equally scrupulous about documenting drinking boasts and other contests of strength and stamina. This includes challenges of arm wrestling, caber throwing, axe hurling, bare-handed grappling (against other trollkin as well as against bears, boars, and bison), balancing on logs in swiftly flowing rivers, and any other feats dreamed up by the family's grizzled and ale-sopped elders. It is quite common for members of the family to conduct tattooed scarification with metal-laced poisons to record their accomplishments on their own flesh, tabulating victories in contests as well as the number of notable enemies slain. Borka's kith and war band has put a severe strain on the resources of the locals where they travel, making heavy demands of both ale and food stores, but in return they have proven capable of obliterating any local threats menacing the kriels.



SHATTERED GROUNDS: SAND NARROWS

By David Carl

SHATTERED GROUNDS: SAND NARROWS

Shattered Grounds: Sand Narrows takes place along the western coast of Cygnar near the ruins of the infamous fishing village of Ingrane, birthplace of Major Victoria Haley and the woman now known as Wraith Witch Deneghra. This locale still holds great interest for Cryxian forces, and its mystical energies have recently drawn the attention of the Circle Orboros and the Blindwater Congregation to the dismay of scattered Trollkin in the region. The attached cards replace their respective models for the course of the Sand Narrows league season. They are not legal cards for any event besides Sand Narrows league games. For more information on WARMACHINE and HORDES league play, go to:

www.privateerpress.com/organized-play/leagues.



A LEAGUE OF THEIR OWN

The season models have given us numerous opportunities within the Shattered Grounds league system. They've permitted Simon, Aeryn, and Will to craft stories around particular characters of their own creation and granted me a low-risk way to test the waters with new combinations of model abilities. Overall, it's been an exciting way to put more folks around the office into the shoes (boots, actually) of Jason Soles, lead developer of WARMACHINE and HORDES.

The Sand Narrows league season takes that freedom to a whole new level with season models developed by the players!

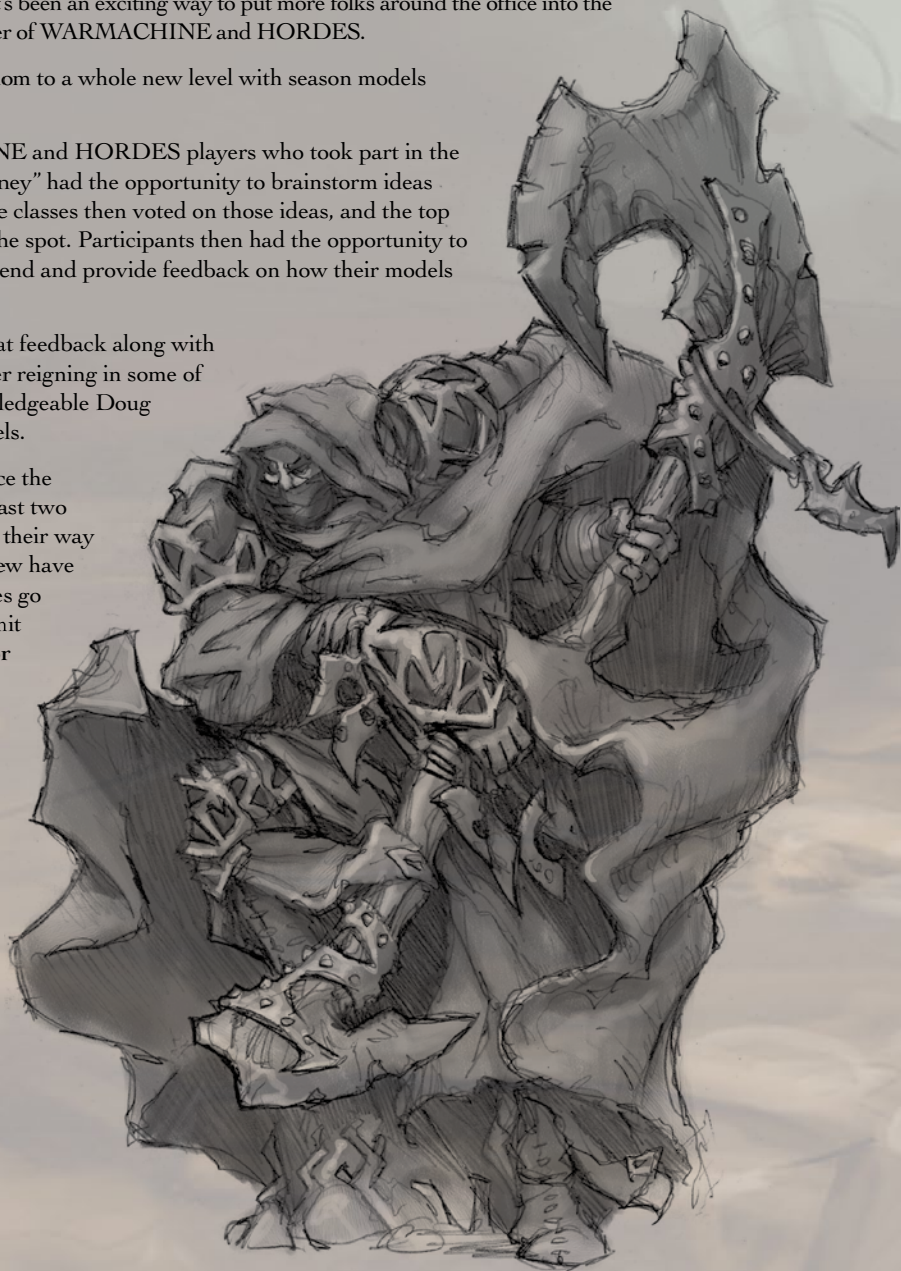
At Lock & Load GameFest 2011, WARMACHINE and HORDES players who took part in the seminar titled "Concept to Book: A Model's Journey" had the opportunity to brainstorm ideas for new season models for the Sand Narrows. The classes then voted on those ideas, and the top three or four were turned into league models on the spot. Participants then had the opportunity to playtest those models over the course of the weekend and provide feedback on how their models turned out.

When the dust of Lock & Load cleared, I took that feedback along with some additional input from playtesters. Then, after reigning in some of the ideas just a bit with the help of the ever-knowledgeable Doug Seacat, I finalized the Sand Narrows league models.

Many of these models have changed *very* little since the Concept to Book panel at Lock & Load, and at least two concepts from each of the four panels have found their way into these pages. Some have evolved a bit, but a few have fallen completely by the wayside. Our condolences go out to the Cephalyx Puppeteers ranking officer unit attachment, the Splitter Marauder-variant Khador warjack, and the Strider Heartseeker solo.

Rather than losing another of the Lock & Load concepts, however, we've chosen to include two Mercenary models this season – the Tempest Deserter Riflemages along with Reinholdt, the Bloody Famous.

Many thanks to all those who participated in the Concept to Book panel. I had a blast with this season of Shattered Grounds models, and I hope you enjoy the fruits of your labors within these pages and in league games throughout the Sand Narrows season.



GOASTAL DRUIDS

LEADER & GRUNTS

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

MAGIC ABILITY 171

-GREYER (*ATTACK) – Greyer is a RNG 10, AOE 3, POW 12 magic attack. When making a Greyer attack, this model can ignore intervening models except those within 1" of the target. On a critical hit, models hit are knocked down.

-MEDICATE (*ACTION) – RNG 3, Target friendly Faction warbest. If the warbest is in range, it heals d3 damage points. A warbest can be affected by Medicate only once per turn.

-SUMMON VORTEX (*ACTION) – Center a 3" AOE cloud effect on this model. Enemy models suffer -2 to attack rolls while in the AOE. Summon Vortex lasts for one round.

TACTICS SACRED WARD – Models in this unit gain Sacred Ward. (Models with Sacred Ward cannot be targeted by enemy spells.)

Intended for Shattered Grounds. See Narrator use only.



FA 2
6
PC
Leader and 5 Grunts

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TEMPEST DESERTER RIFLEMAN

ATTACHMENT (SEA DOG CREW) – This attachment can be added to a Sea Dog Crew unit.

RIFLEMAGE

ATTACK TYPE – Each time this model makes a normal ranged attack, choose one of the following abilities:

-BLANK PENNY – This attack ignores the firing into melee penalty.

-PHANTOM SEEKER – This model ignores LOS when making ranged attacks. This model ignores concealment and cover when resolving ranged attacks.

-SIREN CALL – Enemy models hit are pushed d3" directly toward the attacking model. On a critical hit, the enemy model is knocked down after being pushed.

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

POINT BLANK – During its activation, this model can make melee attacks with its ranged weapon, with a 0.5" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

Intended for Shattered Grounds. See Narrator use only.



FA U
1 ca
PC
1 Rifleman
Up to 2 Additional Riflemages

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REINHOLDT, THE BLOODY FAMOUS

MERCENARY – This model will work for Cygnar, Khador, and Scarforge Commission.

REINHOLDT

BOGE (*ACTION) – This model performs minor repairs to one damaged friendly Faction warjack with which it is B2B. Remove 1 damage point from the warjack.

GOBBER'S LUCK (*ACTION) – RNG 5, 1 Target warjack; this model controls gains an additional die on attack and damage rolls. Discard the lowest die of each roll. Gobber's Luck lasts for one turn.

HIT THE DECK! – This model cannot be hit by AOE attacks. If it would be hit by an AOE attack, it is instead knocked down. While this model is knocked down, ranged attacks targeting it automatically miss.

SACRIFICIAL PAWN (ACTION WARPAK) – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Faction warjack model within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

Intended for Shattered Grounds. See Narrator use only.



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HOUSE SHYVEEL SPECIAL FORCES

LEADER & GRUNTS

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

BATTLE WIZARD – Once per turn, when this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.

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

MAGIC ABILITY 161

-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.

Intended for Shattered Grounds. See Narrator use only.



FA 2
6
PC
Leader & 5 Grunts

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GOASTAL DRUIDS

CIRCLE DRUIDS OF ORBOROS UNIT

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	9	6	6	5	4	14	12

VOULGE	POW	P+S
	4	10



TEMPEST DESERTER RIFLEMAGE

MERCENARY SEA DOG RIFLEMAN WEAPON ATTACHMENT

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

SPELLSTORM RIFLE	RNG	ROF	ADE	POW
	14	1	1	10

HAND WEAPON	POW	P+S
	3	8



REINHOLDT, THE BLOODY FAMOUS

MERCENARY EPIC CHARACTER SOLO

REINHOLDT	SPD	STR	MAT	RAT	DEF	ARM	CMD
	4	7	3	3	2	16	10

DENTED SPYGLASS	POW	P+S
	2	5



HOUSE SHYVEEL SPECIAL FORCES

RETRIBUTION HOUSE SHYVEEL BATTLE MAGES UNIT

LEADER & GRUNTS	SPD	STR	MAT	BAT	DEF	ARM	CMD
	10	6	7	6	4	13	12

FORCE GAUNTLETS	POW	P+S
	4	11



BOG TROG FISHERS

MINIONS – These models will work for Circle, Legion, Skorne, Trollbloods, and Thornfall Alliance.

OFFICER

AMPHIBIOUS – This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

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

HOOKEED HARPOON

DRAG – If this weapon damages an enemy model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed any distance directly toward this model. After the damaged model is moved, this model can make one normal melee attack against the model pushed. After resolving this melee attack, this model can make additional melee attacks during its combat action.

THROWN

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

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FA	2
PC	5
LEADER	1
MINION	8
5	8
6	8
7	8
8	8

SPD	STR	MAT	RAT	DEF	ARM	CHD
5	5	6	5	5	12	14
8	8	8	8	8	8	8

HOOKED HARPOON	POW	P+S
8	1	4
BIG	ROF	AOE
8	1	1

HARPOON STAB	P+S
4	10

LEADER & GRUNTS	SPD	STR	MAT	RAT	DEF	ARM	CHD
5	5	6	5	5	12	14	8

SKALDI BROTHERS, DRINKING BUDDY

COUNTER CHARGE – When an enemy model advances and ends its movement within 6" of this model and in its LOS, this model can immediately charge it. If it does, it cannot make another counter charge until after your next turn. This model cannot make a counter charge while engaged.

ELITE CHAMP

TROLLKIN CHAMPION HEROES! – Friendly Trollkin Champion Hero models gain Stumbling Drunk and Unyielding.

RAPID STRIKE – This model can make one additional melee attack each combat action.

STUMBLING DRUNK

– This model cannot be knocked down. If it is hit by an enemy attack anytime except while it is advancing after the attack is resolved this model is pushed d3" in a direction determined by the deviation template, then you can choose its facing.

UNYIELDING

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

VETERAN LEADER (TROLLKIN CHAMPION) – Friendly Trollkin Champion trooper models gain +2 to attack rolls while this model is in their LOS.

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FA	6
PC	3

SPD	STR	MAT	RAT	DEF	ARM	CHD
5	7	8	4	4	12	16
9	9	9	9	9	9	9

HAMMER	POW	P+S
4	11	11

ANCESTRAL GUARDIAN PATRIARCH

ATTACHMENT IMMORTALS! – This attachment can be added to an Immortals unit.

GUARDIAN

ANCESTRAL STRENGTH – While in formation, models in this model's unit can spend soul tokens that are on this model during the unit's activation to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

GATEKEEPER – This model gains one soul token for each friendly living Faction warrior model destroyed in its commanded range by a continuous effect, an enemy attack, or collateral damage of an enemy attack. This model can have up to five soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

SPIRIT DRIVEN

– At the beginning of this model's activation, it can spend one soul token to gain +2" movement this activation.

STEADY

– This model cannot be knocked down.

VENGEANCE – During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.

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FA	2
PC	3

SPD	STR	MAT	RAT	DEF	ARM	CHD
4	8	6	3	10	18	10

ORNAMENTAL HALBERD	POW	P+S
3	11	11

FORSAKEN BLIGHTSISTER

SPELLS	COST	RNG	AOE	POW	UP	OFF
ARCANE BOLT	2	12	-	11	NO	YES
Magical bolts of energy struck toward the target model.						
CHRONOMANCER	2	SELF	CTRL	-	YES	NO
While in this model's control range, models in its battleground gain Future Sight. (A model with Future Sight can boost attack and damage rolls after rolling)						

FORSAKEN

BRIGHT COMMUNION – This model can have only Legion lesser warlocks in its battleground and can only take control of wild friendly Legion lesser warlocks.

LESSER WARLOCK – This model is not a warlock but has the following warlock special rules: Battlegroup Commander, Control Area, Damage Transference, Forcing, Fury Manipulation, Healing, and Spellcaster.

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FA	2
PC	2

SPD	STR	MAT	RAT	DEF	ARM	CHD
8	4	4	5	4	14	14
8	8	8	8	8	8	8

CLAW	POW	P+S
5	12	12

3
4

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THE PLAYER GALLERY

STORM STRIDER TRIUMPHANT!

Brant Benoit's fantastic Storm Strider is chocked full of awesome detail and is making an awful mess of that Khador position. Apparently, trenches don't offer much protection from a thirty-foot-tall mechanical lightning spider of doom.



LET THE BANNERS FLY CHALLENGE

The Painting Challenge in *No Quarter* #36 was to add a banner complete with faction runes, heraldry, or a statement of your choice to any model that doesn't already have one. We wanted to see your banners fly! Again, we got a ton of incredible entries, and it was really difficult to pick one as a winner. However, we made our decision and here are the results.

WINNER: ALYSSA FIGUEIREDO

Alyssa Figueiredo's Lord Carver has one hell of a banner. We're not exactly sure what it's made from, but it seems to be equal parts gore, uncured hides, and decomposing bits of Bloody Barnabas. It's an impressive, if odiferous standard that certainly suits the brutal nature of its owner. Nice work, Alyssa!



Check out page 10 for the next Modeling & Painting Challenge and see if you can Paint Like You've Got a Pair!

RUNNER UP: SIMON FOSTER

Simon Foster's stirring recreation of a famous scene from American history captures the resilient nature of the trollkin, their indomitable spirit, and their stolid unwillingness to quit, back down, or surrender.



"TROLLKIN TRIUMPH"



HONORABLE MENTIONS



"STATELY SKARRE" BY TEEMU PESONEN



"HERO'S BANNER" BY DANIEL CORTEZA

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SMOKE BOMBS



ERUPTION





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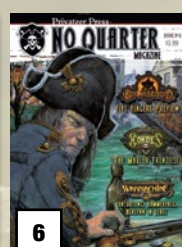
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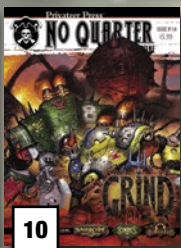
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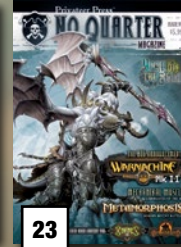
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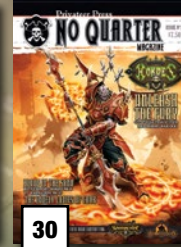
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