

Privateer Press



# NO QUARTER

MAGAZINE™

ISSUE N° 40  
Jan. 2012



**SKORNE ASCENDANT**

SUPREME ARCHDOMINA MAKEDA  
IN THE GAVYN KYLE FILES

**FANGS OF THE EMPRESS**

IRON FANGS IN GUTS & GEARS

**STONE AND SCALE**

A CIRCLE VS LEGION BATTLE REPORT

# RETURN TO THE IRON KINGDOMS

AN INTERVIEW WITH THE DEVELOPERS OF THE NEW IK RPG



# GET YOUR BLACK DRAGON UPGRADE KIT



The Khador Black Dragon Iron Fang Pikemen Unit Upgrade Kit is NOT a complete model. The kit contains 12 Black Dragon shields, 1 Black Dragon banner, and a Black Dragon UA stat card, all the parts necessary to upgrade 10 Iron Fang Pikemen and an Iron Fang Pikemen Unit Attachment. Players will need a Khador Iron Fang Pikemen Unit (PIP 33018) and a Khador Iron Fang Pikemen Officer and Standard Bearer Unit Attachment (PIP 33027) in addition to this kit.



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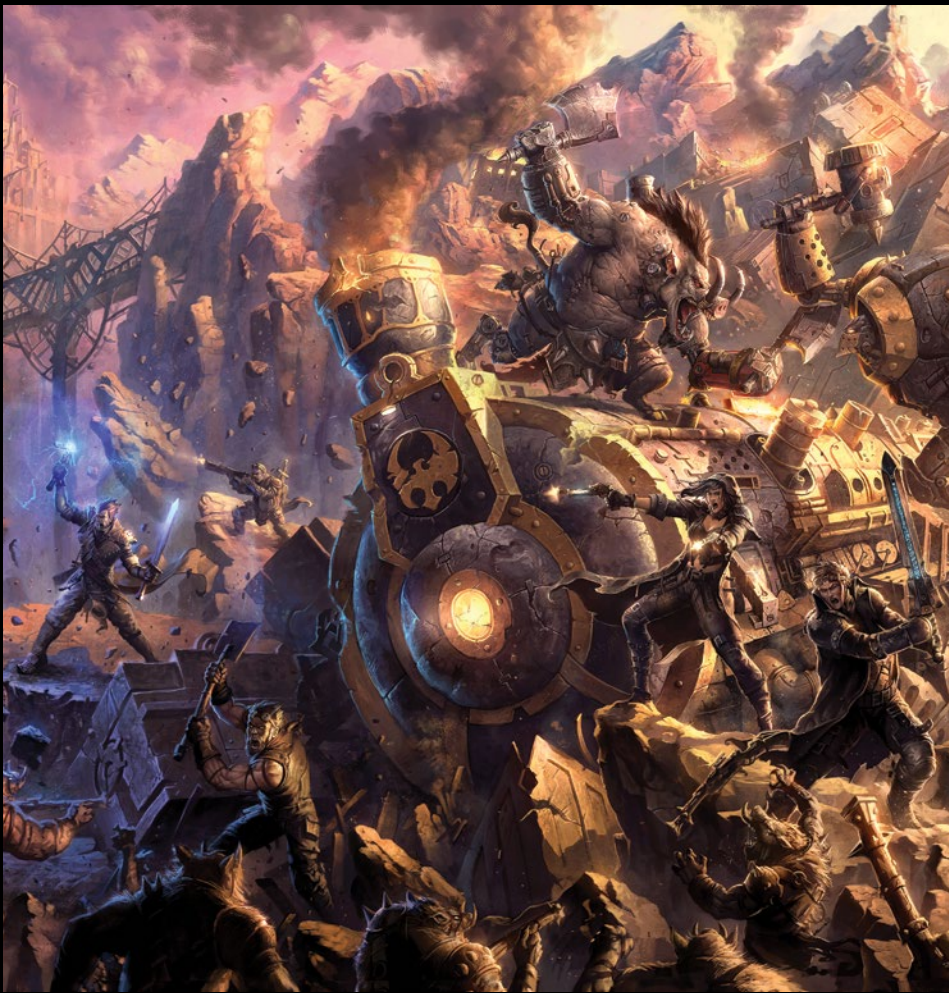
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## ON THE COVER

*IK RPG by Nestor Ossandón*

## TEMPORARY TREASURES

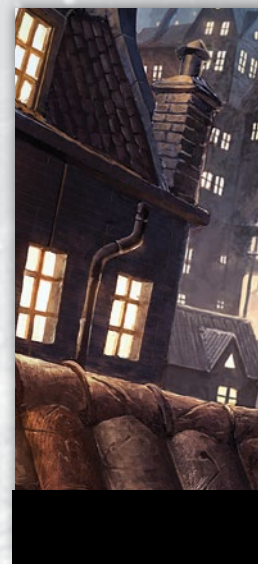
One of the cool things about my job is that I get to take temporary possession of the awesome models freelance hobbyists create and paint for *No Quarter* articles. These models truly belong to Privateer Press, but I get to keep them in my office in a display case for as long as editor-in-chief is in my title. Below are three of my favorites (from left to right): an awesome Nephilim Soldier conversion from the *No Quarter* promotional issue, a mountainous Mulg from the *Privateer Press 10-Year Anniversary Issue*, and a bruised and battered Dire Troll Bomber from *No Quarter* #34.



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Power Progression:  
Cryx

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# NEW YEAR, NEW LOOK

As I'm sure you noticed when you flipped open this issue of *No Quarter*, the magazine has undergone a few changes. Don't be alarmed—these are simply a matter of aesthetics and organization. Every bit of the great content you've come to expect from *No Quarter Magazine* is still here, just in a prettier package.

This next year promises to be a great one for Privateer Press and *No Quarter*, so we wanted to slap a fresh coat of paint on the magazine to welcome some of the new material headed your way in 2012. A lot of that material is going to relate to the new Iron Kingdoms RPG and the next WARMACHINE and HORDES expansion books, and you can expect all of them to be previewed and supported in the pages of this magazine.

Speaking of the RPG, in this issue I had the chance to interview the designers and writers and pick the brilliant brains of Privateer Press luminaries Simon Berman and David "DC" Carl. In addition to more info on the RPG, we also reveal the identity of another epic warcaster in the next WARMACHINE expansion book—check out Concept Carnage for that. Oh, and Khador players, you do not want to miss this issue's Guts & Gears. Trust me.

I don't want to spoil any more of this issue, so I'll wrap up by saying welcome to 2012 and to the new look of *No Quarter Magazine*. We've got a ton of great content headed your way this year, so stay tuned, and never miss an issue!

**Aeryn Rudel**   
Editor-in-Chief



Designing the New IK RPG

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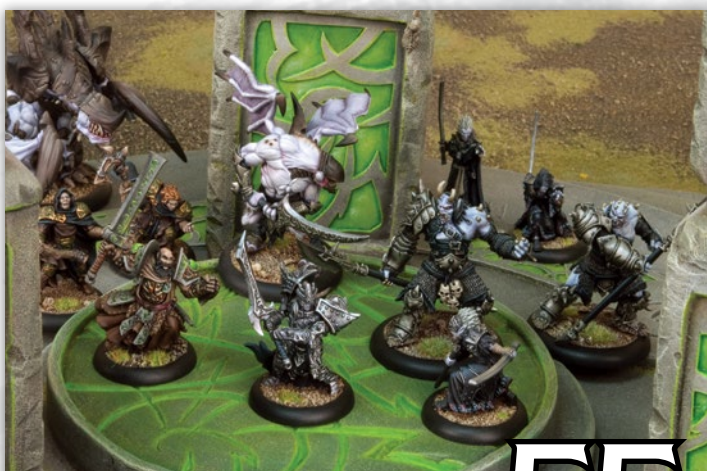
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# NEWS FROM THE FRONT

## WARMACHINE WEEKEND 2011

By CARL MORGAN AND ERIC DIETSCH

**W**ARMACHINE Weekend is the longest running independent Privateer Press fan event to date. It was originally conceived in 2004 as a weekend that Press Gangers could get together and play Privateer Press games. Over the first years, various Press Gangers expressed an interest to invite outside friends, so WMW was changed into a WARMACHINE- and HORDES-only gaming weekend for all to enjoy. Today, WMW provides an array of competitive and casual events ranging from traditional Steamroller tournaments, to Hardcore, to a 75-point dual 'caster format. WMW 2011 hosted over 160 fans of the Iron Kingdoms from around the country and beyond, with eleven tournaments in all.



The focus on the event has always been to have a player-friendly environment where camaraderie and sportsmanship are just as important as the competition. This led to the creation of the Weekend Warlord, Sportsmanship, and Master Craftsman awards to honor players for their merits during the weekend's events. Privateer Press development manager David "DC" Carl was our first Weekend Warlord, and the sportsmanship award was renamed in 2005 to the "Explosivo!" award to honor Kris Johnson for his continued contributions to WARMACHINE Weekend. In addition to the awards, we offer an array of other prizes, including custom trophies for the winners, free army giveaways for each tournament, and raffles for merchandise from our sponsors. To top it all off, the WARMACHINE Weekend Invitational debuted in 2010 as a way to bring together the winners of the country's premiere WARMACHINE and HORDES events in a competitive "best of the best" 16-seat tournament.

### WARMACHINE WEEKEND 2011 AWARD WINNERS

#### Weekend Warlord - Will Pagani

Winning both the 35-point "Opening Salvo" Tournament and the "Tiers for Fears" Tier 4 Tournament, as well as placing high on the rankings of numerous other matches, Will "Wild Bill" Pagani secured the overall weekend trophy. He plays Circle like a true beast and is one of the top players in the WARMACHINE and HORDES competitive scene.



#### Master Craftsman Award - Alex Johnson

Yet again, Alex toppled the competition with his amazing re-sculpts and beautiful paint jobs. Alex's handcrafted conversions of his Trollkin Champions along with his newly painted Blindwater Congregation were some of the nicest models we have seen in a while. He continues to break the boundaries of his artistic skills, all the while keeping open arms to help those interested in learning a thing or two.





### EXPLOSIVO! Sportsmanship Award - Chuck Elswick

The Detroit Four Horsemen are known for their individual styles of play and unique personalities. They not only bring four top-notch competitive players to the scene but also match this with their sportsmanship. Chuck Elswick is a force to be reckoned with on the battlefield as well as a true friend back in the barracks. The man just shines as an example of what true sportsmanship is all about.

## WARMACHINE WEEKEND 2011 INVITATIONAL

The second annual Invitational was everything it was hyped up to be. Winners from qualifying events across the country came together in one of the most competitive events in WARMACHINE and HORDES. As the dust settled, last year's semi-finalist, Benesh Gillan stood with his Makeda-led Skorne against Gen Con Champion Jake Van Meter's Legion of Everblight and his tested Saeryn list. An epic bloodbath ensued with perhaps the most iconic spectator event in WMW history unfolding as each die roll was watched with anticipation. With Privateer Press guest David "DC" Carl judging the match, it was a scene that epitomized competitive WARMACHINE. After a rigorous battle, few models remained, and Jake's Legion stood victorious with a scenario win. Congratulations to Jake for sweeping Die Con, Gen Con, and the WMW Invitational this year. That's true DOMINATION!



## WINNERS OF THE 2011 WARMACHINE WEEKEND INVITATIONAL

|     | Player Name    | Faction              |
|-----|----------------|----------------------|
| 1st | Jake Van Meter | Legion of Everblight |
| 2nd | Benesh Gillan  | Skorne               |
| 3rd | Ghad Shonwiler | Trollbloods          |

### Jake Van Meter's Army Lists:

#### List A

Vayl, Disciple of Everblight  
 Typhon  
 Ravagore  
 Scythean  
 Seraph  
 Shedder  
 Blighted Nyss Raptors (5)  
 The Forsaken (2)  
 Spell Martyr

#### List B

Saeryn, Omen of Everblight  
 Scythean (2)  
 Angelius (2)  
 Raek  
 Shedder  
 Anyssa Ryvaal, Talon of Everblight  
 Strider Deathstalker (2)  
 The Forsaken (2)  
 Spell Martyr



## DETAILS FOR WARMACHINE WEEKEND 2012

November 2nd-4th, 2012

Holiday Inn St. Louis Southwest-Viking Conference Center  
 10709 Watson Rd., St. Louis, MO 63127

Pre-registration opens after January 1st. For more details, check the WARMACHINE Weekend website at [www.warmachineweekend.com](http://www.warmachineweekend.com) or friend us on Facebook.

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](mailto:submissions@privateerpress.com)

# NEW RELEASES

**ROVER / NOMAD / MULE  
HEAVY WARJACK PLASTIC KIT**  
GAME: WARMACHINE / MERCENARIES  
SCULPTOR: MARK HONSCHKE  
RELEASE: JANUARY  
PIP 41085 • \$34.99



**NICIA, TEAR OF VENGEANCE**  
GAME: WARMACHINE / PROTECTORATE  
OF MENOTH  
SCULPTOR: JERZY MONTWILL  
RELEASE: FEBRUARY  
PIP 32076 • \$12.99



**BONE SWARM**  
GAME: HORDES / MINIONS  
SCULPTOR: KEV WHITE  
RELEASE: JANUARY  
PIP 75038 • \$18.99



**ROCINANTE HEAVY WARJACK  
UPGRADE KIT**  
GAME: WARMACHINE / MERCENARIES  
SCULPTOR: SEAN BULLOUGH  
RELEASE: JANUARY  
PIP 41092 • \$14.99



**BATTLE MECHANIK OFFICER**  
GAME: WARMACHINE / KHADOR  
SCULPTOR: BRIAN DUGAS & BEN MISENAR  
RELEASE: FEBRUARY  
PIP 33081 • \$21.99





**IRON LICH OVERSEER**  
GAME: WARMACHINE/CRYX  
SCULPTOR: REED CASEY  
RELEASE: JANUARY  
PIP 34083 • \$17.99

**THRONE OF EVERBLIGHT**  
GAME: HORDES / LEGION  
OF EVERBLIGHT  
SCULPTOR: BRIAN DUGAS, JULIE GUTHRIE,  
& BEN MISENAR  
RELEASE: JANUARY  
PIP 73064 • \$94.99



**CLASSIC HORDES AND WARMACHINE  
MODELS NOW AVAILABLE IN FULL-SIZE UNITS**



**PRIVATEER SEA DOG UNIT**  
GAME: WARMACHINE/MERCENARIES  
RELEASE: JANUARY  
PIP 41100 • \$49.99



**RAPTORS CAVALRY UNIT**  
GAME: HORDES/LEGION  
OF EVERBLIGHT  
RELEASE: JANUARY  
PIP 73071 • \$89.99

# NEW RELEASES

## KAZAZY ELIMINATORS

GAME: WARMACHINE / KHADOR

SCULPTOR: JOSE ROIG

RELEASE: FEBRUARY

PIP 33074 • \$13.99



## ARCHIDON

GAME: HORDES / SKORNE

SCULPTOR: BRIAN DUGAS

RELEASE: FEBRUARY

PIP 74062 • \$29.99



## GALLOWS GROVE

GAME: HORDES / CIRCLE ORBOROS

SCULPTOR: JASON WIEBE

RELEASE: FEBRUARY

PIP 72063 • \$24.99

## PROTEUS HEAVY WARBEAST UPGRADE KIT

GAME: HORDES / LEGION

OF EVERBLIGHT

SCULPTOR: STEVE SAUNDERS

RELEASE: FEBRUARY

PIP 73062 • \$14.99



## ASPIS

GAME: WARMACHINE / RETRIBUTION

OF SCYRAH

SCULPTOR: BEN MISENAR & NEIL ROBERTS

RELEASE: FEBRUARY

PIP 35035 • \$20.99



**CARNIVEAN / RAVAGORE / SCYTHEAN  
DRAGONSPAWN HEAVY WARBEAST PLASTIC KIT**

GAME: HORDES / LEGION  
OF EVERBLIGHT

SCULPTOR: BRIAN DUGAS & FELIX PANIAGUA

RELEASE: FEBRUARY

PIP 73057 • \$34.99

**TROLLKIN WAR WAGON**

GAME: HORDES / TROLLBLOODS

SCULPTOR: SEAN BULLOUGH,  
TODD HARRIS, & STEVE SAUNDERS

RELEASE: FEBRUARY

PIP 71065 • \$89.99





# IRON KINGDOMS

TM



# DESIGNING THE NEW IK RPG

This summer, Privateer Press will unveil the long-awaited IK RPG and once again allow players to explore the rich, war-torn world of the Iron Kingdoms through the lens of a role-playing game. Recently, I sat down with development manager David "DC" Carl and staff writer Simon Berman who have been diligently working away on the new RPG. I asked them a number of questions about how the new game plays and what players can expect from the mechanics and setting. I think you'll find their answers quite intriguing, and they should shed some light on a few of the burning questions many players have about the new game. Bear in mind the IK RPG is still in development, and the information presented here could change as the designers take the game through its various stages of refinement.

**NQ:** What can you tell us about the basic rules system of the IK RPG?

**DC:** The rules will be a proprietary system developed to reflect the setting of the Iron Kingdoms. Matt Wilson has been heavily involved in the project, more so than on any other project since I joined Privateer Press. He and Jason Soles have been really digging into the way that characters come together and the way that setting elements are reflected in the game mechanics. We've already got a great system for reflecting battles in the Iron Kingdoms, so WARMACHINE and HORDES players will find many elements of the combat system familiar.



**NQ:** How closely does it relate to WARMACHINE and HORDES? What kind of dice will I be rolling?

**DC:** The core of combat resolution will parallel WARMACHINE and HORDES very closely. It's a 2d6 system plus the relevant stat adjusted by modifiers like aiming and concealment. The biggest difference is that we're zooming in on the individual character level, so there are additional stats that don't exist on WARMACHINE and HORDES models as well as more options in a given combat turn than you'll find on the average solo. If you're a Privateer Press war gamer, though, you'll have no trouble jumping right in to the new IK RPG.

**NQ:** There were many racial options in the original RPG that allowed players to play everything from humans to ogrun. Will players still have this array of options in the new game?

**SB:** Absolutely! All the races available to players in the original *Iron Kingdoms Character Guide* will be available in the new game: humans, gobbers, trollbloods, Rhulfolk, Iosans, and Nyss. The core book will cover all of these races to some degree, but we'll expand upon their homelands and cultures in future releases.

Initially, we'll be focusing on the Iron Kingdoms proper, those nations formed at the signing of the Corvis Treaties at the end of the Orgoth Rebellion. Since those nations are ruled and largely populated by humankind, that perspective will inform the material of the early books. At first, we'll be examining what it's like to live in the Iron Kingdoms, primarily as humankind does, but also considering the lives of urban trollbloods, bogrin, and others. As we expand upon the setting in future books, we'll have the opportunity to explore the people (and beasts!) of the wilderness, as well as those nations and empires beyond the borders of the Iron Kingdoms.

**DC:** Yeah, like Simon said, folks will be able to play any of the previous player races right off the bat, and our initial focus will be on the sorts of characters and adventures most iconic of the actual "Iron Kingdoms" of western Immoren. The part that I'm really excited about is how much we plan to expand that moving forward.

Before we're done, folks will be able to play just about every race they can name from WARMACHINE and HORDES.

Even though this is the Iron Kingdoms role-playing game, there's a huge, rich setting to explore limited only by the imagination of game masters and players. I'm really looking forward to hearing about someone's swamp campaign, for example, with a party of gatormen, bog trogs, and croaks. Whatever story you want to experience in the setting of WARMACHINE and HORDES, we want to make that possible.





**NQ:** Okay, so I've got my d6s, I've chosen my race, now how do I go about becoming a totally badass warcaster? What defines the other parts of my character? Do I choose a class, a path, a destiny, or something else altogether?

**DC:** Beyond a character's race, the first big choice is deciding which **archetype** to choose for the character. There are just a few different archetypes, but they have a huge impact on the direction of a character's development, both from a game play standpoint and the overall vibe of the character story-wise. In addition to the character's archetype, he'll have a **career**. Some of these have prerequisite archetypes, but many do not. The Mercenary career, for example, is open to any archetype.

Putting these elements together in different ways yields vastly different characters, even within the same career. A Forceful Dwarf Mercenary makes a great front-line fighter while a Skilled Gobber Mercenary is more at home shooting from cover.

**SB:** I think the addition of archetypes and careers is particularly exciting because it opens up a new avenue for us to explore the iconic characters of the Iron Kingdoms without being constrained by things like traditional RPG classes. One of my favorite parts of our setting is that our characters feel like real people with broad sets of skills. In the real world, nobody can tell a molecular physicist that just because he chose to be a scientist he can't take Kung Fu classes and also be a martial artist, so there's nothing stopping our wizards from picking up a sword if that's what they want to do! That scientist is never going to be an expert a fighter like Bruce Lee, and that wizard is never going to be a swordsman on par with Vinter Raelthorne, but both of them may encounter problems better solved with their secondary abilities.

**NQ:** One of the coolest things about the Iron Kingdoms is the nature and flavor of magic. You've got everything from the pseudo-scientific magic of mechanika to the more traditional arcane arts and priestly magic. How will this dizzying array of magic choices be handled in the RPG? Will each type of magic be presented differently?

**DC:** Looking at WARMACHINE and HORDES gives a good top-level view of the variety of magic. Warcasters and warlocks have their own mechanics for magic, focus, and fury. Such characters will operate very similarly in the role-playing game.

The remaining spellcasting models in the war games have one or more "Magic Ability" spells. These sorts of characters will be explored more thoroughly in the role-playing game with additional detail and options within their own detailed spell system that diverges a little from how these characters are represented in WARMACHINE and HORDES. In the current revision, such magic users can push the limits of their own magic-casting capabilities

but with personal risk once they exceed certain limits. This gives them their own version of resource management distinct from both focus and fury.



**NQ:** Obviously, since this is the Iron Kingdoms RPG, its timeline will coincide with the timeline presented in WARMACHINE and HORDES. Does the setting for the RPG begin in the modern era or is it set back a bit?

**SB:** We've chosen to set the game in the year 608 AR, only a short time after the events of *WARMACHINE: Legends*, and less than a year prior to the setting's true present as established in the ongoing events of *WARMACHINE* and *HORDES*.

We considered our timeline very carefully while choosing when to situate the present day of the new RPG. We

definitely wanted to advance the overall narrative of the world from the previous RPG, which was set vaguely after the fall of Llael.

608 AR suited our needs perfectly. This time period offers players a setting that is rife with the tensions of cease-fires, intrigue, and the possibility of stumbling across important battles, but doesn't constrain the stories within the context of an all-out war.



**NQ:** What about monsters? Every RPG needs monsters and villains for heroes to battle and overcome.

**SB:** You can be sure that the game will feature many of the favorite monsters of the Iron Kingdoms. Dregg, gatmen, warjacks, thralls, and many others will return to thwart the plans of your heroes, if not in the pages of a book then within the pages of *No Quarter Magazine*.



**NQ:** The core book for the new IK RPG will be released in the summer. Can you tell us what players should expect from that book?

**SB:** DC and Jason Soles are finalizing our core rules, character creation, and advancement systems, Doug Seacat is working on a history of western Immoren, and I'm in the depths of writing up a giant chapter on what it's like to live in the Iron Kingdoms. Basically, the core book will include everything players and game masters need to start adventuring in the Iron Kingdoms!



**NQ:** Okay, you two, what are you personally looking forward to playing in the new RPG? Ogrun bodyguard? Sinister blackclad?

**DC:** For me, it depends a lot on the group. I'd love to con Doug Seacat





into running a story-heavy campaign where I'd want to play some sort of spellcaster, possibly even a warcaster, depending on the characters chosen by other players in the group.

I'm also looking forward to setting up a game my wife Jess will enjoy, and that means lots of bashing in the heads of evildoers. A Trollkin campaign could be a great way to pull that together while allowing me maximum freedom in story telling. I could freely shake up the urban encounters, wilderness encounters, and dungeon crawls, and I could give the protagonists plenty of enemies to bash guilt-free—from necromancers to Cephalyx to corrupt aristocrats and their militias.

**SB:** I'm torn. On the one hand, I'd love to run a game set among the criminal fraternities of the Korsk bratyas. There's something really appealing to me about a campaign set in the smoggy, frozen streets of Korsk and focusing on criminal plots, brutal deeds, and the subtle machinations of the Greylords Covenant. Basically, *Eastern Promises* with frost magic.

On the other hand, I want to play in that game! Ever since I wrote an installment of the Gavyn Kyle Files on the underbosses of the kayazy I've wanted to play the subject of the dossier, Maksim Ovcharenko. If I get my way, he'll be statted up before too long ...





# LOCK & LOAD 2012

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Privateer Press will be holding the second annual Lock & Load GameFest June 1 – 3 in Seattle, Washington! Full event details can be found at [www.pploadandload.com](http://www.pploadandload.com), but here's a preview of what to expect.

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Lock and Load is the ultimate destination for Privateer Press gamers worldwide. Whether you prefer competitive or casual play, Lock & Load will sate your appetite for action. Fuel the fires of fierce competition with Lock & Load Masters and the ever-popular Hardcore tournament, then team up with your most trusted ally for the team tournament. For those that prefer a more casual style of play, Iron Arena offers open tables every second the gaming hall is open. So find an opponent, pick a table, and throw down! You may even come across a Privateer Press staff member looking for a game.

Lock & Load isn't just about clashing on the tabletop, though. Attendees will be able to dive into the world of Privateer Press with interesting and informative seminars. Iron Kingdoms sage Doug Seacat will again pass on his vast knowledge with new seminars, including "Cosmology of the Iron Kingdoms." Staff of the award-winning P3 studio, including Matt DiPietro, Ron Kruzic, and Brian Dugas will be offering their wisdom in an array of hobby seminars.

When the tournaments wrap up and the seminars are done for the day, the fun is just getting started. Following its tremendous popularity at the first Lock & Load GameFest, the Iron Painter Showdown will return to test the fortitude and skill of even the most veteran of speed painters. Get your first look at some of the great new games releasing in 2012, join the crowd for a lively staff panel, and show us your painting savvy in the Lock & Load painting competition.

That's a taste of what Lock & Load has in store, but there is much more content to be revealed in the coming months, so check out [www.pploadandload.com](http://www.pploadandload.com) to purchase your badge and stay tuned for more event information!

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**WWW.PPLOCKANDLOAD.COM**

# PRIVATEER PRESS' LOCK & LOAD FORMULA P3 GRANDMASTER PAINTING COMPETITION



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

## THE CATEGORIES AND PRIZES

### Single Miniature

Warlocks, warcasters, solos, and small-based miniatures.

1st Place Prize: \$200 US

### Group

Units, battlegroups, dioramas (5+ figures).

1st Place Prize: \$200 US

### Large Miniature

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

1st Place Prize: \$200 US

### Grandmaster

Selected from the winners of the above categories.

Grand Prize: \$300 US

The Grandmaster will win a total of \$500 US: \$300 US for the Grand Prize and \$200 US for the category that qualifies him or her.

### Judge's Choice

Each P3 Studio judge will also have a \$50 Privateer Press Gift Certificate to award to entries particularly deserving of merit.

Each entry in the competition will be judged based on its own merits irrespective of the other entries and categories. Judges will look at each piece and award entries a gold, silver, or bronze (or possibly no award) based solely on the quality of the entry. For example, in a category with 30 entries, there may be 4 gold, 7 silver, 13 bronze, and 6 entries with no award.

We feel this system will enable participants to judge the progress of their work from year to year without regard to what other competitors may enter. This will also ensure each entry gets recognized for its effort despite being in a category with an abundance of entries.

There will be an overall winner for each category, selected from the models that earned a gold medal.

The title of Grandmaster will be awarded to one entry, the best piece in the competition, selected from the overall winners of each of the three categories.



## HOW TO ENTER

Show up at Lock & Load. Fill out an entry form at the P3 area and drop off your entries at the appointed time and place (see Lock & Load schedule for full details).

## RULES

- All entries must be Privateer Press miniatures. Conversions and scratch-building is allowed, but must fall within the scope and atmosphere of the Iron Kingdoms game world and be either scratch-built or made with parts from Privateer Press models. No third-party parts permitted.
- Premade bases, such as themed resin bases made by third-party companies, are allowed.
- All entries must be modeled and painted by the person entering. The person entering must personally hand in the miniatures at the specified time. Entries must be collected from the display case at the specified time. Any entries not collected by the end of the show automatically become the property of Privateer Press.
- All entries must be accompanied by the appropriate entry form. This must be filled out correctly and clearly. Competitors will be issued a numbered ticket when they have handed in their miniatures. In order to collect their miniatures at the end of the show, competitors must present this ticket and valid ID in person.
- Competitors can only enter each category once. However, competitors can enter as many categories as they choose.
- All entries must be presented on the model's original base or one that is larger. Extra scenic details may be added. Models presented as part of a diorama do not require bases.
- While every care possible will be taken with the entries, Privateer Press is not responsible for any damage or loss that might occur while the miniatures are in their care.
- Privateer Press has the right to photograph the competition submissions and to publish photographs on the web or in print.
- Privateer Press reserves the right to refuse entry to any competitor with or without cause. Privateer Press staff and family are not eligible to enter.
- Cash winnings are subject to all state, local, and federal laws.
- For full contest rules, go to: <http://privateerpress.com/lock-and-load-contest-rules>

TM

# BACK TO BASING

BY TED BURGESS

## WHAT YOU NEED

3/8" (5 mm) corkboard  
Fine-point marker  
Formula P3 Hobby Knife  
Formula P3 Super Glue  
Needle-nose pliers  
Plasticard (1 mm)  
Sand  
White glue

In this article, I will be looking at how spending a little extra time on basing can improve the overall look (and quality) of your models. When I am in the planning stages of a model, the basing is the first thing I consider because a great base adds life and atmosphere to the model. Themed basing can narrate a story that a miniature cannot fully tell by itself.

My goal is to show you how to craft interesting, thematic bases for WARMACHINE models using common hobby supplies. In this article, I will be using Lord Commander Stryker, Durgen Madhammer, and Supreme Kommandant Irusk. For the epic warcasters, I will be crafting new thematic bases. I hope to demonstrate how creative basing can really take your models over the top.



# BASIC: EPIC STRYKER ON RUINED CONCRETE

In this section, I am going to cover an easy and effective way to portray damaged concrete. I wanted Stryker to look like he was charging across the ruins of a building toward his target. With careful placement of the model and some simple techniques, you'll see how this was achieved.



1) Start by pulling two pieces of cork off the corkboard. Make sure they are the right size for the base you're trying to model. Too big and it can interfere with certain game rules; too small and it will look strange.

Glue the smaller of the two pieces to the base.

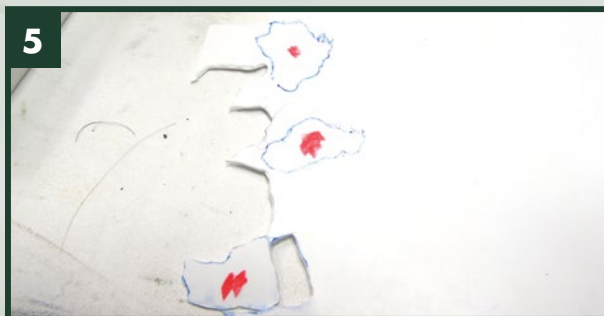
2) Take the larger piece of cork and break it in a few strategic places. At this point, you should be thinking about where you want the model to be standing on the base. Be sure the breaks aren't going to interfere with where you want the model's feet to be.

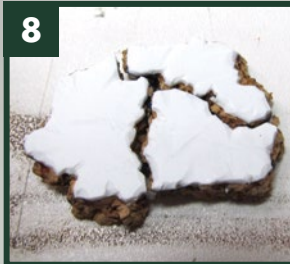
3) Take the side of the cork you want to be the top of the base (marked red in the picture) and place it topside down on a piece of plasticard.

4) On the plasticard, outline the pieces of cork with a fine-point marker. The outline doesn't have to be perfect, just make sure to get the general shape outlined (you'll see why later).

5) Take your hobby knife and cut out the shapes. Again, you don't have to be too precise with your cuts, just make sure you get the general outline. At this step, you may also want to mark which surface of the plasticard came into contact with the painted surface of the cork. This will keep clear which side gets glued down to the cork and which piece of plasticard corresponds with its matching piece of cork.

6) Lining up the correct piece of plasticard to the correct piece of cork, super glue the plasticard to the cork. Allow the glue to dry before moving on to the next step.





## FINAL DETAILS

After I sealed the model, I made sure to go back over the base and dry brush with Trollblood Highlight to really emphasize the chalky, dusty look of the base. Spray sealant can often dissolve dry brushing, so this is a good final step to take.

This base is very simple and leaves plenty of room for your own creative touches. Making even minor changes can alter the mood and narration of the piece. Cutting the cork at an angle could give you the ability to pose your model as though it's running downhill, standing at an angle, or peering over a great precipice. If concrete isn't what you're after, you could skip the rebar, paint it in reddish-browns and suddenly you have a desert base. With a little creativity and some careful planning, this technique can be used for any number of exciting base themes.

## EPIC STRYKER (CONT.)

- 7) With your hobby knife, cut the plasticard so that it closely follows the contours of the cork, but don't worry about altering the cork's original outline. Taking varied nicks and cuts out of the edge makes it look more realistic and helps the plasticard and cork blend in when you get to the painting stage. Be creative and go nuts!
- 8) Once you're done with all the pieces, dry fit them back together to see how it looks. If you're satisfied with the overall look, glue the pieces back together. Try not to fill the cracks up with glue. Use just enough glue to hold the cork together.
- 9) Take the finished, cracked piece of cork and glue it to the top of the cork already glued to the base.
- 10) Having visualized where you want the model to stand, take your hobby knife and carve out a spot for the feet. Depending on how flat the feet sit on the base, you may or may not want to skip this step. Stryker's feet make him lean forward and the goal was to portray him in a headlong rush.

Once you've done a couple dry fits and you're happy with how the model stands on the base, glue it down.

Finish the model with a couple of minor, narrative details. Adding things like skulls, rebar, and sand in various places can really help capture the atmosphere of the scene and provide a variety of interesting painting options. Note, the skull on this base is the Thrall Warrior's skull and the rebar was made by pushing clippings of wire into the cork.



# MODERATE:

## DURGEN MADHAMMER ON SCRAP HEAP

Next, let's take a look at how we can use some of the common leftovers that cover our hobby tables to make a scrap heap base. I'll show how to use the bits and pieces left over from past projects creatively to give your base a unique look. I used a special item for this base: clock gears. I acquired the gears at a local watch and clock repair shop. I just went in and asked if they had any junk gears. They handed me a pile of them for free. Especially for Durgen, I felt a base made primarily of unrecognizable metal scraps could really push the idea of him being a ballistic maniac. Having him perched atop a freshly blasted pile of scraps really helps tell his story. This tutorial will continue to push the idea of model placement and demonstrate how to use found objects in new modeling projects.

### WHAT YOU NEED

- 24-gauge wire
- Clock gears
- Formula P3 Hobby Knife
- Formula P3 Modeling Putty
- Formula P3 Super Glue
- Needle-nose pliers
- Scraps from past hobby experiments
- Wire cutters

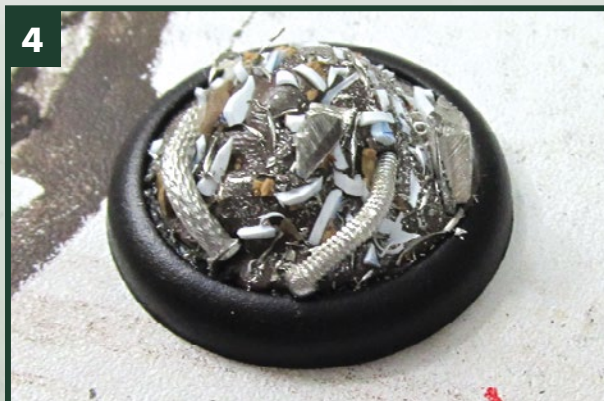


1) Start by mixing up a grape-sized ball of modeling putty and push it down on the middle of the base. Make sure to smooth the edges down so that it looks like a little mound in the middle of the base. Don't worry about fingerprints; you won't see them in the end.

2) With the modeling putty still sticky, take the base and roll it around on a pile of metal shavings, plastic scraps, filings, and anything else that may have landed on your hobby table during other projects. It doesn't have to be completely covered; leave some putty showing.

3) Take a few bigger, more-recognizable chunks of metal sprue or pieces of models removed during conversions and apply them to the areas where putty is still showing.

4) Remove the tab from Durgen's feet and carefully make note where his feet fit best on the base. Don't shift the scraps around too much. Rather, try to find a place where Durgen's feet just fit. (This will be a tricky process because you have to make the feet look like they're standing naturally while still keeping the scraps and the modeling putty from shifting around too much. Be careful.)



5



6



## DURGEN MADHAMMER (CONT.)

5) Take a clock gear and “damage” it by cutting a small chunk out of it. You can make it look even more damaged by bending an edge or two. After you’re satisfied with how the gear looks, place it on top of the scrap pile, skewed off to one side.

6) Finally, to give the scrap pile a little bit of outward protruding debris, cut off a few pieces of wire, bending them up with your needle-nose pliers. Add them to base in a way that makes them look like they’re buried deep in the pile.

7) Make sure Durgen’s feet still fit where you placed him earlier. If he still fits and you’re happy with how the base looks, glue him down.

7



## FINAL DETAILS

The rust effect is achieved by mixing Bloodstone with some baking soda. A very thin wash of Umbral Umber is spread across some areas to create a deeper, pitted look to the rust.

Durgen has a lot of character. His model definitely portrays him as an angry dwarf hell-bent on blowing stuff up. I felt like a busy, chaotic base would really complement his history and tone. The scrap pile gave me a lot of great options to create a paint scheme that made the model feel grimy and war-torn. When I was making this base, I imagined him triumphantly climbing atop this metal wreck after a successful barrage to find another target for Buster.

This project is an effective example of how bases can breathe more life into a model. A base can be crucial to balancing a model’s overall look. Setting models off-center on the base or even leaning them forward or backward can add an element of motion to the model, something that adds realism and a sense that the scene is happening right in front of your eyes.

When trying to achieve a nice, thematic base for your models, take some time to consider the nature of the sculpt. Does it look like it is moving? Does it look evil, stoic, proud? Is it on the battlefield or roaming around the slums of a city? Take some time and try to imagine what the model is thinking and doing, and you’ll be able to quickly come up with synergistic basing ideas.





# ADVANCED:

## EPIC IRUSK ON BATTLEFIELD THEMED BASE

Finally, we have a chance to really stretch our imagination and try to achieve a very immersive base, while still keeping the model legal to play. We will again use cork as the foundation of the base, but it will be used as a core for the base rather than to depict a rocky precipice or cement. In this instance, cork will be used as a riser for the model; sometimes a 30 mm base doesn't provide enough space to work with. Raising the model on a couple of layers of cork can increase the overall space the model occupies, and therefore increases the amount of space you have to work with on the base. This technique is a staple used by many pro painters.

### WHAT YOU NEED

3/8" (5 mm) corkboard  
Formula P3 Hobby Knife  
Formula P3 Modeling Putty  
Formula P3 Super Glue  
Halfjack mine marker  
Needle-nose pliers  
Piece of old T-shirt  
Plasticard (1 mm)



- 1) Start by pulling a couple pieces of cork from the corkboard. One piece should fit the base. Make sure not to go over the edges of the base. The other should be slightly smaller than the first.
- 2) Glue the larger piece down to the base, then glue the smaller piece staggered to one side. Imagine this like you're sculpting a step.
- 3) Remove the tab from Irusk's feet. After you have him prepared, put a small ball of modeling putty on the bottom step, lubricate the bottom of Irusk's feet with lip balm (we want to prevent his feet from sticking to the putty), and push him down in the position you want him to be standing. Take your hobby knife and make sure to smooth out the putty away from his feet. You only want a small depression in the putty to give yourself a reproducible way of placing the model. This process ensures the model has a snug and natural fit to the base.
- 4) Cut the Halfjack mine marker so that it fits the base and glue it down. Cover part of it with putty to illustrate that it is half buried.

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## IRUSK (CONT.)

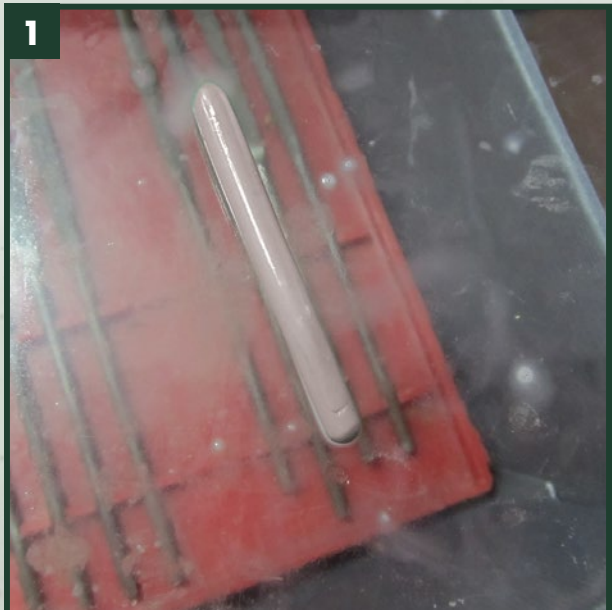
- 5) Cut out a small, rectangular piece from your sheet of plasticard. Try to imagine how big an actual board would be next to the model and cut the piece based off that estimate. When that is done, wedge it into the putty (imagine this as battlefield debris).
- 6) Apply the sandbags to the base any way you like and be sure to let them dry at room temperature. (Heating up the putty can cause it to lose detail. We want the sandbags to look like sandbags, not pillows.) See the sandbag tutorial for a quick way to create sandbags  
Glue Irusk's feet onto the base.
- 7) Cover select spots of the base in white glue and apply sand to it. Be sure to avoid getting glue on the mine, the sandbags, and the bottom of Irusk's cloak. You want to make it look like a gritty battlefield but don't go overboard. Using very fine sand is advisable here.

## SANDBAGS

Sandbags add an element of realism to a battlefield base that few other objects can. The problem is always getting them to look right. Below is a step-by-step to making realistic sandbags.

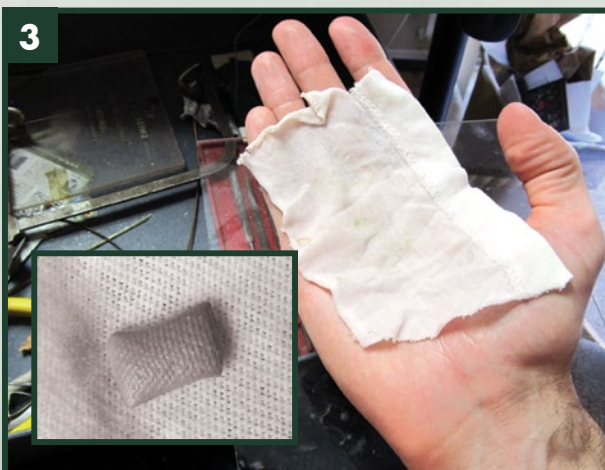
- 1) Start by rolling out a grape-sized ball of modeling putty to a diameter slightly smaller than that of a pencil. Do this on a wetted, hard, clean surface (in the picture, a square of fiberglass was used).
- 2) Once the putty is rolled out to a uniform thickness, wet the blade of your hobby knife and cut the putty into 3/8" pieces. These straight edges will represent the seams later. You may have an odd piece left over. You can try to turn it into a mini sandbag or just set it aside.

1



## SANDBAGS (CONT.)

- 3) Wet the piece of T-shirt and wring it out so that it is damp. Lightly pick up a piece of the putty and press it into the piece of T-shirt. Be sure the pressure is applied so that the flat spot on the bag coincides with the straight edge you cut earlier. Wetting the shirt will prevent the putty from sticking to it, and the fabric will leave a nice pattern in the sandbag. You want to preserve these surfaces as much as possible. It's recommended that you place the sandbag on the base immediately after you sculpt each one. This will prevent you from getting fingerprints in the fabric pattern.
  - 4) When you place the sandbag on the base, be sure to use the T-shirt to shape it. It should look like gravity is affecting it. If you accidentally get a fingerprint on the surface, the T-shirt can be pressed over it for a quick fix.
  - 5) With your hobby knife, keeping in mind how the bag is sagging/sitting, make a dotted line pattern along the edge where the seam would be. Make sure you don't push in too hard or you'll deform the sandbag, and it won't look consistent with the rest of the sandbags.
- If you want, carefully cutting a "V" shape on the top of side of the bag. Slipping the tip of the blade under the "V" and lightly pulling up can create a tear in the bag that looks very realistic.



4



5



## FINAL DETAILS

Irusk's base was primed black, basecoated in Battlefield Brown, and drybrushed lightly with a mix of 3:1 Beast Hide and Trollblood Highlight. This combo generally produces really nice, realistic-looking dirt. Adding a little Beast Hide to the basecoat can make the battlefield look dry. The wood plank was basecoated with Cryx Bane Highlight, and the grain of the wood was painted on with Hammerfall Khaki and a drop of mixing medium. Don't be afraid to get the drybrushed dirt highlight on the metal of the mine or the board; it will just look like it's dirty and create another layer of realism.

Taking some time to consider a model's base can add a level of realism that a paint job alone cannot. With Irusk's base, we have completed an image of a stalwart leader, commanding his men across the battlefield. With the world that's been opened up by his base, we can add things like mud splatters and battle damage to his paint job to really take him over the edge. Feel free to add a little bit of gloss medium to the base to get a nice mud effect.

## CONCLUSION

I hope I have provided you with some useful basing techniques. I use these techniques in many different ways, and I regularly tweak a step or two to get a desired effect. I encourage everyone to look at these instructions as both a step-by-step process for these particular bases and as an outline for a few general and very useful basing techniques. The most important key to making a solid base is to experiment and be creative. Enjoy.



# IRON FANGES



BY AERYN RUDEL  
ART BY CHRIS BOURASSA, CARLOS CABRERA, EMRAH ELMASLI,  
IMAGINARY FRIENDS STUDIO, AND MARIUSZ GANDZEL

## 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.

*No soldier in the vast Khadoran military machine better exemplifies that nation's stoic determination than the Iron Fangs. Their extreme conditioning, superlative skill with the weapons of their trade and the ability to strike with speed and precision in heavy armor has made them one of the most elite of all Khadoran military traditions. They are a brotherhood bound together by blood oath and the shared pain and sacrifice of lifelong battle. To count oneself among their number is to stand head-and-shoulders above the rank and file and truly be considered the best of the best.*

## IRON FANG PIKEMEN

Although the Iron Fang Pikemen are an elite infantry corps, their origins stem from the Khardic tradition of mounted combat. The powerful horselords that once roamed the Khardic Empire often came into conflict with northern tribesmen armed with long, heavy spears. To meet the charge of heavy horse armed only with a length of ash with an iron point requires an almost unnatural amount of bravery, and the first men to stand against the Khardic and Umbrean horselords in bristling clusters were likely considered foolish, insane, or both. However, centuries of battle have proven that heavily armored pikemen grouped together in tight formations are incredibly effective at turning aside a cavalry charge, a fact that did not escape the ancient Khardic princes. Spearmen were soon incorporated into the war hosts of the horselords to support their cavalry and defend against the cavalry of their rivals.

Spearmen formed the core of Khadoran infantry through the Horselord Wars, the early Orgoth Occupation, the Rebellion that followed, and well after the signing of the Corvis Treaties. However, the development of colossals and later the proliferation of warjacks demanded a change in infantry tactics. In order to make an infantry unit that could stand against and even overcome a warjack, after the Colossal Wars and Border Wars, senior officers of the High Kommand began to seek ways to improve existing infantry units while still maintaining—even strengthening—the bond of military tradition that existed within them.

Although small, incremental changes were made to equipment and tactics in the 150 years following the Colossal Wars, the establishment of the Khadoran Mechanic's Assembly in 393 AR spurred major improvements in the Khadoran infantry. One of the Assembly's first priorities was to create a weapon worthy of a new modern sort of pikemen capable of standing against warjacks, as ordered by King Groznata IV. Their solution was the blasting pike, a shaped charge placed at the end of a modified pike primed to detonate when struck against a hard surface—the hull of a warjack, for example. The battlefield potential of the blasting pike was

obvious, but such a potent weapon demanded more than an ordinary foot soldier to wield it.

In 398 AR, the High Kommand began to look among the ranks of existing pikemen to create the foundation of this new force. They began their search by selecting a dozen prominent and well-respected officers from various elite pikemen units. These officers were then charged with creating a training program that would produce a soldier that was stronger, faster, and more resistant to the psychological traumas of battle than any currently among the Khadoran military. These new pikemen would be called Iron Fangs for the deadly new weapon they would carry into battle.

The initial Iron Fang training regime was nothing short of brutal, its express purpose being to separate the weak from the strong. Fully seventy percent of the pikemen given the honor of attempting the Iron Fang training failed. Those tough and resilient enough to succeed were molded into soldiers possessed of physical and mental strength that bordered on the supernatural.

The equipment carried by the first Iron Fangs was based on the gear carried by the standard pikeman, with a few modifications. Iron Fang armor consisted of heavy plate and scale that covered the wearer from head to toe and a heavy shield. Both armor and shield were thicker than that of the standard pikeman and therefore more resistant to small arms fire. The Iron Fang's weapon was the blasting pike, which had itself seen some improvement over the original. The blasting pike was no longer a single-use weapon; it could now be reloaded with additional blasting heads carried into battle on a baldric.

As soon as a full company could be mustered, the Iron Fangs were deployed, the High Kommand being eager to see if these new elite soldiers would perform to the king's satisfaction in battle. Initially, the Iron Fangs were deployed along the Llaeese border to support forts garrisoned largely by Winter Guard. These border forts were often the target of Llaeese attacks supported by Cygnaran warjacks. The Khadoran forts had few warjacks of their own to counter the enemy, creating the perfect opportunity for the new Iron Fangs to prove their worth.

It took only a few skirmishes for the Iron Fangs to make a lasting impression on the High Kommand and the enemies of Khador. The Llaeese and Cygnarans lost many warjacks to the Iron Fang blasting pikes, as they were wholly unprepared for heavy infantry with the offensive capability to disable or destroy one of their powerful war machines. With covering fire provided by Winter Guard and other Khadoran units armed with rifles and blunderbusses, a unit of Iron Fangs would single out a warjack and use their blasting pikes in a combined charge against the great machine. Often this was enough

to disable an enemy warjack or knock it off its feet so it could be easily dispatched. Such tactics are still used by the Iron Fangs today.

By the time Khador invaded Ord in 464 AR, the ranks of the Iron Fangs had grown considerably. They were expanded again before the First Thornwood War began in 510 AR, at which point they formed the iron core of Khadoran infantry. By this point, the Iron Fangs had entirely supplanted the former Khadoran spearman from whose ranks they were originally drawn. Their ancient tradition lived on in the Iron Fangs.

Despite their increase in numbers, the Iron Fangs have retained their rigid entry requirements to the present day. The extreme training and physical conditioning has done more for the Iron Fangs than forge them into some of the finest soldiers in the world. The rigors of battle create a bond between members that extends beyond combat. Iron Fangs are more than just fellow soldiers—they are brothers united in war who would gladly die to preserve the life of another. This bond has become one of the hallmarks of the organization.

In general, the Iron Fangs do not freely mix or associate with other Khadoran troops outside of battle. They maintain their own separate barracks and training facilities and live a simple lifestyle dominated by constant training and physical conditioning. While it is not a requirement of service, intense piety is common among the Iron Fangs. A large number follow the Old Faith, while others are just as intensely devoted to the martial aspects of Morrow. Their aloofness and stern demeanor has created no small amount of mystique around the Iron Fangs, and it is not uncommon to hear tales of incorruptibility, heroism, and incredible battle prowess attributed to the brotherhood by other Khadoran soldiers.

## IRON FANG UHLANS

In old Khardic, an *uhlan* is a heavily armored lance-wielding warrior mounted on a fully barded warhorse. It was these uhlans that made up the majority of the horselords' bannermen in both the Khardic Empire and old Umbrea before these peoples were united at the end of the Horselord Wars. The association of uhlans with the Iron Fangs is a fairly recent development, one born out of the defeat Khador suffered at the hands of Cygnar at the end of the First Thornwood War in 511 AR.

The Iron Fangs were deployed in great numbers during the First Thornwood War, but the terrain vastly reduced their effectiveness. Uneven ground and tangled undergrowth disrupted the Iron Fang's defensive line, leaving pikemen vulnerable to the concentrated rifle and cannon fire of the Cygnarans. Although the Khadoran defeat was not laid at the feet of the Iron Fangs (that folly was largely placed on

the shoulders of King Vygor), it did prompt the Khadoran military to reconsider the use of many of its traditional fighting units.

Although the Iron Fangs acquitted themselves admirably during the First Thornwood War, making the best out of a very bad situation, the High Kommand realized it would be advantageous to broaden the force composition of the Iron Fangs to support the pikemen. As with the creation of the Iron Fang Pikemen, Khadoran military leaders looked to the ancient military traditions that have defined warfare in the north for millennia. If the Iron Fangs' extreme training and conditioning created exemplary foot soldiers, then it would certainly produce heavy cavalry of unequaled skill and ferocity.

The High Kommand drew from the best officers among existing uhlan units, tasking them to establish the Iron Fang Uhlans with the best military horsemen in Khador. These uhlan officers started their search by approaching a number of prominent military families who could trace their roots back to the horselords of the old Khardic Empire. Entry into the Iron Fangs was presented as an extremely prestigious appointment that only the best warriors and horsemen could hope to attain. This was enough to convince hundreds of hopeful recruits to endure the grueling physical gauntlet of Iron Fang training. As with the pikemen, most of the uhlans hoping to join the Iron Fangs simply could not complete the training, but there were enough who could, and these proud warriors formed the first units of Iron Fang Uhlans.

Today, the uhlans perform a number of vital battlefield roles for the Iron Fangs. Deployed along the edges of Iron Fang formations, they keep enemy cavalry and warjacks from striking the flanks of the pikemen advancing into battle. Once contact with the enemy has been made, the uhlans spilt off from the main formation and attempt to strike the enemy's flanks while they are engaged with the pikemen.

The uhlans are also deployed ahead of pikemen formations to smash the opposing army with a concerted charge and then quickly retreat. Since the Thornwood War, an uhlan charge is often used to batter enemy warjacks. Those that are not destroyed outright by an uhlan charge are often sufficiently damaged to make them easy targets for the advancing pikemen. Of course, the uhlans are also utilized in more traditional cavalry roles, and it is not uncommon to see an uhlan charge scatter unprotected riflemen and artillery crews so they cannot concentrate fire on Khadoran troops.

Uhlan equipment is similar to the pikemen, with some modification for mounted warfare. The uhlan's armor is considerably heavier, as its weight is borne more by the uhlan's mount than by the rider. The uhlan's lance is based



on the footman's blasting pike, and the charge it carries in its tip is every bit as powerful. However, in practice the blasting lance causes much more damage than the blasting pike. The reason for this is simple; a strike from a blasting lance is propelled by a ton of armored horse and rider and often penetrates deeply into the target before detonating. Like the blasting pike, the uhlan's lance can be reloaded, and each uhlan carries additional blasting heads into battle. The blasting lance is also fitted with a vicious blade on its reverse end, allowing the uhlan to use the lance as a short spear until he rearms its explosive tip.

The final piece of uhlan equipment is his mount, a massive Pozdyov warhorse trained to for battle. In fact, it has become a hallmark of the Iron Fang Uhlans that their horses are every bit as unyielding and aggressive as the riders. The steel-shod hooves of a Pozdyov destrier can crush skulls, stave in shields, and even topple warjacks.

## SPECIAL UNITS

Although the pikemen and uhlans are the heart of the Iron Fangs, specialized auxiliary units do exist within the legion's ranks. These units fulfill battlefield roles that range from fire support to skirmishing, although they are also familiar with the more traditional weapons of the Iron Fangs. Despite their more specialized function, Iron Fang auxiliaries are subject to the same rigorous conditioning as other Iron Fangs, and they are considered every bit as capable and worthy as their more numerous brothers.

The Iron Fangs also contain a number of elite units of note that differ considerably from the standard pikemen and uhlans. Two of the most prominent of these elite units are the Great Bears of the Gallowswood and the Black Dragons.

The Great Bears consist of only three men: Joreslev Volkov, Moskor Kolsk, and Kartov Yarovich. The trio are the only survivors of an Iron Fang company once based out of Kragvold Fort, which fell to Cygnaran forces in 593 AR. Volkov, Kolsk, and Yarovich held the fortress while their countrymen died around them, making the Cygnaran's pay a steep price in blood and bodies for the victory. When they finally yielded the fort to the Cygnaran and retreated, the Great Bears left such carnage in their wake the Cygnarans actually cheered in relief to see them go. Volkov was promoted to Kapitan by the High Kommand and permitted to fight on with only the two men who had stood by him at Kragvold. They have abandoned their pikes for more appropriate weapons for a small unit, and their great axes have spelled doom for countless enemies. The stirring history and legendary ferocity of the Great Bears is enough to drive battle-weary Khadoran soldiers to redouble their attacks against the enemy, and their mere presence has been known to turn the tide of battle in Khador's favor.

Another elite Iron Fang unit is the Black Dragons, a small yet highly respected kompany of veteran pikemen. The battle prowess of some Iron Fangs is so great even advancing age does little to blunt their ferocity. When exceptional individuals reach the age of mandatory retirement, they are pulled from their units and given the opportunity to join the Black Dragons, thereby allowing the Iron Fangs to capitalize on their skill, extensive experience, and unique abilities on the battlefield. In battles where they serve, the Black Dragons are often used as the center of larger Iron Fang battle formations, and their unwavering strength and flawless skill serves as an unbreakable anchor for the Khadoran front line.



# BLACK DRAGON OFFICER & STANDARD KHADOR UNIT ATTACHMENT

*I have seen more battles than I can easily count and bled with my brothers for over twenty years. Menoth willing, I will bleed for twenty more.*

—Black Dragon Kapitan Ivan Grimka

## OFFICER

| SPD | STR | MAT | RAT | DEF | ARM | CMD |
|-----|-----|-----|-----|-----|-----|-----|
| 6   | 6   | 7   | 4   | 13  | 14  | 10  |



## BLASTING PIKE

| POW | P+S |
|-----|-----|
| 7   | 13  |

## STANDARD BEARER

| SPD | STR | MAT | RAT | DEF | ARM | CMD |
|-----|-----|-----|-----|-----|-----|-----|
| 6   | 6   | 6   | 4   | 13  | 14  | 9   |

**OFFICER'S DAMAGE** 5

**FIELD ALLOWANCE** 2

**POINT COST** 2

**SMALL BASE**

unit gain +4 ARM and cannot become stationary or be knocked down.

**Tactics: Precision Strike** - Models in this unit gain Precision Strike. (When a model with Precision Strike damages a warjack or warbeast with a melee attack, choose which column or branch suffers the damage.)

## BLASTING PIKE

Reach

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

## STANDARD BEARER

Standard Bearer

**Granted: Fearless** - While this model is in play, models in its unit gain Fearless .

## TACTICAL TIP

**OFFICER** - Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander. This model can issue the Shield Wall order.

The Black Dragons are an elite force of veteran Iron Fang Pikemen who have refused to abandon their brothers despite advancing age and instead fight on with even greater resolve. Their signature black and gold armor and dragon-emblazoned banners and shields stand apart from the crimson and steel of other Iron Fangs, a bold statement that stands as testament to their skill, ferocity, and perseverance.

The foundation of the Black Dragons can be traced to the end of hostilities between Khador and Ord in 468 AR. After the war, many Iron Fangs were forced into retirement, as they had reached or surpassed the mandatory age. However, some of these veteran Iron Fangs had proven their experience and skill made them as capable, if not more capable, than their younger brothers in arms. They petitioned the High Kommand for permission to remain on active duty. As many of these veteran Iron Fangs were highly decorated war heroes, their request was granted, and the Black Dragon kompany was formed.

## ATTACHMENT [IRON FANG PIKEMEN]

This attachment can be added to an Iron Fang Pikemen unit.

## OFFICER

Combined Melee Attack

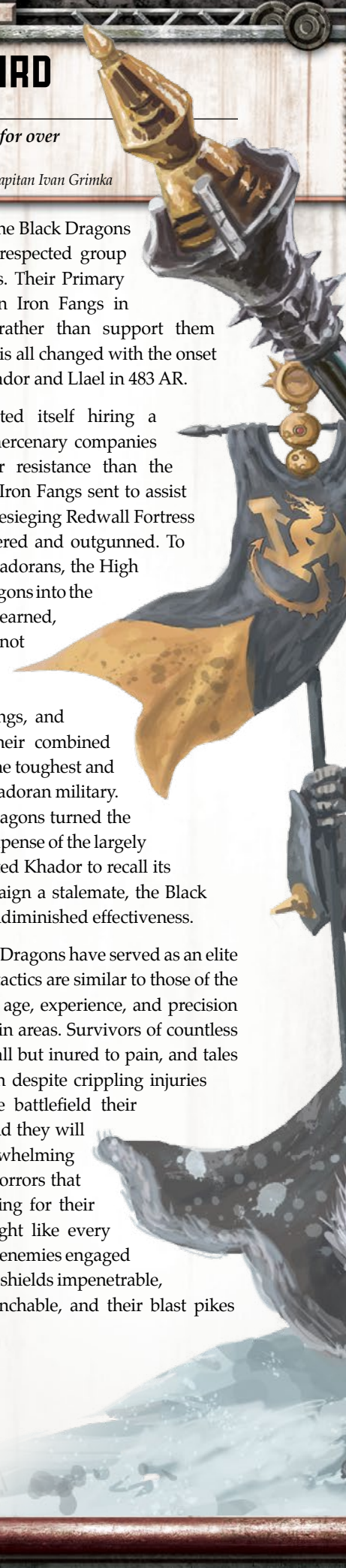
Officer

**Iron Zeal** - Once per game during its unit's activation, this model can use Iron Zeal. For one round, while in formation models in this

Over the next twenty years the Black Dragons remained a small, yet well-respected group within the Iron Fang legions. Their Primary duty, however, was to train Iron Fangs in advanced infantry tactics rather than support them directly on the battlefield. This all changed with the onset of the Coin War between Khador and Llael in 483 AR.

Llael had nearly bankrupted itself hiring a sizable army of hardened mercenary companies that offered much stronger resistance than the Khadorans had anticipated. Iron Fangs sent to assist Khador's own mercenaries besieging Redwall Fortress found themselves outnumbered and outgunned. To bolster the ranks of these Khadorans, the High Kommand sent the Black Dragons into the field. As the enemy quickly learned, the Black Dragons had not abandoned the legendary training and physical conditioning of the Iron Fangs, and when deployed together, their combined experience created some of the toughest and most resilient units in the Khadoran military. The presence of the Black Dragons turned the tide of the battle. While the expense of the largely mercenary Coin War prompted Khador to recall its forces and declare the campaign a stalemate, the Black Dragons had proven their undiminished effectiveness.

Since the Coin War, the Black Dragons have served as an elite arm of the Iron Fangs. Their tactics are similar to those of the standard pikemen, but their age, experience, and precision allows them to excel in certain areas. Survivors of countless battlefield injuries, they are all but inured to pain, and tales of Black Dragons fighting on despite crippling injuries are not uncommon. On the battlefield their resolve is unquestionable, and they will stand fearlessly against overwhelming odds or even supernatural horrors that would send lesser men fleeing for their lives. The Black Dragons fight like every battle could be their last, and enemies engaged in melee with them find their shields impenetrable, their thirst for battle unquenchable, and their blast pikes unerring and utterly lethal.







# IRON FANG TACTICS

BY WILL SCHOONOVER

Khador has a multitude of military traditions that inform its play style on the tabletop. In this article, we're looking at the steadfast Iron Fangs available to the Motherland's armies.

## THE IRON FANG TRADITION

The Iron Fang options available to a Khador player fit nicely into the core concepts of the faction. Many Khador choices have hard-hitting melee power, and the Iron Fangs are no exception. Attacks range from the base P+S 13 blast pikes of the Pikemen, to the Weapon Master P+S 12 axes of the Great Bears, to the P+S 16 Blasting Lances of the Iron Fang Uhlans. To make the most out of that hard-striking power, all Iron Fang units have Reach.

However, offensive power isn't all the Iron Fangs bring to the table. They also have the high ARM for which Khador is known. All Iron Fang units are base ARM 14 or more, and all of them have ways of increasing that ARM.





## A WALL OF PIKES AND STEEL

The Iron Fang Pikemen can form a solid core for any Khador army. They can act as a main striking force or provide a solid screen to protect the flanks of your force.

When used as the main offensive part of your army, the Pikemen have a lot to offer. Their SPD 6 gives them the mobility to get into the best position, and Reach often lets them strike first against their chosen target. The Pikemen's MAT 6 lets them hit a lot of targets on average rolls, but when you need to make sure that they connect, Combined Melee Attack almost guarantees a hit on any target. If you need to send the Pikemen against something really tough, the entire unit can use CMA to hit with a single devastating MAT 16 attack at P+S 23 with the chance of Critical Knockdown.

If the Pikemen are playing a defensive role, the Shield Wall order boosts their base ARM 14 up to a very respectable ARM 18, allowing them to survive even a serious beating from your opponent's army.

For just 2 points more, you can improve one of your Iron Fang Pikemen units with the addition of an Officer and Standard. The Officer has Tactics: Relentless Charge that gives the unit Pathfinder when they charge, making them a bigger melee threat. He also gives the Pikemen Defensive Formation, allowing them to play both an offensive and defensive role in the same turn. After the Pikemen charge and take out that important target, they can make a full advance and benefit from the Shield Wall order.

The new Black Dragon Officer and Standard can be added to both Iron Fang Pikemen units in an army. For defense, the officer has Iron Zeal to give the Pikemen an additional +4 ARM once per game and prevent

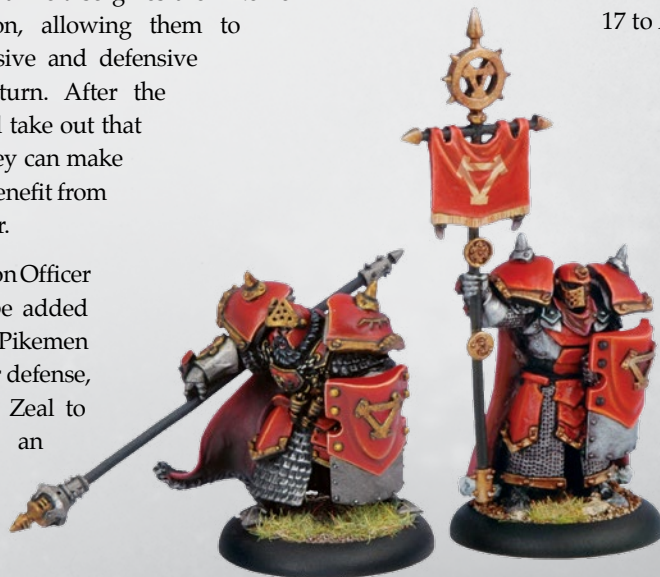
them from becoming stationary or knocked down. For offense, the officer has Tactics: Precision Strike so you can choose where damage is applied when the Pikemen attack warjacks and warbeasts. The standard bearer improves the defensive power of the unit with Granted: Fearless, keeping the Pikemen fighting on despite any losses.

## THE VANGUARD

The Iron Fang Uhlans have many of the same stats as the Pikemen but gain increased speed from their mounts. With SPD 8 and Reach, the Uhlans' charge has a threat range of 13". On top of that impressive threat range, the Uhlans' blasting lances have Critical Knockdown and hit at P+S 16. The Uhlans can make impact attacks like any heavy cavalry, but they can also use their P+S 12 mount attacks when they don't charge thanks to Combat Rider. The Mount attack also has Critical Knockdown, giving you two chances per Uhlan to knock something down when the unit charges.

The Uhlans are even better armored than the Pikemen, starting out with an impressive ARM 17. However, they also have the Defensive Line ability, meaning Uhlans in B2B contact increase that already high ARM of 17 to ARM 19.

The Iron Fang Uhlans don't have an attachment like their pikemen brothers, but there is another model that makes them even better. Uhlan Kovnik Markov has two abilities that aid the Uhlans in his army. Order of activation in a cavalry unit can be problematic when trying to ensure your models don't block each other's movement. Markov solves this problem with his Elite Cadre ability, granting the Uhlans



Practiced Maneuvers and allowing them to move through other models in their unit. Markov also has Inspiration, preventing Uhlans in his command range from fleeing, and rallying any that may already be fleeing. Markov is no slouch when it comes to combat either, and he has many of the same offensive abilities as a basic Uhlan...with a few improvements. His MAT 8 means charges with his Concussion Lance will very likely hit. If he hits a warjack or warbeast, Precision Strike lets you choose the column or branch that will take the damage. His lance also has a warhead, which creates a 4" AOE centered on the model hit by his attack. All the models, except Markov under that AOE take a POW 10 blast damage roll and are knocked down on critical hits.

## THE HEROES OF KRAGUOLD

The Great Bears of the Gallowswood take the offensive power of the Pikemen and turn it up a notch by trading Combined Melee Attack ability for MAT 8. Their great axes have Reach like other Iron Fangs, but they stand apart with Weapon Master and Backswing. The extra damage die and extra attack from those two abilities make this unit very versatile. The Great Bears can hit DEF 15 targets on average rolls, and their average damage rolls will be around P+S 22 without a charge. The Great Bears also have the PrecisionStrike ability, so when they attack a warbeast or warjack, you can choose where the damage goes. They will also fight through any losses against any foe with their Fearless ability.

Although the Great Bears can increase their base ARM with Defensive Line, they have another way to represent the resilience and staying power of the Iron Fangs. The Great Bears have Tough, which gives them a chance of surviving any attack that beats their ARM.

Each of these veteran warriors also grant an ability to the unit. The leader Volkov provides Relentless Charge so his brothers can more easily get to their targets; the sturdy Kolsk grants the unit Steady to keep them on their feet; and the youngest of the Great Bears, Yarovich, keeps the unit aware of all threats on the battlefield by granting Circular Vision.

## IN THE ARMIES OF THE MOTHERLAND

As stated above, the Iron Fang units fit well into any Khador force, but there are certain warcasters that support them better than others.



- Kommandant Irusk has a lot to offer Iron Fangs. His spell Battle Lust makes his Iron Fangs Fearless and gives them an additional die on melee damage rolls. Since Irusk's control area is rough terrain due to Inhospitable Ground, he makes it easier for your Iron Fangs to get the first charge on a target. His feat can accentuate any role you need the Iron Fangs to play by granting Fearless, Tough on a roll of 4, 5, or 6, +2 to attack rolls, and preventing them from being knocked down.

- Supreme Kommandant Irusk has two great abilities that will affect most of the Iron Fangs in his command range. Martial Discipline lets the Pikemen and Great Bears ignore other friendly faction warrior models in his command range for LOS and movement, and Total Obedience makes the Pikemen and Uhlans in his command range Tough.

- On the turn Kommander Strakhov uses his feat, Iron Fangs in his control range will be charging with +4" of movement and Pathfinder. That gives your Pikemen a threat range of 15".

- Vladimir Tzepesci, The Dark Champion's feat grants a +3 bonus to all the stats of d3 + 3 friendly faction non-character warrior models. That means your entire unit of Uhlans could have a threat range of 16" with MAT 9 and P+S 19. If he casts Hand of Fate on those Uhlans, they'll be hitting even harder by rolling an extra die on attack and damage rolls and discarding the lowest die.

- Orsus Zoktavir, The Butcher of Khador's feat will give your Iron Fangs an additional die on attack damage rolls. He also has the spell Fury that gives +3 to melee damage rolls. This combo would give the Great Bears axes P+S 15 with 5 dice on a charge.



# PAINTING IRON FANG BLACK DRAGONS

BY STUART SPENGLER



Black Dragons have an extremely striking color scheme that is sure to stand out in any Khador force and provide a refreshing contrast to more traditional schemes. Black armor can be a formidable challenge to novice painters, but the Iron Fang models are sculpted in a way that is rather forgiving, making them good for learning and practicing highlighting techniques.

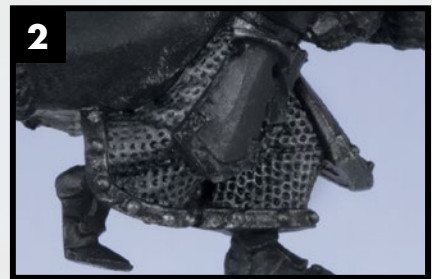
## STEP 1-CHAINMAIL

I like to do the drybrushing areas first so I don't have to worry about being neat around areas I have already painted. With that being said, it can be worth looking over your figures before painting to think about your plan of attack. That way you won't be as likely to get yourself into a position where you need to drybrush next to an area you have immaculately shaded.



### WHAT YOU NEED

|  |                        |
|--|------------------------|
|  | Brown Ink              |
|  | Bloodtracker Brown     |
|  | Coal Black             |
|  | Cold Steel             |
|  | Cygus Yellow           |
|  | Ember Orange           |
|  | Exile Blue             |
|  | Frostbite              |
|  | Menoth White Highlight |
|  | Pig Iron               |
|  | Quick Silver           |
|  | Red Ink                |
|  | Rhulic Gold            |
|  | Solid Gold             |
|  | Thamar Black           |
|  | Trollblood Highlight   |
|  | Underbelly Blue        |



1. Paint all the chainmail areas with Pig Iron. If you want, you can paint all silver areas (including rivets) with Pig Iron as well.
2. Wash the chainmail areas with a watered-down mix of Thamar Black and mixing medium. The mixing medium helps the black get into the tiny little holes and doesn't change the color of the metal too much.
3. Drybrush the chainmail with Cold Steel. Some of the chainmail is sculpted to have natural folds that work better if you drybrush against the grain to accentuate the folds.
4. Lightly drybrush the chainmail with Quick Silver. Again, you want to go against the grain and only emphasize the very tops of the folds and other high points in the chainmail.

### COLORS USED:

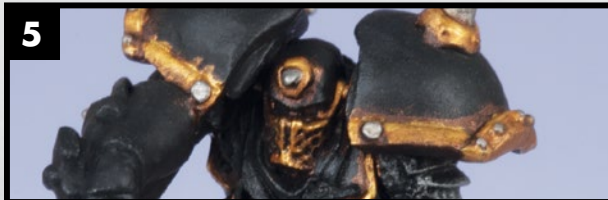
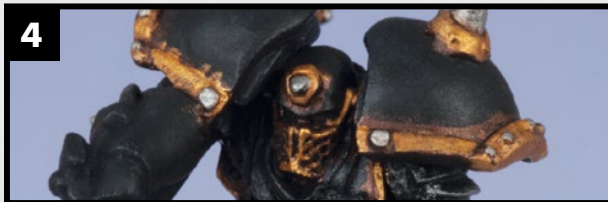
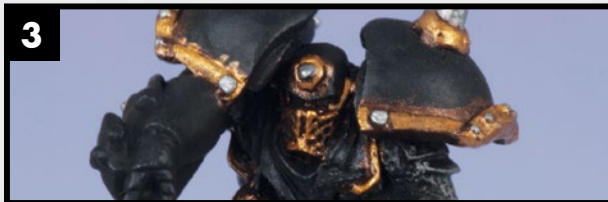
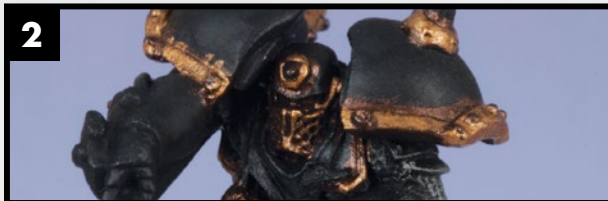
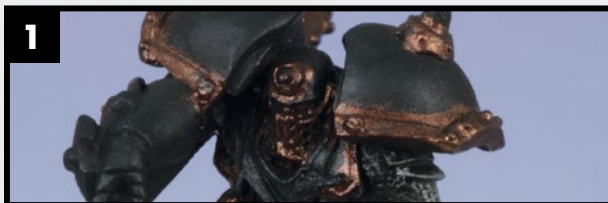
Cold Steel, Pig Iron, Quick Silver, Thamar Black

## STEP 2-GOLD METAL

1. Paint any areas you want to be gold with a 1:1 mix of Rhulic Gold and Brown Ink. It can be worth doing a couple coats of this mix to get a good coverage to work from.
2. Highlight the metal with Rhulic Gold.
3. Highlight the metal with Solid Gold. Concentrate the highlights on the upper edges where the light would most likely reflect.
4. Wash the gold with a mix of Brown Ink with just a touch of Red Ink for warmth.
5. Highlight the edges of the gold areas with Solid Gold mixed with a bit of Quick Silver. These highlights should be on just the very edges and points of the gold areas.

### COLORS USED:

Brown Ink, Quick Silver, Red Ink, Rhulic Gold, Solid Gold

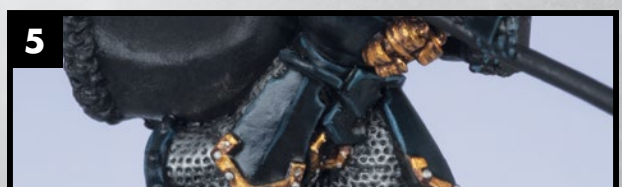
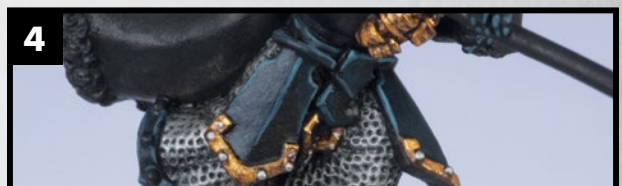
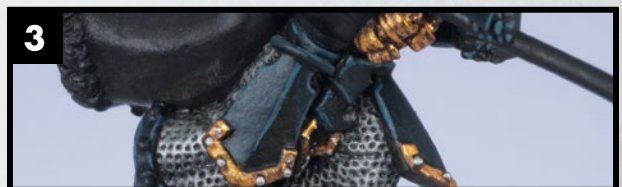
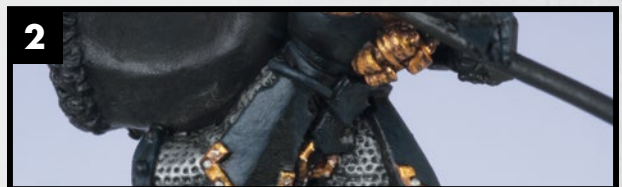
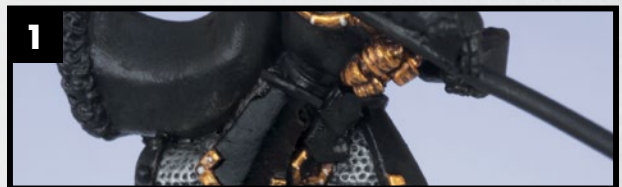


## STEP 3-BLACK ARMOR

1. The black armor might need to be cleaned up with Thamar Black to cover any over-brushing or mistakes from previous steps.
2. Highlight edges the light will hit with a mix of Coal Black and Exile Blue with a small amount of Thamar Black mixed in.
3. Add a touch of Underbelly Blue to the previous mix. Highlight just the edges of armor plates and facets. At this point, your highlights should be single, thin brushstrokes.
4. Add some Frostbite to the previous mix and highlight only the very extreme edges and points of the black areas.
5. To tone the highlights down a bit, paint a watered-down mix of Thamar Black and mixing medium over all the black armor plates. This mix is similar to the mix used on the chainmail.

### COLORS USED:

Coal Black, Exile Blue, Frostbite, Thamar Black, Underbelly Blue

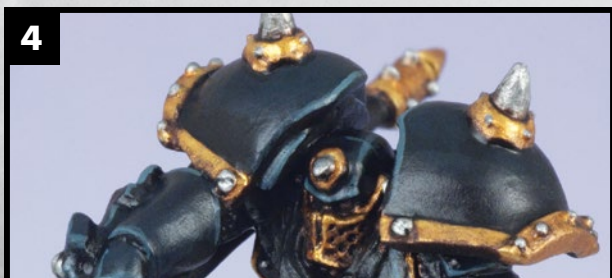
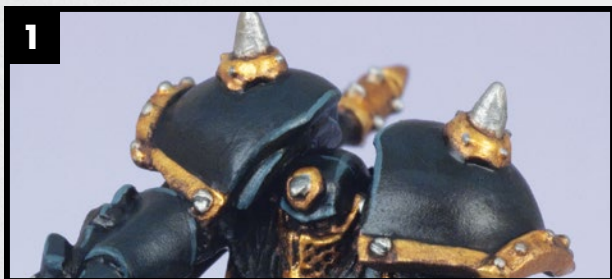


## STEP 4-BLACK ARMOR

1. Paint any areas you want to be silver with Pig Iron. Even if you have done this previously, there may be areas that have gotten cover with stray washes or brushstrokes.
2. Wash the silver areas with a mix of Brown Ink and Thamar Black, thinned a bit with mixing medium. Concentrate this wash at the base of the spikes and rivets, as it will help define these small details from the larger areas on which they rest.
3. Highlight the rivets and spikes with Cold Steel.
4. Highlight the extreme tips and edges with Quick Silver.

### COLORS USED:

Brown Ink, Cold Steel, Pig Iron, Quick Silver, Thamar Black



## STEP 5-CLOTH & FUR

I wanted the Black Dragons to have a very limited color scheme, as the contrast of black and silver can be very striking (just think how many professional sports teams use that combination). The base color of the cloth is a variation of one of the colors used in the black armor, just taken in a different direction.

1. Make a mix of Exile Blue, Coal Black, a touch of Thamar Black, and a touch of Underbelly Blue, and use this as the base color for the cloak.
2. Add some Trollblood Highlight to the previous mix and apply it to the upper edges and folds of the cloth.
3. Add a bit more Trollblood Highlight to the highlight mix. Highlight the extreme edges of the cloth. Again, use long, thin brushstrokes to highlight only the edges and tips.
4. Wash the cloth areas with another dose of the Thamar Black and mixing medium wash to tone down the colors. Basecoat the fur areas with Trollblood Highlight.
5. Highlight the fur with a mix of Trollblood Highlight and Menoth White Highlight.
6. Gradually work the highlights up with more Menoth White Highlight mixed into the previous mix until it is close to pure Menoth White Highlight. At that point, you can either be finished or just use pure Menoth White Highlight to apply the final highlights to the fur.

### COLORS USED:

Coal Black, Exile Blue, Menoth White Highlight, Thamar Black, Trollblood Highlight, Underbelly Blue





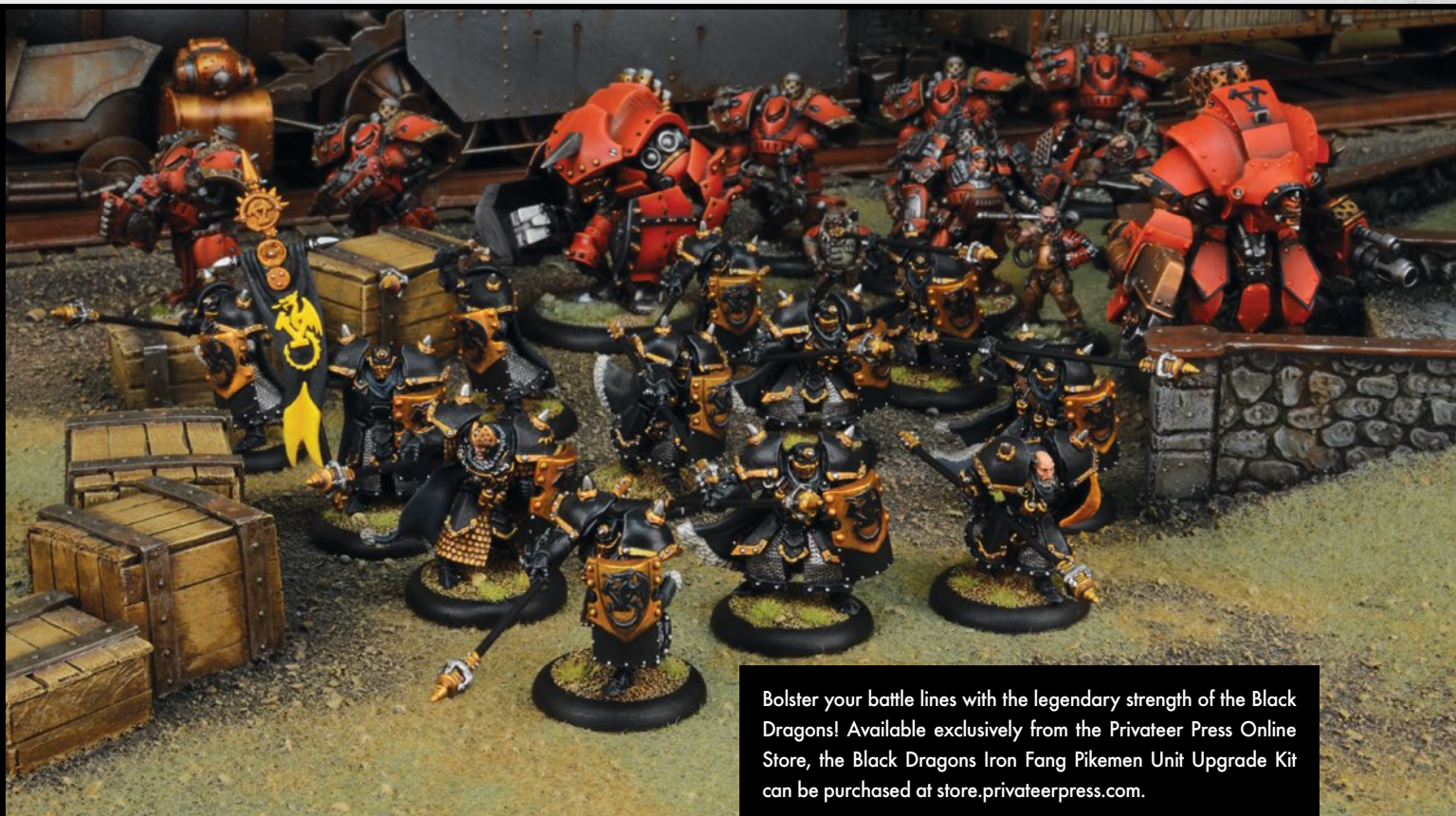


## STEP 6-YELLOW CLOTH

1. To get a good, vibrant yellow over a black primer make a mix of 1:1 Bloodtracker Brown and Ember Orange. The brown gives the yellow a bit more body to cover the black in just a coat or two.
2. Make a mix of 1:1 Ember Orange and Cygnus Yellow and cover the yellow areas with this intermediate color.
3. Highlight the yellow areas with Cygnus Yellow.
4. Make a mix of 1:1 Cygnus Yellow and Menoth White Highlight and highlight the yellow areas.
5. Add another dose of Menoth White Highlight to the previous mix and highlight just the upper edges of the yellow areas.

### COLORS USED:

Bloodtracker Brown, Cygnus Yellow, Ember Orange, Menoth White Highlight



Bolster your battle lines with the legendary strength of the Black Dragons! Available exclusively from the Privateer Press Online Store, the Black Dragons Iron Fang Pikemen Unit Upgrade Kit can be purchased at [store.privateerpress.com](http://store.privateerpress.com).



# UPGRADED CHALLENGE

The new War-Torn Alliances league offers plays plenty of new and exciting options for league play. One of the new aspects of this league are upgrades, special abilities you can add to your warjack or warbeast to make them even deadlier on the battlefield. So, that's what this competition is about. We want to see you use one of the league upgrades on a warjack or warbeast to create your own epic War-Torn juggernaut. How you present the upgrade is up to you; it could be a new paint scheme, a conversion, or a little of both.

All the information you need for the War-Torn Alliances league and the special upgrades can be found on page 86 or on our website at:

[privateerpress.com/organized-play/leagues/gnarls](http://privateerpress.com/organized-play/leagues/gnarls).

Also, make sure you check out this issue's Bodge Bin on page 93 to get a look at one of the Protectorate of Menoth upgrades applied to a Devout.

To submit your entry take a digital photo of your creation, fill out a submission form, and send both to [submissions@privateerpress.com](mailto:submissions@privateerpress.com). Before you send your entry, make sure you read the rules and submission guidelines at:

[privateerpress.com/no-quarter/no-quarter-challenges](http://privateerpress.com/no-quarter/no-quarter-challenges)

The winner of this challenge will receive a \$100.00 US spending spree at the Privateer Press Store ([store.privateerpress.com](http://store.privateerpress.com)), and the runner up will receive \$50.00. The top entries will also be published in an upcoming issue of *No Quarter Magazine*.

## ENTRIES DUE BY 03/01/12

See the winner of the Craft a 'Jack challenge from *No Quarter* #38 on page 94!



# FORCES OF DISTINCTION

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## 2011 COMPILATION

By Simon Berman, David "DC" Carl, Ron Kruzie, Douglas Seacat, Jason Soles, and Will Shick  
Art by Carlos Cabrera, Daryl Mandryk, Andrea Uderzo, Eva Widemann, Matthew D. Wilson, and Kieran Yanner



In *No Quarter* #34 we launched a series of articles that added new, tournament-legal Theme Forces to WARMACHINE and HORDES. That article series was called Forces of Distinction, and we continued it through the year, eventually ending up with all new Theme Forces for twelve different warcasters and warlocks.

Because Forces of Distinction has proven so popular and many of the issues in which it appeared have since sold out, unfortunately some players have been deprived of the chance to try out these new Theme Forces. To make amends to those players unable to purchase the issues that contained a new Theme Force for their favorite faction, warcaster, or warlock, we've compiled all twelve Forces of Distinction Theme Forces in this issue. Enjoy.





No Quarter #34

## CAPTAIN ALLISTER CAINE THE STREET SWEEPERS

By Jason Soles



**WARJACKS:** Cygnar non-character warjacks with SPD 6 or more

**UNITS:** Trencher Commandos, Trencher Infantry

**SOLOS:** Non-character Trencher solos

### TIER 1

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

**Benefit:** Warjacks controlled by Trencher 'Jack Marshals  gain Advance Deployment .

### TIER 2

**Requirements:** The army includes one or more Trencher Commando units.

**Benefit:** Add one Trencher Commando Scattergunner weapon attachment model to each Trencher Commando unit free of cost. Trencher Commando units with Scattergunner attachments can include up to 3 additional Scattergunners.


### TIER 3

**Requirements:** The army includes two or more Trencher units.

**Benefit:** For every two Trencher units, place one wall template anywhere within 20" of the back edge of Caine's deployment zone after terrain has been placed but before either player deploys his army. Walls cannot be placed within 3" of another terrain feature, including another wall template. The walls are linear obstacles that grant cover.

### TIER 4

**Requirements:** Caine's battlegroup includes three or more warjacks.

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



No Quarter #37 - Sold Out

## MAJOR VICTORIA HALEY STORM BRINGERS

By Will Shick

**WARJACKS:** Warjacks with Damage type Electricity or weapons with Electro Leap, Thorn.

**SOLOS:** Stormcaller, Arcane Tempest solos, Arlan Strangewayes, Stormblade solos

**UNITS:** Stormblade units, Arcane Tempest units, Field Mechanic units, Stormsmith Storm Tower

**BATTLE ENGINES:** Storm Strider

### TIER 1

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

**Benefit:** For each Field Mechanic unit in the army 1 Storm Strider gains Advance Move.

### TIER 2

**Requirements:** The army includes at least one Stormsmith Storm Tower and one Stormsmith Stormcaller.

**Benefit:** For each Stormsmith Storm Tower add a Stormsmith Stormcaller free of cost. These models do not count toward FA restrictions.

### TIER 3

**Requirements:** Haley's battle group includes Thorn

**Benefit:** Warjacks in Haley's battle group is automatically allocated 1 focus point at the start of your first Control Phase. This focus is in addition to any points Haley allocates.

### TIER 4

**Requirements:** The army includes two Storm Striders

**Benefit:** Storm Striders begin the game with 3 power tokens.



No Quarter #35 - Sold Out

## HIGH EXECUTIONER SERVATH REZNIK KNOCKING ON HEAVEN'S DOOR

By Jason Soles

**WARJACKS:** Protectorate non-character warjacks

**UNITS:** Choir of Menoth, Flameguard Cleansers, Deliverer units, Steelhead units

**SOLOS:** Vassal Mechanics, Vassals of Menoth, Wracks, Kell Bailoch, Stannis Brocker

**BATTLE ENGINES:** Vessels of Judgment

### TIER 1

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

**Benefit:** Deliverer Sunburst Crews gain Advance Deployment (▶).

### TIER 2

**Requirements:** The army includes one or more small-based Steelhead units.

**Benefit:** Add one Attendant Priest unit attachment to each Steelhead unit free of cost. This attachment does not count toward FA restrictions. However, each unit can still only have one unit attachment.

### TIER 3

**Requirements:** The army includes two or more Vassal solos.

**Benefit:** Friendly models/units can begin the game affected by Reznik's upkeep spells. These spells and their targets must be declared before either player sets up models. Reznik does not pay focus to upkeep these spells during your first turn.

### TIER 4

**Requirements:** Reznik's battlegroup includes three or more heavy warjacks.

**Benefit:** Your deployment zone is extended 2" forward.



No Quarter #34

## KOLDUN KOMMANDER ALEKSANDRA ZERKOVA HUNTING WOLVES

By David "DC" Carl

**WARJACKS:** Khador non-character warjacks with ranged weapons, Marauders

**UNITS:** Greylord units, Kayazy units, Widowmaker units

**SOLOS:** Gorman di Wulfe, Greylord solos, Kayazy solos, Widowmaker solos

### TIER 1

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

**Benefit:** Zerkova's battlegroup can include Vanguard light warjacks. These warjacks are considered to be friendly Khador warjacks. Additionally, increase the FA of non-character Greylord and Kayazy units and unit attachments by 1.

### TIER 2

**Requirements:** The army includes Gorman di Wulfe and one or more Greylord units.

**Benefit:** For each Greylord unit in the army, place one 3" AOE cloud effect anywhere completely within 20" of the back edge of Zerkova's deployment zone after both players

have finished deploying their armies but before the first player takes his first turn. These cloud effects leave play after the first round of the game.

### TIER 3

**Requirements:** The army includes one or more Kayazy Assassin units.

**Benefit:** Your deployment is extended 2" forward.

### TIER 4

**Requirements:** Zerkova's battlegroup includes three or more warjacks.

**Benefit:** Reduce the point cost of warjacks by 1.



No Quarter #39

## SUPREME KOMMANDANT IRUSK HEAVY ARMOR BATTALION

By David "DC" Carl

**WARJACKS:** Khador non-character warjacks with one or more Open Fist (👊), Khador character warjacks with one or more Open Fist (👊).

**UNITS:** Battle Mechanics, Light Artillery units, Iron Fang units, Man-O-War units

**SOLOS:** Iron Fang solos, Man-O-War solos

**BATTLE ENGINES:** Gun Carriage

### TIER 1

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

**Benefit:** Increase the FA of Battle Mechanik units and unit attachments by 1.

### TIER 2

**Requirements:** The army includes two or more Battle Mechanik units.

**Benefit:** For each Battle Mechanik unit, place one trench template anywhere within 20" of the back edge of Irusk's deployment zone after terrain has been placed but before

either player deploys his or her army. Trench templates cannot be placed within 3" of a terrain feature but can be placed within 3" of each other.

### TIER 3

**Requirements:** The army includes one or more Gun Carriage battle engines.

**Benefit:** Reduce the point cost of each Gun Carriage by 1.

### TIER 4

**Requirements:** The army includes two or more warjacks.

**Benefit:** Your deployment zone is extended 2" forward.



No Quarter #37 - Sold Out

## PIRATE QUEEN SKARRE SHIPS IN THE NIGHT

By David "DC" Carl

**WARJACKS:** Cryx non-character warjacks

**UNITS:** Black Ogrun Boarding Party, Revenant units

**SOLOS:** Skarlock Thrall, Warwitch Sirens, Undead (☠️) solos with 'Jack Marshal (🏴‍☠️)

### TIER 1

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

**Benefit:** The army can include non-character Sea Dog units, Freebooter warjacks, and Mariner warjacks. These models are considered to be friendly Cryx models.

### TIER 2

**Requirements:** The army includes one or more Revenant units.

**Benefit:** Revenant units 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.)

### TIER 3

**Requirements:** The army includes three or more bonejacks with Pathfinder (👤) or Flight.

**Benefit:** Bonejacks with Pathfinder (👤) or Flight gain Advance Deployment (👤).

### TIER 4

**Requirements:** The army includes three or more Sea Dog units.

**Benefit:** Reduce the point cost of Sea Dog units by 1 point.



No Quarter #35 - Sold Out

## DAWNLORD VYROS THE DAWN'S TALON

By Simon Berman

**WARJACKS:** Retribution non-character warjacks with Field Dependent

**UNITS:** Small-based Dawnguard units, Houseguard units

### TIER 1

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

**Benefit:** Increase the FA of non-character Dawnguard units and solos by 1.

### TIER 2

**Requirements:** Vyros' battlegroup includes two or more heavy warjacks.

**Benefit:** Reduce the point cost of heavy warjacks in Vyros' battlegroup by 1.

**SOLOS:** Arcanist solos, Dawnguard solos, Houseguard solos

### TIER 3

**Requirements:** The army includes two or more units.

**Benefit:** For every two units in the army, one heavy warjack in Vyros' battlegroup gains Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

### TIER 4

**Requirements:** The army includes at least four warjacks.

**Benefit:** Each warjack in Vyros' battlegroup is automatically allocated 1 focus point at the start of your first Control Phase. This focus is in addition to any points Vyros allocates.



No Quarter #36 - Sold Out

## MAGNUS THE WARLORD BAD SEEDS

By Douglas Seacat

**WARJACKS:** Renegade and Talon light warjacks, Mangler, Mule, Rover, and Nomad heavy warjacks.

**UNITS:** None

**SOLOS:** Kell Bailoch, Orin Midwinter, Saxon Orrik

### TIER 1

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

**Benefit:** Magnus' battlegroup can include Charger and Sentinel light warjacks and up to one Defender heavy warjack. This army can include Sword Knight, Ranger, and Trencher units and Sword Knight, Ranger, and Trencher non-character solos. These models are considered to be friendly Mercenary models instead of Cygnar models and can include attachments.

### TIER 2

**Requirements:** The army includes one or more Ranger units.

**Benefit:** Add Kell Bailoch to the army free of cost.

### TIER 3

**Requirements:** The army includes Orin Midwinter and three or more warjacks.

**Benefit:** Warjacks in Magnus' battlegroup are each allocated one focus point at the start of your first Control Phase of the game.

### TIER 4

**Requirements:** The army includes Saxon Orrik and one or more Sword Knight units.

**Benefit:** Saxon Orrik and one Sword Knight unit without a 'Jack-Marshaled warjack gain Ambush. If these models ambush, they must be placed during the same control phase. (You can choose not to deploy these models at the start of the game. If these models are not deployed normally, you can put them into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place all models within 3" of the chosen table edge.)



No Quarter #38

## 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

**SOLOS:** Trollkin Champion solos, Stone Scribe Chronicler

**BATTLE ENGINES:** Trollkin War Wagons

### 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 Greygore 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 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.



No Quarter #38

## 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 . Additionally, this army can include Eiryss, 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.





No Quarter #39

## TYRANT XERXIS THE ABYSSAL COHORT

By Ron Kruzie with Simon Berman

**WARBEASTS:** Skorne non-character warbeasts

**UNITS:** Paingiver Beast Handlers, Skorne units with Shield Wall (Order), Tyrant Commander & Standard

Bearer

**SOLOS:** Ancestral Guardians, Extoller solos

### TIER 1

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

**Benefit:** Add up to three Venator Reiver models to any unit with Shield Wall (Order) for 1 point per model. These models are considered to be weapon attachments. These Reiver models do gain the benefits of Shield Wall.

### TIER 2

**Requirements:** The army includes two or more Praetorian Karax units.

**Benefit:** Praetorian Karax units can be deployed anywhere within 20" of the rear table edge of your deployment zone but cannot advance during your first turn.

### TIER 3

**Requirements:** The army includes two or more solos.

**Benefit:** Friendly models/units can begin the game affected by Xerxis' upkeep spells. These spells and their targets must be declared before either player sets up models. Xerxis does not pay fury to upkeep these spells during your first turn.

### TIER 4

**Requirements:** Xerxis' battlegroup includes two or more Titan Gladiator warbeasts.

**Benefit:** Reduce the cost of Titan warbeasts in Xerxis' battlegroup by 1.



No Quarter #36 - Sold Out

## Rhyas, Sigil of Everblight REARGUARD

By David "DC" Carl

**WARBEASTS:** Non-character warbeasts, Typhon

**UNITS:** Blighted Nyss Swordsmen, Blighted Ogrun units

**SOLOS:** Blighted Nyss Shepherd, Blighted Ogrun solos, Succubus

### TIER 1

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

**Benefit:** Models/units gain Stealth (☷) during the first round of the game. Additionally, the FA of Blighted Ogrun War Chief solos increases by +1 for every ogrun unit included.

### TIER 2

**Requirements:** The army includes one or more Blighted Nyss Swordsmen units.

**Benefit:** Add one Blighted Nyss Swordsmen unit attachment to the army free of cost. This attachment does not count toward FA restrictions.

### TIER 3

**Requirements:** The army includes Typhon.

**Benefit:** Friendly models/units can begin the game affected by Rhyas' upkeep spells. These spells and their targets must be declared before either player sets up models. Rhyas does not pay fury to upkeep these spells during your first turn.

### TIER 4

**Requirements:** The army includes two or more Blighted Ogrun units.

**Benefit:** Blighted Ogrun models gain Advance Deployment (♣).



# The Gavyn Kyle FILES

Transcribed by Simon Berman  
Art by Mariusz Gandzel, Andrea Uderzo, and Chris Walton

## SUPREME ARCHDOMINA MAKEDA

As requested, I've assembled an overview on the recent history of the Skorne Empire. However, it is impossible to talk about that subject without focusing on its Supreme Archdomina, a warrior named Makeda. This despot is a formidable individual, one whose subjects and enemies alike have much to say.

I am pleased to say that several years of warfare between the Iron Kingdoms and the Skorne Empire have resulted in a parsing of the skorne tongue, and the sources available for information on the skorne have broadened considerably.

—G.K.

I found this in a set of documents among the files of the Cygnaran Reconnaissance Service, transcribed from the original skorne. It appears to be a transcription of a history of House Balaash, the imperial house of the Skorne Empire. It seems a sound assumption that this portion, at least, was written since Makeda assumed the title of Supreme Archdomina. I've seen a fair number of skorne documents, and Makeda's name is the only one I've seen to receive this kind of slavish devotion.

—G.K.



### *An excerpt from the Exaltation of Vaactash*

*And so, his victories many, his scars beyond count, his swords well worn, and his house glorified, Archdominar Vaactash earned his exaltation beneath the tusks of a great beast of the plains. Honor unto Vaactash who saw the passing of two generations while carrying the Swords of Balaash. Vaactash was honored by exaltation under the supreme aptimus' care and interred in a sacral stone of the highest quality, its facets finely cut. It was to his eldest son, called Telkesh, whom it fell to rule the great house and its lands north of Halaak. It was Telkesh who was chosen to lead Balaash in the further subjugation of its neighbors and claim their lands and slaves and further the glory and primacy of Balaash.*

### *The Fall of Telkesh*

*Telkesh was an accomplished mortitheurge and dedicated adherent of hoksune. His victories were many, and he was honored to fight among the cetratii. He had already fathered two children, a son who will not be remembered, and a daughter, Makeda (respect and honor to her name). Telkesh's rule was short. Before he could begin the great work ahead of him, he died abed, struck down by an ailment that took him in the passage of a single day, and the house fell to him that has been*

stricken from record. Makeda (respect and honor to her name) alone saw that treachery led to her father's demise and sought to avenge him against her brother. This befouled animal, moved by a weak soul, struck down his father with poison, the weapon of slaves. To die abed is an unending shame for one who rules, and Telkesh's nameless son shamed his house.

### The Rise of Makeda, Glory to Her Name

The nameless son of Telkesh called the council of Balaash to accede to him control over the house and called upon his sister to yield to him the Swords of Balaash, the symbols of ultimate authority within the house. Makeda entered the great hall of Balaash before the assembled Tyrants and Dominars; she did not carry the swords meekly but sheathed them at her waist. Her brother rose to his feet, but she did not let him speak and spoke her own words, the ritual challenge to the unworthy ruler. She called him usurper and coward. She offered him a death he did not deserve and drew the swords of Balaash and waited for him to draw his own coward's blade. So shamed, he did draw and Makeda (respect and honor to her name) cut him down. With his name erased from the legacy of Balaash, so did Archdomina Makeda begin her rule.

It seems that agents of Vinter Raelthorne IV took Professor Viktor Pendrake as prisoner during the period when "the Conqueror" had undisputed authority over the Skorne Empire. The following is an excerpt from Pendrake's debriefing sessions at the Cygnaran Armory following his return from the east.

-G.K.

*During my time among the skorne, it quickly became clear to me that momentous events had recently shaken the foundations of their society. The coming of the "Reborn," whom I knew to be Vinter Raelthorne IV, the deposed king of Cygnar, had imposed radical changes to the composition of their rigid caste systems.*

*Vinter's stature among the skorne was great, and the final battle that established him as their ruler was already the stuff of legend. His final opponent, then Archdomina Makeda of House Balaash, had fought Vinter and his army to near standstill. Having personally engaged him in sword play, she fell defeated. As an aside, I have myself observed Vinter fight, and the fact that Makeda was able to offer such resistance speaks volumes of her skill. It says even more that he spared her life and granted her command over his new armies.*

*Makeda was already possessed of a formidable reputation among the skorne, but after her battle with Vinter, her personal prowess became legendary, as did the prestige of House Balaash. Balaash was the last among the great houses of the skorne to bend knee to "the Conqueror" as Vinter Raelthorne IV came to be known, and so they became first among his new legions.*

*Prior to his arrival, skorne society had revolved around the internecine feuds between houses and the constant jockeying for power between powerful individual skorne. The arrival of Vinter irrevocably changed the balance of power. He required a unified army to attempt the conquest of Cygnar, and did not tolerate the open battles between the great houses of the skorne. It was Makeda through whom he made his reforms, halting overt fighting between houses and ending thousands of years of tradition.*

*Makeda is herself a deeply conservative individual who reveres the traditions of her people, but in defeating her, Vinter was able to convince her that he was some great skorne hero of old reborn in the guise of man. This belief in Vinter exerted a powerful influence over her. For Makeda, serving the will of the Reborn was a sufficiently powerful mandate that she did not hesitate to enact whatever reforms he required of her.*

Foremost among these was the creation of Vinter's weapon of conquest, the Army of the Western Reaches. It is an unprecedented accomplishment in skorne history. Never before has a standing army of multiple houses been maintained. It is a testament to Makeda's strength of will and the fear and honor in which she is held by her subordinates that the army has not only endured, but grown.

Before I left, I observed a military parade through the skorne capitol of Halaak with reinforcements sent to join the army already in the west. These soldiers marched through the streets in a display of armed supremacy. The lacquered red armor of the unified skorne army was frightening to observe as they began their march to the Abyssal Fortress, there to train with their new legions before heading farther west, to our homeland, Cygnar.

The particulars of my escape are undoubtedly of some use to our scouts and other field agents. While traversing the Bloodstone Desert I encountered the most fascinating species of invertebrate life form. Something like a toothy, shelled worm in excess of ten feet in length, it burrows beneath the...

Pendrake was clearly impressed by the respect given to Makeda, and it may not be hyperbole to suggest that no other skorne warrior could have succeeded in turning the skorne from a nation of infighting houses into a true empire led by a conquering army. More than a year has passed since Pendrake's return from the east, and the political situation of the Skorne Empire has changed radically.

—G.K.



The files of the Cygnaran Reconnaissance Service proved yet again to be an excellent source of information on the skorne. The CRS is perhaps the most knowledgeable group in western Immoren when it comes to the movements and motivations of the Army of the Western Reaches. It appears that some of their expertise in the skorne language comes from captured and interrogated prisoners of war, adding to the basic fluency brought back by Professor Pendrake.

—G.K.

To: Colonels Messer, Talbot, & Richley  
Recent Developments in the Military Politics of  
the Skorne Empire, précis  
Date: Octesh 3rd, 608 AR

As we have begun to develop agents capable of speaking the skorne language on a near-fluent level, we have been able to gather a better idea of the nature of the Skorne Empire's hierarchy. Our sources are still relatively few; confined to intercepted missives and a small number of skorne prisoners taken in battle. These prisoners have proven extremely resilient and resistant to interrogation. However, we have recently captured an individual named Xintus, who is willing and even eager to discuss "the superiority" of the skorne to all other races. Exploiting his desire to boast has allowed us to gain a much clearer sense of the current state of internal affairs among the skorne.

The most vital piece of intelligence we gained was that the prisoner has indicated that the Exile, Vinter Raelthorne IV, has been deposed by the skorne. A Supreme Archdomina named Makeda has seized power and now rules the Skorne Empire. Unfortunately, it appears that Vinter once again survived a coup and has vanished, his current whereabouts unknown.

Given what we know of the Skorne Empire prior to the arrival of Vinter Raelthorne, we might have hoped for them to fracture again, with houses content to fight among themselves for superiority. Unfortunately it appears the lessons of Vinter's two wars of unification have been learned, and Supreme Archdomina Makeda is sufficient to the task of maintaining

unity. Anything he says must be viewed in light of his obvious bias, but Xintus claims no other skorne could have achieved such a feat.

Some aspects of Makeda's consolidation of power remain unknown, as it is unlikely Xintus knows the particulars. Given she was one of Vinter's foremost supporters and also endorsed the notion that he was the messianic "Reborn," there must have been repercussions of this reversal. It seems likely Makeda had to quash any resistance of those who remained loyal to Vinter or who questioned her right to rule. Xintus suggested she was assisted in this matter by a Master Tormentor and Lord Assassin named Morghoul, an individual of fearsome reputation. Makeda's personal prowess is unquestionable, but we should not discount the importance of having retained the loyalty of many other highly placed and individually formidable subordinates. As this coup happened recently, the degree to which Makeda has truly consolidated her rule is uncertain. Xintus seemed confident she has thoroughly crushed all organized opposition.

Vinter's removal as leader of the Skorne Empire is likely beneficial to Cygnar's interests. While we do not fully comprehend Makeda's motivations and plans, it is likely that her expansionistic interests will no longer be aimed so wholly at the Cygnaran frontier. There are numerous fortifications and encampments under the control of the Protectorate of Menoth that the skorne have long ignored. Presumably, Vinter chose to concentrate the skorne army on Cygnaran fortifications like Eastwall and Fort Falk in an effort to weaken our military forces on as many fronts as possible, likely hoping to attempt an invasion. Makeda's goals are unknown to us, but it is possible she will focus her efforts elsewhere.

This said, Makeda's ascent to power may prove a grave concern in the long term. Makeda is a commanding leader who has inspired a sense of national unity and patriotism previously unknown amongst the skorne. It appears she has convinced the skorne to view the subjugation of Immoren from coast to coast as their destiny. United and driven towards a goal of domination, the armies of the Skorne Empire could potentially represent a grave threat to Cygnaran sovereignty.



There are still vanishingly few western Immorese who have had any discourse with the Skorne Empire, let alone its leader. One of the few known to me is the former Cygnaran ranger Saxon Orrik. Orrik has proven to be quite elusive, but I was able to acquire a letter sent to a Cygnaran officer apparently illegally freelancing in his spare time as a mercenary. Unfortunately the recipient of the letter suffered a rather fatal accident before divulging its context. I will need to renegotiate our contract for a substantially higher fee to follow up on this particular lead. There are some cabals better left alone.

-G.K.



I don't care what you think you know about soldiering, captain. You think you've had it tough in the 4th Army, gunning down barely armed kriels in the heartland. You don't know a damned thing about real war, about real endurance and privation. The skorne don't complain about four days of forced march to reach some desolate patch of earth where they can expect to die bloody deaths. That's actually incentive for them. You see, the only way they're not going to a place worse than the wilds of Urcaen is to prove that their lives were spent as worthy soldiers. Now think about what kind of person warriors like that follow. With a worthy master there isn't a one of them that wouldn't die happily if they thought it would bring them honor, and all their commanders have to do is tell them where to find the worst odds possible to ensure it.

I helped bring these monsters here, to serve as the scourge the Exile wanted, the scourge with which he'd lash the Iron Kingdoms and forge our people into steel, just as the Orgoth once did. But now they've found a new master who wants to kill our patron. Does it scare you to think what she must be like, soldier? It should. Do not underestimate them.

But she has her own problems. An army like that is motivated by victory and conquest same as any other, but those soldiers of hers want something different. That honorable death they want so badly is a weakness. Give them an opportunity to throw their lives away in a glorious waste, and they might just take it. She's got to work hard to give her soldiers victory and make sure she keeps them satisfied with enough valiant, foolish deaths to keep her elite happy. I'm working to keep them pointed somewhere other than in our direction, and that requires you being where I tell you to be, when I tell you.

Tyrants like Makeda come along only once in many generations, and when they do, they leave their mark on Caen in blood and ashes. Steer clear of her, and obey my orders, or face the consequences.



# STONE & SCALE

## A Privateer Press HORDES Battle Report

By Will Hungerford & Chris Walton • Chronicled by Aeryn Rudel • Art by Andrea Uderzo

In *No Quarter* #40 we are proud to present an epic HORDES showdown that pits two very dynamic warlocks against one another. In this Battle Report, Everblight's newest athanc-bearer Kallus, Wrath of Everblight, goes toe-to-toe with Baldur the Stonesoul, back from the dead and filled with the fury of the Devourer Wurm. However, our two warlocks didn't bring knives to the gunfight, as it were. Nope, they brought their factions' newest toys to the battle—some of the first HORDES battle engines. Kallus throws down with the tentacular monstrosity that is the Throne of Everblight, while Baldur focuses the power of the very heavens in the mystical mechanisms of the Celestial Fulcrum.

So, who among the Privateer Press staff has the mental resolve and mechanical know-how to properly command these two warlocks, their battle engines, and their powerful armies? Returning for his second Battle Report, Quartermaster Will Hungerford has stepped up to the plate and gleefully taken command of the Legion of Everblight. On the Circle side of things, Privateer art director Chris Walton has risen to the challenge and shouldered the stony weight of Baldur's wold-laden army.

This one is sure to go the distance, with enough slaughter to satisfy even the most bloodthirsty HORDES players. Turn the page and let the carnage ensue.

### Scenario Rules

Again, we kept it simple and sweet with this battle report, and the winner would be the warlock standing over the shattered remains of his opponent's army. With Will eager to redeem himself after a narrow defeat at the hands of development manager David "DC" Carl in *No Quarter* #37 and Chris chomping at the bit to prove he's no pushover, only a complete obliteration in a kill-the-caster scenario would do.

### The Battlefield

Hobby assistant Leo Carson-DePasquale provided a real terrain treat for this Battle Report. The massive Circle Orboros ceremonial dais is a gorgeous centerpiece, and it turned out to be a dynamic killing ground in Chris and Will's game. Here's how the various elements of the dais were treated during the game.

**Central Dais:** Models on the main dais had elevation over models completely off the dais, but did not have elevation over models on the steps.

**Floating Stones:** The floating stones were treated as obstructions that did not block line of sight to any models.

**Standing Stones:** The large standing stones were treated as obstructions that blocked line of sight to all models, including battle engines.

**Steps:** For ease of play, the sides of the dais were treated as sloped.



## Circle Orboros Army Composition – Chris

It's been a while since I played in a *No Quarter* Battle Report. My last outing in these hallowed pages ended in defeat, with victory slipping through my talons by mere a fraction. My opponent for this report, Will Hungerford, was in the same boat – fresh off a defeat in *No Quarter* #37. This one was going to be for all the marbles; whichever one of us could pull off a victory would redeem himself in the eyes of the readers, and the loser would have to live with the shame that only a six pack and a back rub by your girlfriend can soothe.

It's also been quite a while since I built and played a Circle Orboros army. In the past, I've always been drawn to the more brutal aspects of the Circle—I'm talking to you, Kromac—and this time I wanted to give the newest Circle epic warlock a shot at bringing me battle report redemption. In my opinion, Baldur the Stonesoul is a highly defensive warlock, but he can still deliver enough pain that I wouldn't miss my favorite crazy Tharn chieftain. Once I decided on my warlock, it was time to pick my army.

My first selection was obvious. I really wanted to take the Circle's new battle engine, the Celestial Fulcrum, out for a spin. It's an awesome looking model, and it has the potential to decimate multiple targets every turn. Pairing its offensive capabilities with epic Baldur's defensive feat would give me a great anchor to any force I built.

I then turned my mind to choosing warbeasts for my force. Epic Baldur's Elemental Mastery rule allows constructs in his battlegroup to Charge and make power attacks without being forced. Additionally, he can heal constructs in his battlegroup—sweet! The combination of Elemental Mastery and the ability to heal constructs, quickly lead me to select an entirely wold-based battlegroup to take full advantage of Baldur's ability to command these awesome creations.

My first wold choice was Megalith. Pairing Megalith and Baldur is a bit of no-brainer. What Baldur gives Megalith in offensive potential is returned with the giant

wold's ability to heal Baldur d3 damage every turn. That should come in handy!

Not content with one heavy warbeast, my next choice was the Wold Guardian. Beyond being capable of laying down a serious beating, the Wold Guardian can also be transferred damage even when it's maxed out on fury.

My heavies secured, I then turned my eyes to light beasts and settled on one of my favorite wolds: the Woldwyrd. The Woldwyrd brings some much-needed magic denial and firepower to the table. Too bad I could probably only take one...or maybe not. It was at this point I made the decision to use epic Baldur's Theme Force. Not content to do things half way, I began structuring my list to take it to Tier 4—which would get me a 1-point break on light constructs if I had two of them. So I grabbed a second Woldwyrd and cackled quietly with delight.

Epic Baldur's Theme Force doesn't need much in the way of troops, although it still offers the Druids of Orboros and the Shifting Stones. To that end, I chose two units of Druids and a unit of Shifting Stones. My final points were spent adding an Overseer to one unit of Druids to beef up their offensive potential.

I think my list was really balanced in its offensive potential, defensive abilities, and anti-magic capabilities, and I thought it would serve me well against Will's Legion. However, I knew Will had played this game a time or two, and I expected he'd have some nasty surprises in store.





|              | <b>Model/Unit</b>         | <b>Points</b>      |
|--------------|---------------------------|--------------------|
| <b>B</b>     | Baldur the Stonesoul      | +5 warbeast points |
| <b>M</b>     | Megalith                  | 11                 |
| <b>WG</b>    | Wold Guardian             | 9                  |
| <b>WW</b>    | Woldwyrd (2)              | *4 each            |
| <b>CF</b>    | Celestial Fulcrum         | 9                  |
| <b>D1 D2</b> | Druids of Orboros (2)     | 7 each             |
| <b>DO</b>    | Druid of Orboros Overseer | 2                  |
| <b>S</b>     | Shifting Stones           | 2                  |
|              | <b>Total</b>              | <b>50</b>          |

\*Theme Force discount

M

WW

B

CF

S

## Legion of Everblight Army Composition – Will

Having lost my last Battle Report to David “DC” Carl in *No Quarter* #37, it was time for some payback. I’ve played Chris casually before, so I knew he was a great player who makes smart tactical decisions. With that said, there was no way I was going to lose two Battle Reports in a row. I built my list to give “no quarter,” as it were.

I chose Kallus, Wrath of Everblight as my warlock and began to create the list from there. First would be the warbeasts, the building blocks of my army. The Ravagore provided me with some solid ranged support, which I felt the rest of my army would be sorely lacking. The Scythean and Nephilim Solider were my bruisers; they also provided two fantastic animi to complement Kallus’ spell list.

To maximize both Kallus’ feat and Dark Guidance, I knew I was going to take at least two dedicated melee infantry units. I chose Blighted Nyss Legionnaires and Blighted Ogrun Warmongers. With Vengeance, Reach, and Combined Melee Attacks, the Legionnaires provided a nasty light-infantry unit that could act as a tar pit or lay down a beating.

The Warmongers were there to do what they do best: kill everything stupid enough to get in their way. With the ability to buff the Warmongers damage output via Ignite and their melee accuracy with Dark Guidance,

I had a unit that could wipe out entire enemy units in a single turn or go warbeast hunting! To further increase the threat of this elite unit, I added a Warmonger War Chief to increase the Warmongers’ MAT and stop them from going Berserk and killing each other if needed.

The centerpiece of this army was the Throne of Everblight. This was my first game using Legion’s new battle engine, and I was excited to see just how much damage I could do with this thing. When I looked over at Chris’ list, I immediately became giddy at the prospect of tearing into the Druids of Orboros with Ignited tentacles and then blasting the survivors to bits with Spine Burst.

Finally, I added the Blackfrost Shard to supplement my melee-centric army. The ability to increase damage done to specific models and units would no doubt be very handy against epic Baldur’s feat, especially when combined with the extra stopping power from Ignite.



|  | <b>Model/Unit</b>                            | <b>Points</b> |
|--|--|---------------|
| (K)  | Kallus, Wrath of Everblight +5 warbeast pts. |               |
| (NS)   | Nephilim Soldier                             | 5             |
| (R)  | Ravagore                                     | 10            |
| (S)  | Scythean                                     | 9             |
| (T)  | Throne of Everblight                         | 9             |
| (BL)   | Blighted Nyss Legionnaires (10)              | 6             |
| (WM)   | Blighted Ogrun Warmongers (5)                | 8             |
| (BS <sub>V</sub> ) (BS <sub>S</sub> ) (BS <sub>R</sub> ) | Blackfrost Shard                             | 5             |
| (WC)   | Warmonger War Chief                          | 3             |
|  | <b>Total</b>                                 | <b>50</b>     |



# Deployment

## Circle Orboros – Chris

I won the starting roll and opted to take the first turn, meaning I also had to deploy first. Battle engines from both sides need to deploy before anything else is set up, and I placed the Celestial Fulcrum on my right flank. Will then placed his Throne of Everblight almost directly across from my Celestial Fulcrum. I was content with that. The two battle engines duking it out in the center of the field would make for an exciting battle.

The rest of my deployment was relatively conservative. I placed a unit of Druids of Orboros on either flank, with the Overseer supporting the Druids on the left. To the center, I placed Baldur and his heavies supported by the Woldwyrds, who could hopefully fry anyone foolish enough to cast a spell in Baldur's vicinity.

My plan was pretty simple—be aggressive by punching forward with my heavies in the center and roll up the flanks with AOE's hurled by the Celestial Fulcrum on the right side and the Druid of Orboros' Devouring attacks on the left. Hopefully, I wouldn't have too many problems!

## Legion of Everblight – Will

Chris and I pre-deployed our battle engines nearly directly across from each other. The Celestial Fulcrum is a nasty piece of work and very capable of blowing my army apart if I didn't deal with it properly. After reviewing Chris' standard deployment, it was time to begin devising a plan to deal with his tide of Druids and stone.

I deployed Kallus in the center of my army. I wanted to try to keep my entire army in my control area or at least nearby for most of the game. With a 12" control area, it takes a bit of planning to maximize the potential of Dark Guidance and Host of Angels for later turns.

My warbeasts were placed directly around Kallus, as I planned to shove them down some wolds' throats as quickly as possible. Also, with the threat ranges and mobility of these beasts, placing them near the center of the board allowed me to commit to either flank as backup in case my infantry was obliterated.

Once Will had deployed, I placed my Shifting Stones centrally—their ability to teleport models or reposition themselves to block charge lanes would be invaluable. Finally, I took advantage of one of Baldur's Theme Force perks, which allows the Celestial Fulcrum to advance its normal movement before the game begins. I did that happily, closing the distance between the Fulcrum and Will's Blighted Nyss Legionnaires.



I deployed one of my melee units on each flank to threaten Chris' Druids of Orboros. The plan was to wipe out the Druids and eventually swing towards the middle like the pincers of a blighted crab. Finally, I placed the Blackfrost Shard on the far flank near the Warmongers; they were my wild card. My hope was that Chris would mostly ignore them due to the larger threat of the Warmongers, allowing the Shard to pick and choose engagements at its leisure.

With everything in place, it was time for the slaughter to begin!

## Round 1

### Circle Orboros – Chris

In my Maintenance Phase, the Celestial Fulcrum gained a fury point and Baldur gained a Wurm token from Devourer's Debt. For each Wurm token Baldur accrues, he gains +1 STR but takes 1 point of damage at the end of his activation. The damage can't be transferred, but Baldur can remove the tokens by using his Ritual of Renewal special action.

At this point, I wanted to move into a position that would set me up for an aggressive second turn. I ran the Fulcrum forward while the Druids unit behind it advanced, covering it with Counter Magic.

I ran the Druids on the left flank forward, then both Megalith and my Wold Guardian riled and ran forward.

My Woldwyrds advanced to cover the center of the dais and decimate anyone foolish enough to enter.

Baldur advanced, cast Roots of the Earth on himself, and then cast Rock Wall for a little defensive help. I used the Ritual of Renewal to remove the Wurm token I acquired at the start of the turn.

Finally, keeping the “in-your-face” style I wanted for this fight, the Shifting Stones teleported my Wold Guardian forward. My hope was to catapult the big wold into something soft and purplish very quickly.

## Legion of Everblight – Will

Chris’ first turn was surprisingly aggressive. I began to think forward to how this was going to play out. Looking at his army’s position, he was going to alpha strike me no matter what unless I basically ran away, so I needed to find a way to turn his alpha strike against him.

One of Chris’ Shifting Stones would have to die this turn to avoid any teleportation nonsense, and I would need to bait him into focusing his efforts on my infantry. With Kallus’ feat I could turn his alpha strike around and keep the tempo in my favor.

First I moved the Blackfrost Shard up just a bit, and used Vysarr’s Cloak of Mist ability to keep him and his buddies safe from the Druids’ Force Bolts. It was far too early to commit the Shard to anything; simply keeping them alive was my priority at this stage.

Next was a fairly mundane and absolutely key activation. The Ravagore advanced and took a shot at the closest shifting stone. That stone had to die! The last thing I wanted to deal with was Megalith or a Wold Guardian teleporting into the middle of my army and beating Kallus to death with giant stone fists. I boosted both the attack and damage rolls with the Ravagore just to be sure and reduced the Shifting Stone to rubble in a blast of blighted fire.



I ran the Throne of Everblight into a central location on the dais, preparing for next turn when it would threaten nearly any unit on the board. The Legionnaires ran toward the Celestial Fulcrum, but not so far that Kallus’ couldn’t catch them in his control area when he activated. This was my bait, and I hoped Chris would tear into the Blighted Nyss next turn instead of the Throne.

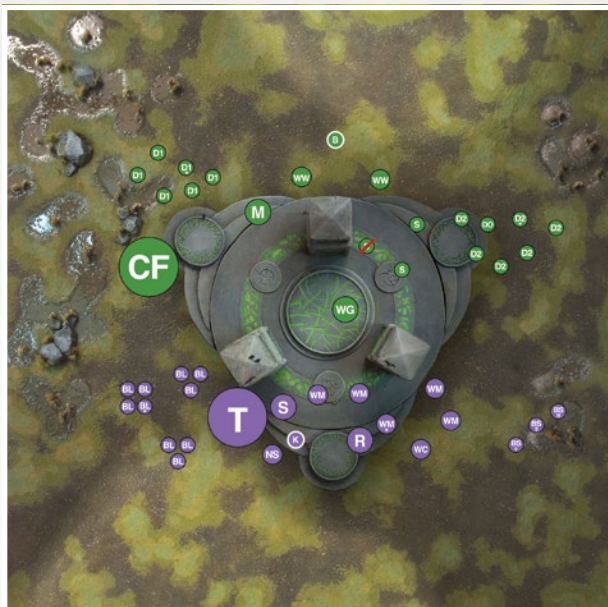
My Scythean ran into a better position for following turns, holding back enough to commit either directly through the middle or toward the Fulcrum as needed. I held back the Nephilim Soldier, advancing it slightly forward.

Next, Kallus activated, and it was time to make a crucial decision. I could use my feat this turn and attempt to undermine Chris’ alpha strike, or I could save it for later turns once I was fully engaged with his army. I chose the first option and advanced Kallus to ensure that most of my army was in his control area. Then I used his feat Host of Angels.

Kallus ended his turn by casting Ignite on the Throne of Everblight (luckily outside the range of the Druids’ Counter Magic) and discarding a single point of fury. I wanted to have Ignite up so when I engaged next turn, I could upkeep Ignite, cast Dark Guidance, and still sit on a point of fury for a single transfer. After casting Ignite it occurred to me the Throne might be in range of both Woldwyrds, but it was a risk I was willing to take.

To end my turn, the Warmonger unit and the War Chief ran forward to threaten both the nearby Druids and the center of the board. Unless Chris rolled really well with his Druids’ Force Bolts, the Warmongers would survive his turn without suffering a loss.

My hope was that Chris would be concerned enough with the group of Legionnaires near his Celestial Fulcrum to focus its attacks on them and not on the Throne of Everblight. If the Legionnaires were blasted off the face of Caen, it wouldn’t matter. They would return as a motley gang of Combo-Striking monstrosities poised to rip Chris’ floating battle engine to pieces.



## Round 2

### Circle Orboros – Chris



WOW! Kallus' feat threw a bit of a monkey wrench into my plans of simply annihilating the Blighted Legionnaires across from the Fulcrum. Suddenly, killing them to produce an infestation of Incubi didn't seem like the best idea in the world. I would have to come back to the Legionnaires, but I decided to console myself by wrecking the Throne of Everblight.

Again, the Fulcrum gained a fury point and Baldur got a Wurm token. I leached to full fury and was ready to start my turn.

First, I targeted the Throne with one of my Woldwyrds. Will had left the upkeep spell Ignite on his Throne—big mistake! The Woldwyrd ability Purgation allows them to add a die to any attack and damage rolls against a

target affected by an upkeep spell. My first Woldwyrd delivered 5 points of damage to the Throne after two hits and a boosted damage roll. After moving my Shifting Stones, my second Woldwyrd followed up by delivering 6 more points, again forcing for extra shots and boosted damage. The two Woldwyrds were fully loaded with Fury, but had dealt an impressive 11 points of damage to the Throne. I was feeling pretty sure of myself.

The Throne was still standing, though, so I advanced my Celestial Fulcrum up to deal with it. A well-placed Lighting Bolt did 3 more points of damage and arced uselessly to the Scythean nearby. I then Flame Blasted the Throne for a whopping 9 points of damage! Guessing I was too far away to hit the Throne with Winter's Rage, I sprayed some nearby Blighted Legionnaires with lethal frost, turning two into Incubi due to Kallus' feat. At the end of all that, the Throne lived on with a single health point left! Gah!

The remainder of my force jockeyed for position and did a little damage to the Legion army. My Druids unit on the left flank disappointingly missed the Blackfrost Shard with the Devouring, but made up for it by pushing the Warmongers around a bit and covering themselves with a few well-placed Vortexes. The Druids unit on the right succeeded in making another Incubus out of a Legionnaire.

I pulled my Wold Guardian back a bit and advanced Megalith to create a solid defensive line. Baldur advanced, dumped two fury, cast Rock Wall to slow the enemy down, performed the Ritual of Renewal to ditch the Wurm token, and then cast the Guardian's animus Flesh of Clay on himself. On the next turn I felt we were really going to crash together, so following Will's lead of popping his feat early, I used Baldur's feat, Hallowed Ground, to boost my army's armor and prevent forced movement.

### Legion of Everblight – Will

Well, that was not what I expected to happen at all. My feat generated a grand total of three Incubi, and my Throne of Everblight was barely alive with one box of damage remaining. I have to say, I was impressed by how much damage was done to the Throne, and it was still standing! Now it was time to get a bit of payback on these pesky Druids. Unfortunately, Baldur had used his feat, so doing any significant amount of damage was not going to be easy.

Kallus started the turn by leaching the fury from his beasts and upkeep Ignite on the Throne. I was definitely going to need the extra damage! Because my Legionnaires were removed from play last turn by Host of Angels and not by an enemy effect, the unit did not get to use Vengeance this turn.

The tone of this turn was set with my first activation, as Kallus advanced around the dais and cast Dark Guidance. It was officially Druid stomping time! With one fury left, Kallus didn't have much left to do, so I like to imagine he spent the rest of his activation yelling nonsense at Baldur like, "Sticks and stones may break my bones, but I'm immortal and you're bald."

Next up was the Throne of Everblight. This monstrous tower of tentacles charged directly into the middle of the dais at one of the Woldwyrds. Thankfully, the flight ability allowed me to ignore the giant stone pillars that normally would have blocked my charge!

With Baldur's feat up, the Woldwyrd was able to absorb more of my attacks than I expected. It took all three of the Throne's initial attacks, but in the end





the Woldwyrd exploded into a pile of rocks, and its destruction triggered the Throne's Battle Wizard ability.

Normally, casting a spell would have been a problem because the other Woldwyrd could have taken a shot at me due to its Witch Hunter ability, but the Throne's tentacles with their 4" reach had it engaged in melee, preventing the pesky little construct from shooting.

I used the Throne's Battle Wizard ability to cast Spine Burst at the Druids on the Warmongers flank. The spell hit and managed to bounce to an additional two Druids. All three Druids died horrific deaths, and I had to hold back from yelling, "Take that you filthy dirt mystics!" I like Chris, but I like not getting punched in the face even more.

I sent two of my Incubi in to make Combo Strike attacks against the Celestial Fulcrum, and thanks to Baldur's feat, I did very little damage. The Legionnaires decided it was time for some payback and charged into the fray. Two Legionnaires charged the nearby Woldwyrd, while the other five charged the Fulcrum. Each group used Combined Melee attacks on their respective targets, and managed to put a small dent into both the Woldwyrd and the Fulcrum. I had a feeling this was the last turn I was going to see the Legionnaires alive. Sorry boys, time to meet your maker at the hands of a deranged weather machine.

To finish out my assault on the Fulcrum I sent the final Incubus in to make another Combo Strike, which did absolutely no damage. With that sadness out of the way, I moved on to the Warmonger unit. The blighted ogrun charged in a wide spread across the dais toward the Druids of Orboros. Despite Dark Guidance and Berserk, I managed to kill only a single Druid and damage a Shifting Stone. Ugh.

The Warmonger War Chief was up next. He charged the damaged Shifting Stone and finally destroyed it. Huzzah! Take that, you... rock. The War Chief's Berserk

attack failed to do any damage to the sole survivor of the Shifting Stone unit.

It was time to activate my beasts, though I didn't have a great deal to do with them this turn. I decided to spend their activations getting them into better position for following turns. The Ravagore moved to a position where it could threaten the majority of the dais, used its Dragon Fire animus, and hit the Wold Guardian with a fully boosted Blight Blast. This fiery ball of blighted death managed to put 2 points of damage on the feat-protected Guardian, but at least it was on fire. The Scythean advanced towards the Fulcrum, and the Nephilim soldier riled for one fury and ran to a more favorable position.

Finally it was time to activate the Blackfrost Shard. I needed them to begin making their way to the dais. It was obvious the final turns of this game were going to be decided there. However, as they made their way over, I also wanted them to kill a few more of those pesky Druids. After advancing, Vysarr cast Cloak of Mists to protect the unit, and both Rhylyss and Sevryn cast Ice Bolt at the Druids unit. Only Rhylyss' bolt hit, but it managed to hit the Druid of Orboros Overseer and kill him.

I gritted my teeth for the next turn and got ready to have the Fulcrum obliterate my entire left flank...



## Round 3

### Circle Orboros – Chris



At this point in the game, I felt like Will's army was swarming me. My turn started simply. Baldur leached up to his full fury and got a new Wurm token, the Celestial Fulcrum gained a fury, and sadly the fire did not go out on the Wold Guardian (but it caused no damage, so I can't really complain).

I figured at this point it was time for Baldur to take matters into his own hands, so I began his activation by charging and killing one of the Legionnaires. Once that business was out of the way, it was time to take out the Throne of Everblight by casting Crevasse at it. The spell took the writhing horror out of the game, and the resulting spray attack from its demise wounded several nearby Warmongers. Baldur took a point of damage after activating because I wasn't able to get rid of his Wurm token, but it wasn't the end of the world.

The Shifting Stone teleported away and my Woldwyrd shot up the Warmongers, killing their War Chief. The Wold Guardian continued to heap abuse on the Warmongers, charging and killing two of them. Concerned about the Ravagore's shooting, the Wold Guardian cast Flesh of Clay on itself.

While Megalith advanced forward, the Celestial Fulcrum tried to rid itself of the Blighted Legionnaires and Incubi attacking it. It made some headway, killing some of the enemies threatening it, but didn't completely free itself. The nearby Druids unit charged in to help, but only managed a single kill.

My turn ended with the Druids on my left taking a potshot at the Blackfrost Shard, wounding Sevryn for 3 points of damage.



## Legion of Everblight – Will

Well that was a carnage filled turn! Time to repay the favor. I knew that no matter what else happened this turn, the Celestial Fulcrum had to die.

After Kallus leached all the available fury, the surviving Legionnaires made their Vengeance moves and attacks and managed to kill one of the Druids in their way.

The remaining Warmongers activated first, advanced towards Chris' end of the dais, and took some swings at the Druids unit that had been pestering them all game. One of the attacks hit, and a Druid was reduced to a pile of robes and meaty chunks.

The Blackfrost Shard activated next, and it was time to set up the Woldwyrd for annihilation. Vysarr cast Cloak of Mists first, which gave the unit Stealth, and thus protected them from the Woldwyrd's Witch Hunter shot. Rhylyss cast Kiss of Lylliss on the Woldwyrd, hitting, and Sevryn followed up with Ice Bolt for a decent amount of damage on the light wold.

Kallus activated next, and like last turn, he advanced to provide support for his army while screaming insults across the dais at Baldur. He cast Ignite of the Nephilim Soldier and Massacre on the Scythean. I was slowly moving Kallus further up the dais, but had to be careful not to get within charge range of Megalith or Baldur; that would be disastrous.

With the Woldwyrd prepped for destruction, the Nephilim Soldier flew over the nearby obstructions and charged the wold with murderous intent. Two swings later and the last Woldwyrd was hacked to pieces. The Ravagore decided it wasn't going to be outdone by its smaller companion and advanced into melee with the Wold Guardian. It took five swings from the Ravagore's claws to get the job done, but the Guardian fell at last.

The Scythean activated next and charged the Celestial Fulcrum (without need of forcing thanks to Massacre). It



was time to get some revenge for all the damage the Fulcrum had caused. The initial charge attack from the Scythean was it all it took to rip the damaged battle engine to shreds. I used the Scythean's Massacre move to place it in Megalith's back arc and also in range to attack some nearby Druids. Both the Scythean's second initial attack and free attack from Massacre missed.

Unfortunately, I was too caught up in the glee from having destroyed the Fulcrum, and I opted not to buy additional attacks with the Scythean, thereby mismanaging my fury for next turn. Oh well, looks like Kallus would have to take some damage next turn in order to receive full fury.

To finish this turn, the remnants of the Legionnaire unit advanced and took some wild swings at the Druids engaging them. I can only assume the sun was in their eyes, because they missed every swing. Thanks a lot, guys!

## Round 4

### Circle Orboros – Chris

Argh! Will killed almost everything in my army made of sticks and stones except Megalith and a solitary Shifting Stone. It all seemed to be falling apart, and I felt that I was faced with two choices. I could either dance with the Legion in a long, drawn-out attempt to whittle them down, or I could surge forward and attempt to draw Kallus out for a final showdown. Sitting on full fury and with Megalith ready for damage transfers, I thought I could survive to counter attack. So I chose the second option!



Baldur replenished his fury and then gained a second Wurm token in my Maintenance Phase. If I survived my plan, he would be able to deliver some seriously heavy hits with two Wurm tokens on him.

Beginning the turn, Megalith charged the Ravagore with the intent of pounding it into a fine wet paste, but the Legion beast made it through with one box of health left! This is becoming a recurring theme for Will! Baldur charged in to finish the Ravagore off (Kallus did not reeve fury) and then cast Roots of the Earth to boost his

armor. The Wurm tokens did two points of damage, but Baldur was tough enough to take it.

I teleported the Shifting Stone forward to block some potential charge lanes while the Druids on my right battled the Legionnaires.

Not to be left out, I killed one last Warmonger with the remnants of the left hand Druids unit.

Now all that was left was to see if Will would force a final showdown between our two Warlocks.

## Legion of Everblight – Will



I have to admit, I love what Chris did here. It was a risky move, but by the numbers it was a smart one. I could run away and still have to deal with this problem later, or I could fully commit to killing Baldur and lose the game if I failed to do so.

It was a rough choice for sure. Baldur was ARM 20, couldn't be knocked down, and had 4 fury to transfer to an undamaged Megalith. After a minute of pondering, I decided it was time to go big or go home.

During my Control Phase, Kallus leached but was forced to take two points of damage to get up to his full FURY. I was going to need all the fury I could get.

There were a few key activations and attacks that needed to succeed if I was going to have any shot of taking Baldur down. The first was the Blackfrost Shard. The Shard activated and advanced towards the dais. This activation went perfectly for me as Rhylyss landed Kiss of Lyliss on Baldur to partially negate the effect of Roots of the Earth; Vysarr hit Baldur with an Ice Cage, bringing his defense down; and Sevryn hit Megalith with an Ice Bolt that actually managed to damage the giant wold.

The transfers to Megalith were going to be a big problem, so I knew I needed to get some more damage on it. The Warmongers activated next, and two were able to charge Megalith and damage it significantly. Things were still very risky at this point, but Kallus was tired of waiting.

The Wrath of Everblight activated next. I began by having Kallus cast Ignite on himself and then charge Baldur. Thanks to the previously landed Ice Cage, hitting Baldur was no problem, but the damage was shunted off to Megalith.

With ignite and Kiss of Lyliss, I was hitting Baldur fairly hard, even with his armor buff. I had charged in such a way that Kallus was engaging Baldur, Megalith, and the last Shifting Stone. There was no better time to repeatedly cast Flashing Blade than now.

Each time I cast Flashing Blade I hit Megalith, Baldur, and the Shifting Stone. I rolled like an absolute beast here, and by the second Flashing Blade, Megalith was dead from a combination of repeated strikes from Hellbrand and damage transfers from Baldur. With two attacks left, my dice stayed hot. On the very last Flashing Blade, Kallus smashed the final Shifting Stone and cut down Baldur.

See ya, Baldy!



## Conclusion

### Circle Orboros – Chris

Shame! Woe! Defeat! Sadness! Seriously though, Will was an enormous amount of fun to play against and an excellent player to boot. Losing to him is nothing to be ashamed of. At least that's what I'm telling myself so I can sleep at night.

Baldur the Stonesoul offered a very different play style than I was used to, and the Celestial Fulcrum was more fun than one guy should have on the battlefield. Its ability to throw out so much damage at so many targets is awesome—I just have to avoid getting it swamped by infantry in the future.

A great opponent, fantastically painted models, and an evocative and stunning game board—this is what playing HORDES is all about!

### Legion of Everblight – Will

Sweet victory!

That was an awesome game! Chris is a great opponent. He has solid tactics and is also just a ton of fun to play against. He really got a lot of mileage out of his Celestial Fulcrum; that thing is just a vicious killing machine. Baldur the Stonesoul is also no slouch; he forced me to work for each kill and pay for each mistake.

Next time I play this army, I will need to be more careful with my Throne of Everblight. It can take a beating and dish it out just as well, but I feel like I could have utilized it much better this game. Part of me was hoping to have an epic melee showdown between both battle engines, but alas, it wasn't meant to be. Maybe next time.

Also, big props to Leo Carson-DePasquale for building the centerpiece for our battle. Fighting over the enormous Circle Orboros ceremonial dais was great and really added to the thematic element of the game. The game was fun, my opponent was great to play against, and the battlefield was gorgeous. What more could you ask for?

Oh, yeah! A rematch against DC...

# LEGION WINS!



# CONCEPT CARNAGE

~ EXTRA EPIC EDITION ~

BY CHRIS WALTON

*At the Lock & Load GameFest in 2011, we announced that certain warcasters would be getting a second epic incarnation in the next WARMACHINE expansion book. In No Quarter #39 we gave you a little more info, revealed one more new epic warcaster, and told you the new epics would have more "presence" on the battlefield. Here, in No Quarter #40, Concept Carnage reveals another epic 'caster and explores just what it means to have more presence on the tabletop.*

It's been a while since I've concepted warcasters, but when the briefs for these new epic models were waved under my nose, I started salivating at the chance to draw them. The chance to do the latest version of one of Cygnar's most beloved warcasters and the epic version of a character I had a heavy hand in designing the first time around was too good to pass up. I dusted off my trusty drawing tablet, fired up my computer, and dug into defining the look for the latest versions of these iconic characters.

First up was General Adept Sebastian Nemo. Nemo is one of my all-time favorite characters in WARMACHINE. His look practically defines the Iron Kingdoms for me: a blend of scientific innovation and sympathetic character traits that makes me care what happens to him.

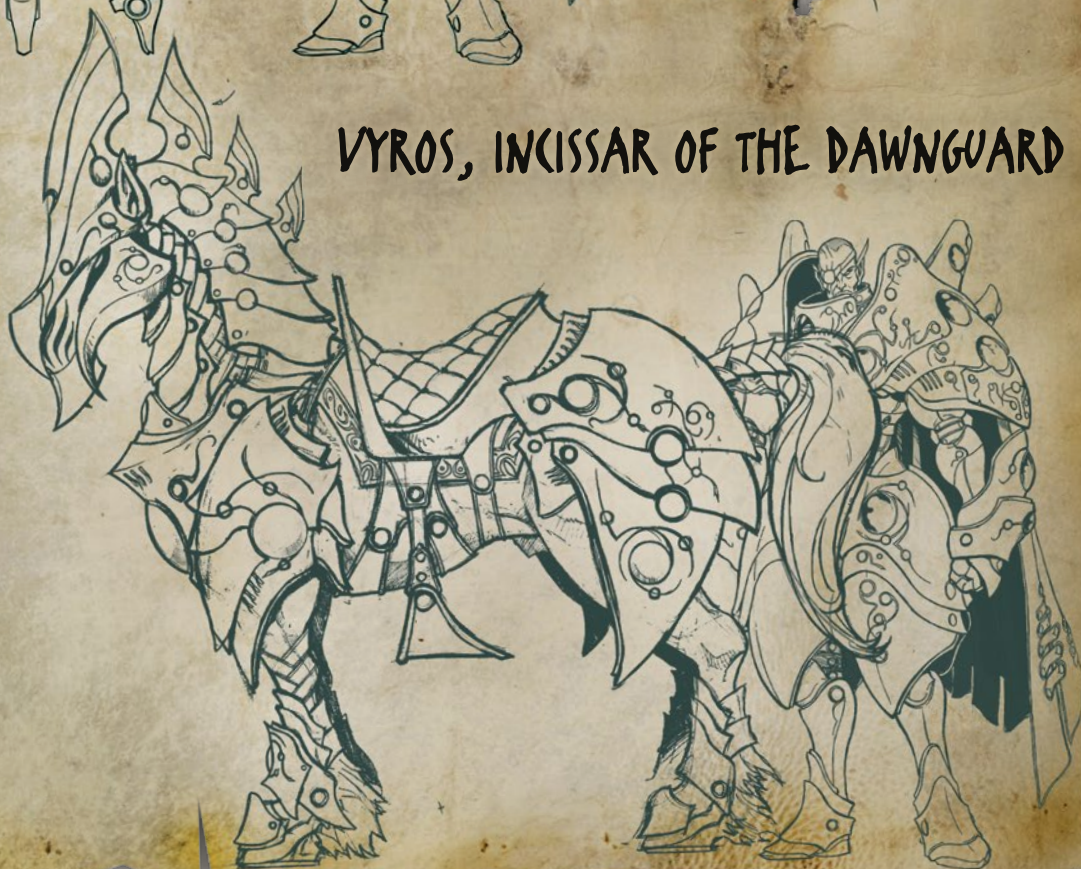
This incarnation of Nemo sees him developing the technological capabilities of his war gear even further. His weapon has become larger, and his armor now incorporates a relay system for boosting its power. His assistant Stormchaser Adept Finch supplies that power.

I had a really clear image of what I wanted Finch to look like before even touching virtual pen to virtual paper. She represents the idea of pairing a warcaster with a second model that can boost the warcaster's abilities and add to his visual presence on the battlefield. I loved the idea of this young-and-old duo arcing lightning back and forth to crush the enemies of the Cygnus!





## VYROS, INCISSAR OF THE DAWNGUARD



Not to be left behind, Retribution players will now get access to an epic warcaster of their own: Vyros, Incissar of the Dawnguard. Leading the charge of Dawnguard Destors atop his own mount, Vyros is a mountain of armor and arcane destruction. We wanted to retain a strong visual link to his previous incarnation but also make him a dominating model in terms of size and appearance.

With the incissar's horse, I tried to create armor reminiscent of both the Destors and the hawk that soars along at Vyros' side. The scale of Vyros' mighty steed and the elegance of his design should really set Retribution's first epic apart from his previous incarnation.

# POWER PROGRESSION

## CRYX

By Jason Watt  
Art by: Daryl Mandryk,  
Dave Rapoza, Andrea Uderzo





As the armies of western Immoren continue their continent-spanning wars, death spreads across the land like a plague. But some fallen soldiers are denied the peace of death and instead receive a new “unlife” beneath the rule of the Dragonfather Lord Toruk. The Nightmare Empire scours the battlefields of western Immoren, treating every body-strewn field as a potential source of new recruits. Even the dead are forced to serve beneath the banners of the Dragonfather, and with endless wars raging, there is no end to Cryxian reserves.

Among the Cryxian leaders lurks a ghastly beauty, a sorceress with terrible power and a thirst for domination. Warwitch Deneghra eradicates her foes by slowly eroding their will and strength with parasitic malevolence. Once under the warwitch’s wicked spell, only death and the destruction of the soul awaits.

In this Power Progression we will venture into the dark realm of the Nightmare Empire. Here you’ll learn how to build a Cryxian force that is both terrifying and terrifyingly effective.

## Phase I: Battlegroup

The Cryx battlegroup box presents players with a versatile starting point for building their forces. With Warwitch Deneghra, a Slayer, a Defiler, and two Deathrippers, any player can quickly learn the Cryxian dark arts. In this installment of Power Progression, I’m going to focus on what I feel is the greatest asset the Nightmare Empire possesses: board control.

In WARMACHINE, the definition of board control is dictating how your opponent’s models are moved and activated on the tabletop. Warwitch Deneghra’s spell list and especially her feat, The Withering, offer excellent board control. The Withering inflicts a -2 penalty to SPD, STR, MAT, RAT, DEF, ARM, and FOCUS on any model in her control area. Thanks to Deneghra’s 14” control area that usually means every model on the table. Compound this with spells such as Crippling Grasp, Parasite, and Scourge, and the temptress of the Nightmare Empire can quickly diminish high-DEF and high-ARM targets with minimal effort.

## TACTICAL TIP

Use the speed of the Cryxian bonejacks and the range of Deneghra’s spells to prevent retaliation from opponents. In other words, try to neutralize your opponents’ threats without taking a loss.

When playing at the battlegroup level, Deneghra has numerous options to deal with the opposition. One of the most popular is spell assassination. The queen of debuffs relies heavily on her arc nodes, and with proper positioning of a Deathripper, she can quickly kill an opposing caster with the application of Parasite and The Withering. Once these two effects are in place, a quick shot from the Defiler (effective POW 17) or a couple uses of the spell Venom (effective POW 15) from Deneghra herself can mean certain doom for nearly any target. Another option is attrition. By using the same application of spells and feat on the enemy’s warjacks and units, Deneghra can keep enemy models at bay while taking advantage of better positioning. Use these tactics to get your Slayer in combat and unleash a mighty P+S 27 Combo Strike on the enemy heavy. That’s incredible for a 6-point model!



### Cryx: Battlegroup

| Model             | Point Cost      | Notes |
|-------------------|-----------------|-------|
| Warwitch Deneghra | +5 warjack pts. |       |
| Deathripper (2)   | 4 each          |       |
| Defiler           | 5               |       |
| Slayer            | 6               |       |
| <b>Total</b>      | <b>14</b>       |       |

## Phase II: 25 Points

As you increase the point value of your army and become comfortable with what you have, you may want to remove some models to add some depth to your force. While having three arc nodes is ideal for spell assassination, I have removed the Defiler to add 5 more points in other areas. I'm certain two arc nodes will be enough for Deneghra to accomplish her bewitching deeds.

When players move up to the 25-point level, they tend to gravitate towards a single unit. However, that's not always the best choice. I want to add models that continue to provide board control and can deal with units my opponent may bring to the table. This is why I have included two Pistol Wraiths and two Warwitch Sirens. Both these models have multiple tools that make the army even more dangerous.

The Pistol Wraith is typically used in two ways. One tactic is simply to pick away at enemy infantry models. Once you have Crippling Grasp in place, two Pistol Wraiths can easily destroy the front line of an incoming infantry unit without worry of retaliation. However, what I see as their best target are enemy warjacks and warbeasts. With the Pistol Wraith's Chain Attack: Death Chill, it can cause a more expensive enemy model to forfeit its movement or action from up to 10" away. If you play your cards right, the Pistol Wraith could have a few Body Count tokens to boost attack and damage rolls, and if those boosted damage rolls are directed at a warbeast or warjack suffering under Parasite, you'll net some decent damage as well.

The Warwitch Sirens offer a couple of different tactics. Following the theme of board control, the Sirens have an excellent ability on their melee weapons: Shadow Bind. Shadow Bind drops a model's DEF by 3, and the target isn't allowed to advance except to change facing. What an excellent piece of board control in a 2-point model! Along with the Siren's melee potential comes a series of magical abilities that help with focus management (Power Booster) and infantry clearing (Seduction and Venom). With a magic skill of 7 and the Venom spell at the Siren's disposal, these 2-point solos can quickly earn their points back with a properly placed spray attacks.

### TACTICAL TIP

Use the Warwitch Sirens' Seduction ability to place a warrior model in an optimal position to make the most out of Deneghra's Influence spell.

Finally, to finish out the 25-point level, I added a minimum unit of six Bane Knights. The Bane Knights are an excellent resource management unit, meaning they need absolutely nothing from your warcaster to function in the game. I mean, who doesn't like a SPD 5 unit with Weapon Master, Vengeance, Ghostly, and reach? These nasties quickly become heavy hitters (effective P+S 13 to 14) with the proper application of Crippling Grasp or Parasite.

### TACTICAL TIP

To get a Vengeance move on your own terms, move a Bane Knight into a position where your opponent must deal with it. When your opponent falls for the trap, you can net yourself three extra inches on the entire unit to position yourself for better charges.

### Cryx: 25-Point List

| Model              | Point Cost      | Notes |
|--------------------|-----------------|-------|
| Warwitch Deneghra  | +5 warjack pts. |       |
| Deathripper (2)    | 4 each          |       |
| Defiler            | 5               |       |
| Slayer             | 6               |       |
| Bane Knights (6)   | 6               | NM    |
| Pistol Wraith (2)  | 3 each          | NM    |
| Warwitch Siren (2) | 2 each          | NM    |
| <b>Total</b>       | <b>25</b>       |       |

NM – New model for this point level/list

## Phase III: 35 Points

By the time you reach the 35-point level, your soul has been consumed, and the Dragonfather has turned you into a zombified agent of evil. With that said, let's create some more agents of evil under the tutelage of Bane Lord Tartarus.

The Bane Lord has an intimidating presence on the tabletop. With *Death Toll* and *Thresher*, Tartarus can slay living enemy models in droves with a mighty blow from Rivener, his great axe. Once the carnage ends, Tartarus adds insult to injury by turning your opponent's dead models into additional Bane Knights to fight by his side. Tartarus can also use *Curse* on an enemy model to increase his Banes' threat range and damage output. These ghostly vessels of destruction can quickly multiply and run rampant on the enemy army—the primary reason I filled out my unit of Bane Knights for maximum chaos!



### TACTICAL TIP

Combine Tartarus' *Dark Shroud*, Deneghra's feat, and the *Parasite* spell to give your Bane Knights an effective P+S 18 with *Weapon Master*! With minimal effort, the Bane Knights can turn any warjack into a heap of scrap metal.

To finish out 35 points, I added the loose cannon Gorman di Wulfe. This little 2-point extremist creeps across the battlefield looking for an appropriate target on which to drop one of his three devastating bombs. Strategically, Gorman waits in the backfield placing *Smoke Bombs* to provide concealment to key models. When the timing is right, he advances to help sway the tide of battle with a *Black Oil bomb* on a key warjack or warbeast. If you're lucky, you may even catch a 'caster with it.

### TACTICAL TIP

While the *Black Oil bomb* is arguably the most often used, don't overlook the *Rust Bomb* against high-ARM models like Khador warjacks or the corrosive *Acid Bomb* against formations of enemy troopers in *Shield Wall* or *Defensive Line*.

### Cryx: 35-Point List

| Model              | Point Cost      | Notes  |
|--------------------|-----------------|--------|
| Warwitch Deneghra  | +5 warjack pts. |        |
| Deathripper (2)    | 4 each          |        |
| Slayer             | 6               |        |
| Bane Knights (10)  | 10              | NM (4) |
| Bane Lord Tartarus | 4               | NM     |
| Gorman di Wulfe    | 2               | NM     |
| Pistol Wraith (2)  | 3 each          |        |
| Warwitch Siren (2) | 2 each          |        |
| <b>Total</b>       | <b>35</b>       |        |

NM – New model for this point level/list

## Phase IV: 50 Points

While the Slayer is an excellent warjack for its point cost, Deneghra is a selfish individual and has countless hours invested in her own necromechanical creation. So, exit the Slayer and enter Nightmare.

Board positioning and Prey selection is extremely important when using Nightmare. Its respectable MAT and P+S become downright terrifying when attacking its Prey, so target a model that you feel your opponent will be using in the front ranks of his army. Typically, choosing a warjack or warbeast is an excellent choice. With the ability to change Prey when you destroy your initial target, Nightmare can get a sudden surge of speed to go for juicier targets that may be behind enemy lines. This is where its Imprint: Ghostly comes in handy. Once Nightmare gets into combat, it can simply spend a point of focus and maneuver in and out of the enemy lines without fear of free strikes. With a properly placed Parasite or Crippling Grasp, Nightmare will tear its Prey limb from limb! With such a heavy point investment wrapped up in Nightmare, I thought it would be wise to also include a Necrotech. With its ability to repair any friendly warjack or create Scrap Thralls, this 1-point solo can be quite a nuisance for your opponent.

To help Deneghra with resource management, I've included the Withershadow Combine. Maelovus, Admonia, and Tremulus offer a slew of magical abilities that support your army and will haunt your opponents' nightmares. All three iron liches bring Dark Fire, Soul Taker, and Dismantle to the tabletop. When using the Combine, fire off Dark Fire from behind your lines to collect souls and keep the Combine safe. When the opportunity presents itself, charge the three liches into



an enemy warjack to make use of their Dark Industries ability. If all three members of the Combine make it into combat and wreck the opposing warjack—poof! they create a shiny new Cryxian bonejack or helljack under your control. The Withershadow Combine can certainly get things done in melee, but it's not their strongest quality. Admonia offers two superb abilities in Black Arts and Unbinding. Black Arts allows Deneghra to upkeep one of her terrifying spells for free, and Unbinding removes enemy upkeep spells within 5" of Admonia. The opposing caster then suffers d3 damage for each upkeep spell removed. Finally, there is Tremulus. While he doesn't bring as much to the table as the other members, what he does bring is extremely useful. Puppet Master is a RNG 10 magic ability that can affect a friendly or enemy model. It allows you to reroll one or more dice during an attack or damage roll. This ability is invaluable when going for an assassination attempt or an important power attack.

When I think of board control, no unit does it better than the Bile Thralls. These horrific thralls can lay waste to multiple models with a single attack. Cautiously advance this putrid unit up the field behind your lines. With all the debuffs at your disposal, their spray attacks may come in handy; however, what you're really looking for is an opportunity to use an extremely effective Purge. One Bile Thrall can eradicate most of a unit in a single turn. Chain these models back through your lines to set up multiple Purges turn after turn. Be very cautious with your facing, however, as you could accidentally destroy your own models when a Bile Thrall goes boom.

### Cryx: 50-Point List

| Model                     | Point Cost      | Notes |
|---------------------------|-----------------|-------|
| Warwitch Deneghra         | +5 warjack pts. |       |
| Deathripper (2)           | 4 each          |       |
| Nightmare                 | 10              | NM    |
| Slayer                    | 6               |       |
| Bane Knights (10)         | 10              |       |
| Bile Thralls (6)          | 5               | NM    |
| Bane Lord Tartarus        | 4               |       |
| Gorman di Wulfe           | 2               |       |
| Necrotech & Scrap Thralls | 1               | NM    |
| Pistol Wraith (2)         | 3 each          |       |
| Warwitch Siren (2)        | 2 each          |       |
| Withershadow Combine      | 5               | NM    |
| <b>Total</b>              | <b>50</b>       |       |

NM – New model for this point level/list

## Phase V: 100 Points

Let's kick off our leap to 100 points by picking a new warcaster—or in the case of the Witch Coven of Garlghast and Egregore, warcasters. The Coven is tricky to play. Their Arcane Nexus and Perfect Conjunction rules make placement and order of activation very important. Continuing with our board control theme, the Coven's spell list and feat make for some incredibly devastating turns. Like Deneghra, the Coven is quite good at spell assassination by way of Stygian Abyss. However, their primary strength lies in army support. Spells such as



Occultation, Ghost Walk, and Curse of Shadows make any Cryxian army difficult to deal with. Combine that with Veil of Mists to prevent retaliation and the Coven's feat Nightfall, which imposes a -2 MAT and -2 RAT to enemies along with restricting their LOS to 5", and your opponent will be pulling his hair out with frustration. With the Coven and Deneghra in the same army, you can pull off some truly crushing feat combinations. Combining the two reduces enemy MAT and RAT by a staggering 4 points (along with all the other penalties Deneghra's feat inflicts). Additionally, when used consecutively, these two feats effectively give you two turns where your opponent can muster only minimal retaliation.

The Witch Coven's battlegroup deserves a special note. Since they rely heavily on arc nodes, I've included two Ripjaws for their arcing power and crippling Armor Piercing attacks. I've also added the Deathjack for its self-sufficiency and advanced deployment. With the ability to cast any of the Witches' spells, the Deathjack and the Coven can easily set up a surprising assassination run with Curse of Shadows, Veil of Mists, and Ghost Walk. The combinations can become quite devastating between Deneghra and the Coven and can turn seemingly innocuous models into serious 'caster-kill threats. Here's an example. Start by using Deneghra's feat the Withering and then cast Crippling Grasp on the opposing 'caster. Next, have the Coven drop a Veil of Mists on the enemy warcaster and then cast Infernal Machine and Ghost Walk on a Stalker. So what does that get you? How about a bonejack with a potential threat range of 12.5" that ignores obstructions and free strikes and hits with an effective

MAT 11 and P+S 16. Oh yeah—it also ignores focus and prevents transfers because of Arcane Assassin. That's a 'caster-killing nightmare!

Since we're using board control to slow down the opponent's advance, I added models that would be good at jamming up the incoming army. This is where the Soul Hunters, Blackbane's Ghost Raiders, and Darragh Wrath come into play. By taking advantage of the Soul Hunters SPD, relatively high DEF, and large base, you can place these models in ideal positions to force the opponent to deal with them. With the inclusion of Darragh Wrath, the Soul Hunters gain Incorporeal if they begin their activation within his CMD range. Use this to your advantage and drive your Soul Hunters deep into the enemy lines, kill some models, then push further using their light cavalry movement. Follow this with Blackbane's Ghost Raiders and really put your opponent in a pinch. If they have minimal magical weapons, they should have a really hard time dealing with the Raiders, and if you use the Witch Coven's or Deneghra's feat at this time, enemy models will likely miss the Soulhunters more than they hit.

### Cryx: 100-Point List

| Model                                   | Point Cost      | Notes  |
|---|-----------------|--------|
| Warwitch Deneghra                       | +5 warjack pts. |        |
| Deathripper (2)                         | 4 each          |        |
| Nightmare                               | 10              |        |
| The Witch Coven of Garlghast & Egregore | +5 warjack pts  | NM     |
| Deathjack                               | 12              | NM     |
| Ripjaw (2)                              | 5 each          | NM     |
| Stalker (2)                             | 4 each          | NM     |
| Bane Knights (6)                        | 10              |        |
| Blackbane's Ghost Raiders (10)          | 9               | NM     |
| Bile Thralls (6)                        | 5               | NM     |
| Bane Lord Tartarus                      | 4               |        |
| Soul Hunters (5)                        | 9               | NM     |
| Darragh Wrath                           | 4               | NM     |
| Gorman di Wulfe                         | 2               |        |
| Necrotech & Scrap Thralls (2)           | 1 each          | NM (1) |
| Pistol Wraith (2)                       | 3 each          |        |
| Warwitch Siren (3)                      | 2 each          | NM (1) |
| Withershadow Combine                    | 5               |        |
| <b>Total</b>                            | <b>100</b>      |        |

NM – New model for this point level/list

## Phase VI: Unbound

When you and your friends brave this awesome level of game play, it should give you great pleasure to introduce Lord Exhumator Scaverous to your force and to your opponent. This scavenger of ancient lore is an exceptional toolbox 'caster. In other words, he has an option for every situation. Within his spell list lies a host of options that can further enhance our board control theme. To start things off, Telekinesis is arguably one of the best spells in the game. With the ability to position your opponent's models and your own, you can effectively increase any model's threat range by 4". You have the option to turn an enemy model's back to your entire army. By turning the opponent's models around, you deny charges and increase your effective MAT by 2 thanks to the back strike bonus. While Telekinesis is fantastic, Excarnate is where Scaverous can do some really serious damage. With good positioning, Scaverous can use Excarnate on an enemy model, box it, and then place a Bile Thrall within three inches of it and in formation with the leader. Then move the Bile Thrall forward with Telekinesis, advance it, and let it Purge all over the enemy front lines. This tactic is exceptionally hard for the opponent to predict, so watch for the opportunity to use it at all times.

In Unbound, order of activation is very important, and with the three warcasters I have selected, you have numerous options. First off, all the feats last for one round and provide some sort of de-buff to stats, LOS, or spell casting. So rather than stacking up one massive feat round, seek to unleash the Coven's Nightfall at the start of one round and Deneghra's Withering at the start of the next. This will provide you with back-to-back turns of powerful control effects that put a serious crimp in your opponent's plans. Sprinkle in Scaverous' Black Gate to enhance one of those rounds or hold it in reserve for use when your opponent expects a break.

All three of these warcasters offer a great deal of versatility in their spell lists, so you can activate your warcasters in any order and still achieve excellent results. Also, all three warcasters have access to Ghost Walk, and a significant portion of the army has Incorporeal, Parry, or Ghostly. With so much board control paired with the ability to move your models where you please, your opponent will have a hard time figuring out where you're going to strike.

Gaining the initiative in Unbound can be a tricky thing to do, and seizing zones is no easy task. However, with spells such as Crippling Grasp, Telekinesis, Icy Grip, Parasite, and Veil of Mists along with the Nightfall, The Withering, and Black Gate feats, moving, eliminating, or preventing models from entering zones should be an easy task for any master of the dark arts.

### Cryx: 150-Point List

| Model                                   | Point Cost      | Notes  |
|---|-----------------|--------|
| Warwitch Deneghra                       | +5 warjack pts. |        |
| Deathripper (2)                         | 4 each          |        |
| Nightmare                               | 10              |        |
| The Witch Coven of Garlghast & Egregore | +5 warjack pts  |        |
| Deathjack                               | 12              |        |
| Ripjaw (2)                              | 5 each          |        |
| Stalker (2)                             | 4 each          |        |
| Lord Exhumator Scaverous                | +5 warjack pts  | NM     |
| Erebus                                  | 8               | NM     |
| Ripjaw (2)                              | 5 each          | NM     |
| Bane Knights (10)                       | 10              |        |
| Bane Thralls (10)                       | 8               | NM     |
| Bane Thrall Officer & Standard          | 3               | NM     |
| Blackbane's Ghost Raiders (10)          | 9               |        |
| Bile Thralls (10)                       | 8               | NM (4) |
| Bile Thralls (10)                       | 8               | NM     |
| Bane Lord Tartarus                      | 4               |        |
| Soul Hunters (5)                        | 9               |        |
| Soul Hunters (5)                        | 9               | NM     |
| Darragh Wrath                           | 4               |        |
| Gorman di Wulfe                         | 2               |        |
| Necrotech & Scrap Thralls (2)           | 1 each          |        |
| Orin Midwinter, Rogue Inquisitor        | 2               | NM     |
| Pistol Wraith (2)                       | 3 each          |        |
| Skarlock Thrall                         | 2               | NM     |
| Warwitch Siren (4)                      | 2 each          | NM (1) |
| Withershadow Combine                    | 5               |        |
| <b>Total</b>                            | <b>150</b>      |        |

NM – New model for this point level/list



## Conclusion

The Nightmare Empire thrives on denying your opponent's game plan. By debuffing your opponent's force turn after turn and dismantling it piece by piece, the Nightmare Empire can quickly consume the souls of all who attempt to oppose the Dragonfather.

Now...lurk in the shadows, strike where they least expect it, scour the battlefields for potential new recruits, and eradicate all that stand in your path!

# TERRAIN BUILDING

# CIRCLE ORBOROS

# CEREMONIAL

# DAIS

By Leo Carson-DePasquale

## MATERIALS & TOOLS

Cardstock  
Chapstick®  
Construction adhesive  
Fine-grit sandpaper  
Fine turf  
Formula P3 Hobby Knife  
Formula P3 Sculpting Set  
Formula P3 Pin Vice  
Formula P3 Super Glue  
Insulation foam  
Medium bases (2)  
Plasticard  
Utility knife  
Wood filler putty

The ceremonial dais is an example of the largest structures used by the Circle Orboros. Positioned over a nexus of twisting ley lines, the dais provides potent augmentations to druidic rituals performed upon it. The massive standing stones accumulate the elemental energy of lightning storms, floods, and earthquakes within their runes. Powerful druids can channel this raw power to invoke destruction upon the cities of man or transport allies across vast distances to strike with unexpected force.

Construction of the ceremonial dais is done in three parts: the standing stones, the floating stones, and the dais itself. These components are left separate so they can be used individually or as a whole. This tutorial is intended to inspire Circle Orboros terrain for your own boards. Feel free to adapt and alter these guidelines to suit your own Iron Kingdoms terrain.



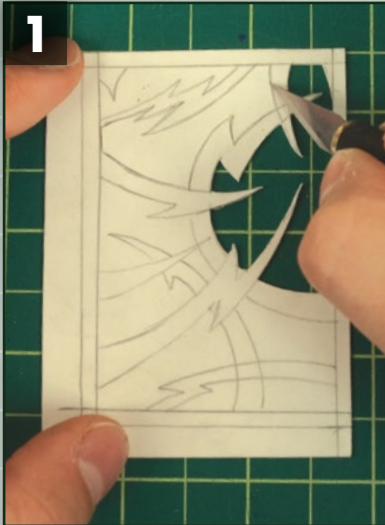


## STANDING STONES

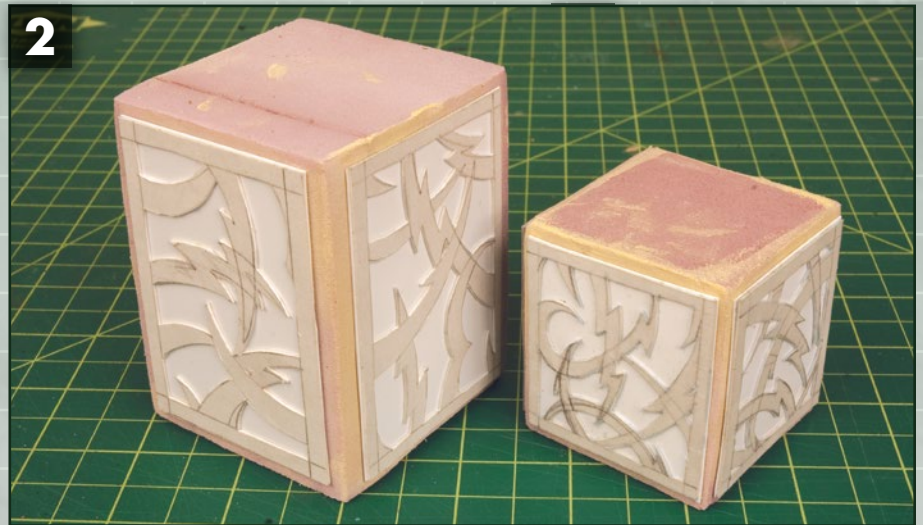
These standing stones are enormous versions of the traditional druidic stones and are similar to the Shifting Stones you can field in a Circle Orboros army. Begin with one block of insulation foam 2.5" thick by 2.5" wide by 6" tall. Then cut the block lengthwise into a tall piece and a squat piece. Trim the sides of the small block so it is slightly thinner than the block underneath. This creates the illusion of a sloped side.

While your cuts should be as exact as possible, they can always be touched up. It is more important that the corners are square than the surfaces come out perfectly flat. Use wood filler putty to cover any tears, seams, or imperfections in the foam. Next, use very fine sandpaper to smooth out the surface. This process of refining the foam should be performed constantly throughout the tutorial.

For a simpler construction, the whole stone can be done in one piece. Instead of dividing the original block, make channels where your cuts would be and attach the patterns to the large flat areas.

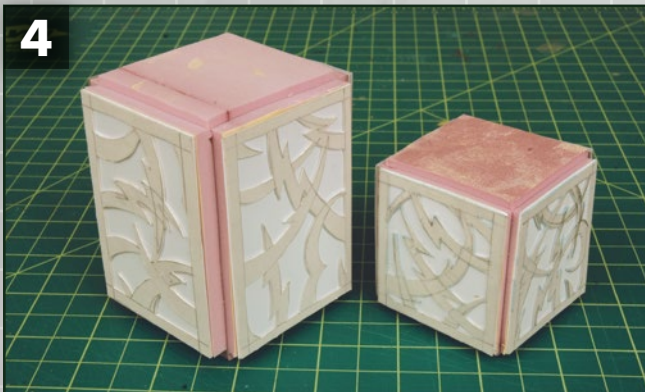


1) Using the Sentry Stone for reference, draw Circle Orboros runes and patterns onto card stock. I have chosen cardstock over plasticard because cardstock is easier to cut into curved shapes. (Plasticard is still a viable alternative, however). You will need four small patterns and four large patterns for each stone.



2) Attach the patterns to plasticard in order to create a smooth backing. Use construction adhesive to mount and center the patterns on the previously prepared blocks.

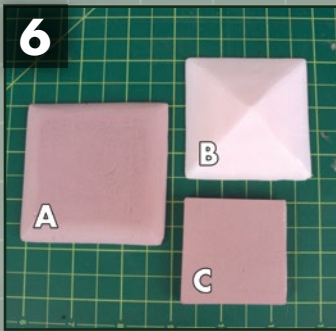
3) Cut long strips of 1/4" x 1/4" insulation foam. These will form the trim. Use a ruler to achieve long straight lines. Then gently sand the strips to remove any tears and soften the texture.



4) Using the edge of the patterns as a guide, cut the corners off the blocks so the strips have a groove to fit into.



5) Use construction adhesive to attach the trim into the grooves. Dry-fit each piece to make sure it fits flush. If the strip is too large, sand it down to fit. If it is too small, discard it.



**6 A)** Cut a ½" sheet of insulation foam that fits over the large block with a slight overhang. Bevel the top edge about ½" on each side.

**6 B)** Cut another ½" sheet, this time it should fit under the small block with a slight under-hang.

**6 C)** Cut a 1" sheet that fits on top of the small block with a slight overhang. Then mark the center and cut outward toward the edge in order to create a pyramid.



**7)** Attach part A over the large block and attach part B over part A. Attach part C over the small block. Use large dollops of construction adhesive to fill in the space created by the trim.

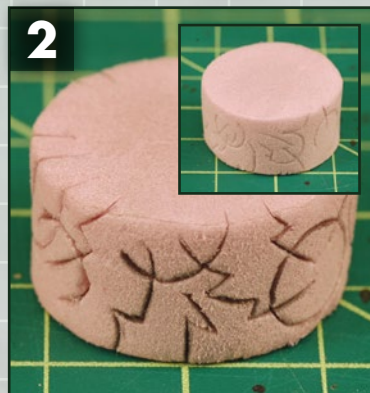


**8)** Attach the small piece over the large piece. Use wood filler putty to fill the gaps and then sand the putty smooth once cured. Use your hobby blade to cut nicks into the stone to simulate damage and wear. Concentrate the weathering near the bottom, at eye level.



## FLOATING STONES

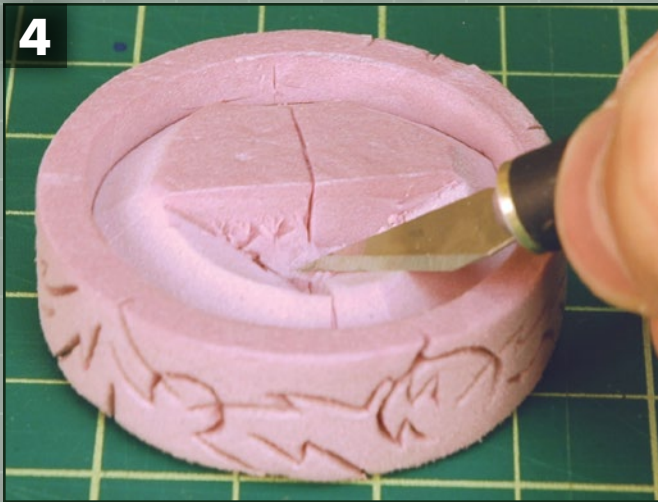
The floating stones add a mystical and dynamic element to the ceremonial dais. Start with three blocks of insulation foam: a squat block, a tall block, and a squat cylinder. These pieces should be slightly wider than a small base.



**3)** Using a Formula P3 Pin Vice, drill a hole all the way through the cylinder and partway into the pieces made in step one. Sandwich the cylinder between two thinly sliced circles of foam and use construction adhesive to glue all the parts together. Balance the stones upright while the construction adhesive cures and then make nicks and scratches to make the stone look more natural.

**1)** Carve the blocks into angular stone shapes, leaving one side flat. The trick here is to remove all the unnatural right angles and then go back and shave off sections until you have the desired shape. The longer bottom block is sharply tapered, while the squat upper block is loosely hemispherical.

**2)** After using very fine sand paper to remove the edges from the cylinder, use a pencil to very lightly draw runic patterns onto the cylinder. Use *Forces of HORDES: Circle Orboros* for reference. Next, use a hobby knife with a fresh blade to trace the pencil marks. When the foam starts tearing, immediately change your blade. Finally, go back with your pencil and widen the cuts.



4) Create another runic cylinder, this time with the diameter of a large base (50 mm). Then carve out the inside with a hobby knife. The inside doesn't need to be pretty, just be sure you don't accidentally mar the finished exterior.

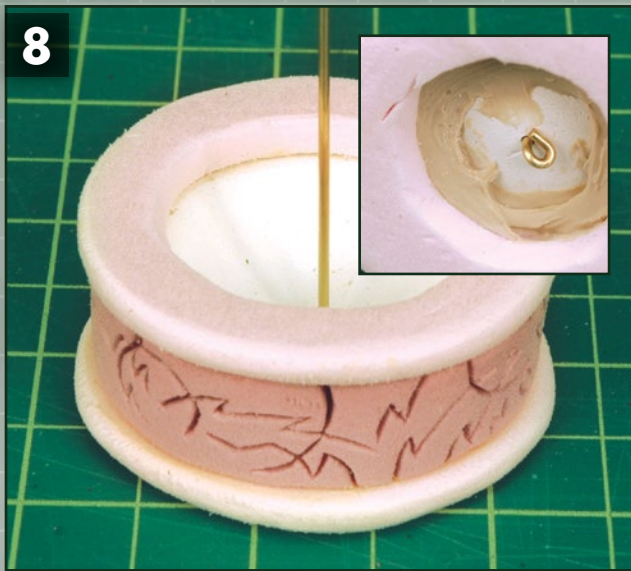


5) Find a smooth hemispherical surface that fits inside the hollow 50 mm runic cylinder you just made. I used a 6-cup pallet. A ping-pong ball might work as well. Coat the hemisphere with Chapstick® and press putty evenly over surface. Then allow for the putty to fully cure before removing the putty.



6) Fit the putty cup into the hollow cylinder and fill the space between the cup and the cylinder with construction adhesive. Unlike super glue, construction adhesive requires larger amounts to be effective; wipe away any excess with a paper towel. You may need to redefine the runes with a sharp pencil.

7) Cut two rings of insulation foam and attach them to the top and bottom of the cylinder. The outside diameter should be slightly greater than a large base (50 mm), and the inside diameter of the ring should be slightly greater than a small base (30 mm). The rings should be about as thick as a base (~5 mm).



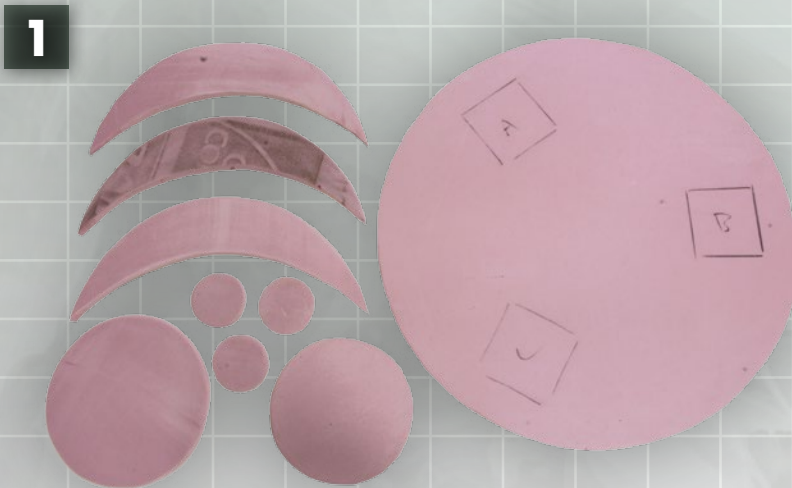
8) Make a kink in one end of a Formula P3 1.25 mm Pinning Expansion brass rod and attach the rod so that it sticks straight up from the deepest part of the cup. The kink acts as a stopper and an adhesion point to ensure the rod stands straight and secure.

9) Using a hobby knife, cut a large pile of small rocks similar to the large stones in step one. Drill holes in the rocks and slide them over the rod, using construction adhesive to secure them as you go. You want the rocks to look weightless and impossibly balanced. To achieve this, bend the rod at strange angles as you go and make sure to intersperse large rocks amongst smaller rocks.

10) Attach the floating stone to the end of the brass rod. Pin a few small rocks so they appear to be floating off from the larger rocks. This adds to the illusion and directs attention away from the brass rod.

## DAIS

The dais is the platform that ties the stones into a cohesive structure. The major shape is a large circle intersected by three smaller circles to form a subtle Circle Orboros symbol. Important aspects to keep in mind are the shape and height, how and where models will be able to stand, and how the modular pieces will fit on the dais.



1) The first step of constructing a large complex shape is to figure out the small simple shapes from which it is composed. The major pieces consist of a huge circle, two small circles, three tiny circles, and three large crescents. Again, use sandpaper and wood filler putty to refine the texture of the foam and remove any blemishes.

2) An important part of building modular terrain is to create joins that integrate the individual parts and give the loose parts places where they fit. For the floating stones, this means creating platforms for them to rest on (bottom). For the standing stones, I made a circle of runes connecting them (top). Both these elements copy techniques from their respective sections.

**3****4**

3) The steps of the dais are constructed separately. To keep things even, I started with a large middle step and made two smaller steps on either side, keeping in mind how the platform would fit into the steps. For a simpler construction, instead of inlaying the platform into the steps position the platform in front of or behind the steps.

4) Next, I constructed a central platform that fits inside the triangle of the three standing stones. This is the focal point where the major ceremonial action would take place. The runes here are made by carving out long pointed strips of foam. In addition, I made three simple runic discs to representing platforms where the druids would stand during a ritual.

**5**

5) When making large terrain pieces, it is very important to put in details that remind us we're looking at a miniature. For this purpose, I scattered grim debris leftover from previous rituals. The online parts store is a valuable tool for small details like these. After digging through for a bit, I came up with the Thrall Warrior skull, Scrapjack crow 1 and 2, and Wurmwood branch (ribcage).

**6**

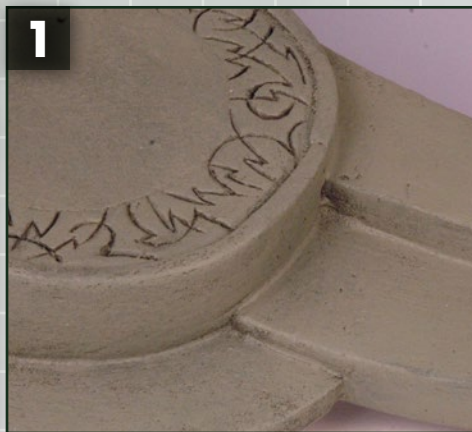
6) The last step is to use construction adhesive and brass pins to assemble the dais into a cohesive structure. Use wood filler putty to fill the gaps.

## PAINTING THE STONE

The stone uses a couple of simple techniques to create a realistic finish. Note the entire structure is basecoated with Tamar Black.

### COLORS USED

-  Armor Wash
-  Bastion Grey
-  Bloodtracker Brown
-  Menoth White Highlight
-  Ordic Olive
-  Tamar Black
-  Thornwood Green
-  Traitor Green
-  Trollblood Highlight

**1**

1) Overbrush the stone areas with Bastion Grey. It's okay if a little black shows through, but make sure there are no obvious brush strokes before moving on.

**2**

2) Apply a thin layer of Armor Wash mixed with Thornwood Green over the whole area. Then remove most of the paint by dabbing the stone with a damp paper towel. Create variation by leaving certain patches darker. This serves the dual purpose of creating texture and shading.

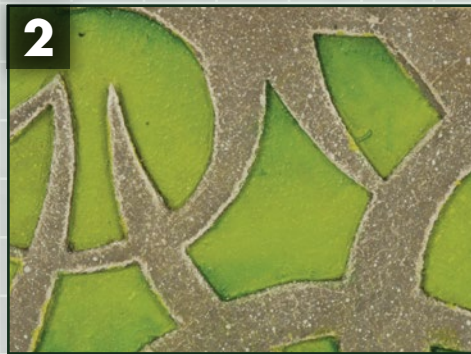


3) Using a blue-grey automotive spray, give the stone a light dusting. This should be just enough to give an even speckling across the surface. For added shading, spray from a top-down angle. Next, drybrush the stone with Trollblood Highlight.






4) Using a watered down mixture of Traitor Green and Ordric Olive, paint a vague camouflage pattern and then use a damp paper towel to dab up most of the paint. Repeat with Bloodtracker Brown, targeting areas with the least green. Some overlap is good. Next, drybrush with Trollblood Highlight mixed with Menoth White Highlight and then with pure Menoth White Highlight.

## PAINTING THE RUNES

The runes add important contrast to the ceremonial dais.



### COLORS USED

-  Gnarls Green
-  Green Ink
-  Menoth White Highlight
-  Wurm Green
-  Yellow Ink



1) Basecoat the glowing areas with Wurm Green mixed with a little bit of Yellow Ink. It is especially important that this layer be solid—pure light has no shadows!

2) Use your favorite blending technique to blend a Gnarls Green/Green Ink/Yellow Ink mixture around the border.

3) Tint Menoth White Highlight with Wurm Green and lightly stipple the center of the runes fading out towards the edges. Then use the edging technique to add a glowing effect around the edges of the runes.



## CONCLUSION

The ceremonial dais makes a great terrain centerpiece for any tabletop. However, if you don't have room for the whole thing, the individual pieces of the dais are also nice additions to your tabletop. The standing stones, floating stones, and the central dais all give you some good options for stone terrain in your games. To see how these terrain pieces function in an actual game, check out the Stone & Scale Battle Report on page 55.



# WAR-TORN ALLIANCES

# GNARLS



Big things are on the horizon for WARMACHINE and HORDES, and you'll want to make sure you're on the front lines with league play in 2012. The new War-Torn Alliances league gives players a fantastic opportunity to shine in nearly all aspects of the hobby—painting and modeling, faction mastery, and working with a teammate to achieve victory for the greater good.

In 2012, each season will feature faction pairings that represent an uneasy alliance to conquer territory on the map. These tenuous accords will change with each War-Torn Alliances season. League fiction will be centered on these arrangements of convenience. What would happen if elements of the Talion Charter teamed up with Legion of Everblight? Or if Circle Orboros worked with Cryx? Not only will you get to read about these pairings, you'll get to play them out for yourself on the battlefield.

Season models make their return—with a twist. In addition to fielding the league models for your main faction, you'll have the option to field the allied league models as well. Play a big enough game and you'll be able to field both allied armies at once!

But wait, there's more! War-Torn Alliances introduces a new element called upgrades. These upgrades are earned after battling opponents during the course of each season.

and represent enhancements to your battle-seasoned non-character warjacks and warbeasts. Upgrades are faction specific and will change each season.

Players will be able to earn commendations for participation, hobby, combat and Alliance play, and the overall winner will be awarded the season medal. Make sure to check the rules for each season to find out the requirements to unlock these achievements.

The interactive online league map returns in 2012, with factions battling for control in The Gnarls, Olgunholt Forest, and The Thornwood throughout the year.

For more information on leagues, go to [privateerpress.com/organized-play/leagues](http://privateerpress.com/organized-play/leagues). For everything you'll need to participate in War-Torn Alliances: Gnarls, go to [privateerpress.com/organized-play/leagues/gnarls](http://privateerpress.com/organized-play/leagues/gnarls).

## UPGRADES

War-Torn Alliances introduces a new feature called upgrades. During each league season, players have the opportunity to unlock enhancements for three of their faction's non-character warjacks or warbeasts. Players unlock one of their faction's upgrades after earning 5 battle points, a second after earning 12, and their faction's final upgrade for the season after earning 20 battle points. Upgrades represent enhancements to particular types of warjacks and warbeasts and change from season to season. Once a player unlocks one of their upgrades, it is available to all warjacks/warbeasts of that particular model type for the duration of the season.

**Example:** Ed plays a 50-point game with his Cygnar against Doug's Cryx to start the league. Doug wins, and earns 2 battle points and 1 bonus points for a total of 3 league points. Ed's next game is a 50-pointer against Chris and his Protectorate of Menoth force. Ed wins and earns 3 points, giving him a total of 5 league points for the scoreboard rankings. He is now eligible to unlock his first upgrade. Ed will need just 7 league points to unlock his second upgrade.

For more information on upgrades, go to [privateerpress.com/organized-play/leagues/gnarls](http://privateerpress.com/organized-play/leagues/gnarls).



CEPHALIX  
INSTIGATOR  
& DRUDGES



### DELIVERER FIRESTRIKERS

SUNBURST

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

**RANGE FINDER** – While B2B with one or more grunts in this unit, this model gains +2 to attack rolls with this weapon.



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PC Leader and 2 Grunts

|     |   |
|-----|---|
| POW | 3 |
| P+S | 7 |

|        |     |     |     |     |     |     |     |
|--------|-----|-----|-----|-----|-----|-----|-----|
| GRUNTS | SPD | STR | MAT | RAT | DEF | ARM | CHD |
|        | 4   | 4   | 4   | 5   | 12  | 11  | 7   |

|       |     |     |
|-------|-----|-----|
| SWORD | POW | P+S |
|       | 3   | 7   |

|          |      |     |     |     |
|----------|------|-----|-----|-----|
| SUNBURST | WING | ROF | AOE | POW |
|          | 14   | 1   | 3   | 12  |

|        |     |     |     |     |     |     |     |
|--------|-----|-----|-----|-----|-----|-----|-----|
| LEADER | SPD | STR | MAT | RAT | DEF | ARM | CHD |
|        | 4   | 4   | 4   | 5   | 12  | 11  | 7   |

DELIVERER FIRESTRIKERS  
PROTECTORATE DELIVERER SUNBURST WEAPON CREW UNIT

### ARCANE TEMPEST GUNMAN

TRIOBLISTSHOOTER

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

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

- +1000 MIST** – If this attack boxes a living model, center a 3' AOE cloud effect on the boxed model and remove it from play.
- BRUTAL DAMAGE** – Gain an additional die on this weapon's damage rolls.
- DEATH BOLT** – Instead of rolling damage, a model hit suffers 3 damage points. When damaging a warlock or warbeast, choose which column or hands suffers the damage.



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PC 2

DAMAGE

|       |     |     |
|-------|-----|-----|
| SWORD | POW | P+S |
|       | 3   | 7   |

|                   |      |     |     |     |
|-------------------|------|-----|-----|-----|
| MODIFIED MAGELOCK | WING | ROF | AOE | POW |
|                   | 12   | 1   | 1   | 10  |

|        |     |     |     |     |     |     |     |
|--------|-----|-----|-----|-----|-----|-----|-----|
| GUNMAN | SPD | STR | MAT | RAT | DEF | ARM | CHD |
|        | 6   | 4   | 5   | 8   | 15  | 11  | 9   |

ARCANE TEMPEST GUNMAN  
CYGNAR GUN MAGE CAPTAIN ADEPT SOLO

### CEPHALYX INVESTIGATOR & DRUDGE

SELECTIVE – This unit can be included only in Mercenary Contract armies that list Cephalyx as possible members.

**INVESTIGATOR**

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

**COORDINATED CARNAGE** – Once per game during its unit's activation, this unit gain a +1 cumulative bonus to melee attack and damage rolls for each other model in this unit that has hit an enemy model with a melee attack of this activation.

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



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PC Leader and 6 Grunts

DAMAGE

|                |     |     |
|----------------|-----|-----|
| DRUDGE WEAPONS | POW | P+S |
|                | 5   | 13  |

|              |     |     |     |     |     |     |     |
|--------------|-----|-----|-----|-----|-----|-----|-----|
| DRUDGE GRUNT | SPD | STR | MAT | RAT | DEF | ARM | CHD |
|              | 5   | 5   | 2   | 11  | 15  | 4   | 4   |

|                   |     |     |
|-------------------|-----|-----|
| PROSTHETIC BLADES | POW | P+S |
|                   | 5   | 11  |

|              |     |     |     |     |     |     |     |
|--------------|-----|-----|-----|-----|-----|-----|-----|
| INVESTIGATOR | SPD | STR | MAT | RAT | DEF | ARM | CHD |
|              | 5   | 6   | 4   | 4   | 14  | 13  | 9   |

CEPHALYX INVESTIGATOR & DRUDGE  
CRUX CEPHALYX MIND SLAYER DRUDGE'S ALLY UNIT

### FROSTWIND LORD

IRON WALL

**IRON WALL** – This model gains +2 ARM for each warlock it controls B2B with it. When this model is directly hit by an enemy ranged or magic attack, you can choose to have one of those warlocks become the target and automatically be hit by the attack instead.

**MAGIC ABILITY (7)**

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

**-TUNE UP (\*WARLOCK THIS MODEL CONTROLS) (\*ACTION)** – RING 5. Target friendly warlock this model controls. If this warlock is in range, its attack or damage rolls are boosted this turn.

**-WINTER STORM (\*ACTION)** – Enemy models that begin their activation in this model's command range lose Eyeless Sight, Flight, and Parahinder during their activations. Winter Storm lasts for one round.



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PC 2

DAMAGE

|          |     |     |
|----------|-----|-----|
| RUNE AXE | POW | P+S |
|          | 5   | 10  |

|                |     |     |     |     |     |     |     |
|----------------|-----|-----|-----|-----|-----|-----|-----|
| FROSTWIND LORD | SPD | STR | MAT | RAT | DEF | ARM | CHD |
|                | 6   | 5   | 6   | 4   | 13  | 13  | 9   |

FROSTWIND LORD  
KHADOR GREYFORD KOLDUN LORD SOLO

### SCATTERSHOT DECK GUN

**MERCENARY** – This model will work for Cryx, Cygnar, Khador, and the Proterocast.

#### LEADER & GRUNT

**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.

#### OVERLOADED DECK GUN

**RANGE FINDER** – While BZB with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

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FA 2  
PC 2  
LEADER and Grunt

**SCATTERSHOT DECK GUN**  
MERCENARY PRIVATEER SEA DOG DECK GUN WEAPON CREW UNIT

| LEADER | SPD | STR | MAT | RAT | DEF | ARM | CMD |
|--------|-----|-----|-----|-----|-----|-----|-----|
|        | 3   | 5   | 5   | 4   | 13  | 12  | 7   |

**OVERLOADED DECK GUN**  
RNG ROF AOE POW  
SPI0 1 – 14

**HAND WEAPON**  
POW P+S  
3 8

**GRUNT**  
SPD STR MAT RAT DEF ARM CMD  
3 5 5 4 13 12 7

### CHAIN BLADE PROTEGE

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

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

#### CHAIN BLADE

**CHAIN STRIKE** – This weapon has a 4' melee range during this model's activation.

**CHAIN WEAPON** – This attack ignores the Buckler and Shield weapon qualities and Shield Wall.

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FA 2  
PC 2

**CHAIN BLADE PROTEGE**  
RETRIBUTION MAGE HUNTER ASSASSIN SOLO

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

**CHAIN BLADE**  
POW P+S  
4 9

### THARN BLOODBRIINGERS

**LEADER & GRUNTS**  
**SHADOW PLAY** – If a model in this unit damages one or more enemy models with a melee attack during its combat action, at the end of its combat action you can place one model in the unit in formation anywhere within 1' of another model in this unit.

#### SACRAL BLADE

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

**BLOOD BURST** – When this attack boxes a living enemy model, center a 5' AOE on the boxed model, then remove the model from play. Enemy models in the AOE are hit and suffer a blast damage roll with a POW equal to the boxed model's STR.

**BLOOD SPILLER** – Gain an additional damage die against a living model.

**DISPEL** – When this weapon hits a model/unit, upkeep spells on that model/unit immediately expire.

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FA 2  
PC 5  
LEADER and 5 Grunts

**THARN BLOODBRIINGERS**  
CIRCLE THARN BLOODWEAVERS UNIT

| LEADER & GRUNTS | SPD | STR | MAT | RAT | DEF | ARM | CMD |
|-----------------|-----|-----|-----|-----|-----|-----|-----|
|                 | 7   | 6   | 6   | 4   | 14  | 11  | 8   |

**SACRAL BLADE**  
POW P+S  
3 9

### TROLL WHELP SCRAPPERS

**WHELPS**  
**ALTERNATE FOOD SOURCE** – If this model is within 1' of a friendly Faction warbeast during the warbeast's activation, the warbeast can remove this model from play to heal 43 damage points.

**ANNVOYANCE** – Living enemy models within 1' of this model suffer -1 to attack rolls.

**BIG BROTHER** – While within 10' of a friendly Faction warbeast, this model gains Focus.

**COMFORT FOOD** – If this model is within 1' of a friendly Faction warbeast at the beginning of your Control Phase, before leading you can remove this model from play to remove any number of Fury points from the warbeast.

**FLANK (FACTION WARBEAST)** – When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

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

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FA 3  
PC 3  
5 Whelps

**TROLL WHELP SCRAPPERS**  
TROLLBLOOD TROLL WHELP SOLO

| WHELPS | SPD | STR | MAT | RAT | DEF | ARM | CMD |
|--------|-----|-----|-----|-----|-----|-----|-----|
|        | 5   | 3   | 3   | 3   | 12  | 11  | 1   |

**MUTANT LIMB**  
POW P+S  
4 7

## WAR TORN ALLIANCES: CYGNAR

### SENTINEL: ROTATIONAL ACCELERATOR

Sentinel light warjacks' Chain Guns gain Reliable. (Once per turn after making a dice roll for a weapon with Reliable, you can reroll one of the dice rolled.) **TIP:** This includes the Strathe roll.

### IRONCLAD: AGGRESSION AMPLIFIER

Ironclad heavy warjacks gain While He's Down. (Once per turn when an enemy model becomes knocked down within melee range of a model with While He's Down, the model with While He's Down can make a melee attack against that model with the POW of the damage roll equal to its STR.)

### STORMCLAD: HIGH-YIELD GENERATOR

Stormclad heavy warjacks' Generator Blasts gain AOE 3.

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## EXTOLLER OF ANCESTRAL WRATH

SKORNE EXTOLLER SOULWARD SOLO

### EXTOLLER

SPD STR MAT RAT DEF ARM CMD

6 5 5 5 14 12 8

### SPIRIT EYE

RNG ROF AOE POW

8 3 - 12

### LEADER & GRUNT

SPD STR MAT RAT DEF ARM CMD

7 6 6 7 15 11 9

### NYSS LONGBOW

RNG ROF AOE POW

12 1 - 10

### SWORD

POW P+S

3 9



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## BLIGHTED NYSS STRIDER KILL TEAM

LEGION STRIDER OFFICER & MUSICIAN UNIT

### LEADER & GRUNT

SPD STR MAT RAT DEF ARM CMD

7 6 6 7 15 11 9

### NYSS LONGBOW

RNG ROF AOE POW

12 1 - 10

### SWORD

POW P+S

3 9



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## TEUFFELGEIST

MINION FERALGEIST SOLO

### TEUFFELGEIST

SPD STR MAT RAT DEF ARM CMD

6 0 4 4 13 11 8

### WAILING

RNG ROF AOE POW

SPB 1 - 10

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## EXTOLLER OF ANCESTRAL WRATH

### EXTOLLER

This model gains one soul token for each friendly living faction warrior model destroyed in its command 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 GUIDE** – During its activation, you can remove soul tokens from this model and place them on friendly faction models in this model's command range that have the Soul Guardian ability. A model cannot have more than three soul tokens as a result of Spirit Guide.

**SPIRIT EYE** – This model ignores LOS when making attacks with this weapon. When resolving attacks with this weapon, ignore concealment and cover.

## BLIGHTED NYSS STRIDER KILL TEAM

### LEADER & GRUNTS

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

**QUICK WORK** – When this model destroys one or more enemy models with a melee attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapon's ROF.

**REFORM** – After all models in this unit have completed their actions, each can advance up to 3".

**SNIPER** – When damaging a warjack or warbeast with a ranged attack, choose which column or branch suffers damage. Instead of rolling damage on a ranged attack, this model can inflict 1 damage point. A model that participates in a combined ranged attack loses Sniper until the attack is resolved.

## TEUFFELGEIST

This model will work for Blindwater Congregation, Circle Legion, Skorne, Thornhall Alliance, and Trollhloods.

### TEUFFELGEIST

**DYING BREATH** – When a living warbeast in this model's command range is destroyed by an attack, this model can immediately make a normal ranged attack.

WAR TORN ALLIANCES: RETRIBUTION OF SCYRAH

- CHIMERA: GHOST FIELD**  
Chimera light myrmidons' Phantasmal Fields grant +2 DEF for each focus point instead of +1.
- GRIFFON: ARCANIKA REINFORCEMENT**  
Griffon light myrmidons gain Brace for Impact. (When a model with Brace for Impact is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, the model is not knocked down. The model is not knocked down when it suffers collateral damage.)
- MANTICORE: EXCESSIVE FORCE**  
Manticore heavy myrmidons gain Bone Crusher. (Models with Bone Crusher have boosted slam and trample damage rolls. Additionally, collateral damage rolls resulting from slam power attacks from models with Bone Crusher are boosted.)



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WAR TORN ALLIANCES: CRYX

- RIPIAW: HOLLOW BONE CONSTRUCTION**  
Ripjaw bonejacks gain Pathfinder.
- SCAVENGER: DEATH'S SHADOW**  
Scavenger bonejacks gain Prowl. (Models with Prowl gain Stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.)
- LEVIATHAN: SPIKED FUSILLADE**  
Leviathan helljacks gain Implacable. (When a model with Implacable forfeits its movement to aim, it can immediately advance 2.)



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WAR TORN ALLIANCES: HADDOH

- DECIMATOR: SUBJUGATION ROUNDS**  
Decimator heavy warjacks' Dozers gain Critical Knockdown. (On a critical hit from a weapon with Critical Knockdown, the model hit is knocked down.)
- DESTROYER: TIDE OF VICTORY**  
Destroyer heavy warjacks gain Implacable. (When a model with Implacable forfeits its movement to aim, it can immediately advance 2.)
- DEVASTATOR: REINFORCED FRAME**  
Devastator heavy warjacks base ARM cannot be reduced below 19. TIP: This applies to the Armored Shell rule.



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WAR TORN ALLIANCES: PROTECTORATE OF MENOOTH

- DEVOUT: DEFENDERS OF THE FAITH**  
Devout light warjacks gain Brace for Impact. (When a model with Brace for Impact is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, the model is not knocked down. The model is not knocked down when it suffers collateral damage.)
- REDEEMER: DIVINE COMPENSATOR**  
Redeemer light warjacks' Skyhammers gain Reliable. (Once per turn after making a dice roll for a weapon with Reliable, you can reroll one of the dice rolled.) TIP: This includes the deviation roll.
- TEMPLAR: LAWBRINGERS' JUDGMENT**  
Templar heavy warjacks gain Bone Crusher. (Models with Bone Crusher have boosted slam and trample damage rolls. Additionally, collateral damage rolls resulting from slam power attacks from models with Bone Crusher are boosted.)



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**WAR TORN ALLIANCES: LEGION OF EVERBLIGHT**

**NEPHILIM PROTECTOR: THE BEST DEFENSE**  
Nephilim Protector light warbeasts' Halberds gain Powerful Charge. (A model gains +2 to charge attack rolls when attacking with a weapon with Powerful Charge.)

**RAEK: LASHING TAIL**  
Rack light warbeasts gain Cleave. (When a model with Cleave destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. A model can gain only one additional attack from Cleave each activation.)

**CARNIFEAN: BLIGHTFIRE TIDE**  
Carnifean heavy warbeasts gain Implacable. (When a model with Implacable forfeits its movement to aim, it can immediately advance 2".)

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**WAR TORN ALLIANCES: GIGGLE ORBOROS**

**ARGUS: BLOOD SCENT**  
Argus light warbeasts gain Opportunist. (Models with Opportunist can charge damaged living models without spending focus or being forced.)

**WOLDWYRD: NATURE'S FURY**  
Woldwyrd light warbeasts gain Implacable. (When a model with Implacable forfeits its movement to aim, it can immediately advance 2".)

**PUREBLOOD WARPWOLF: ENHANCED REGENERATION**  
Pureblood Warwolf heavy warbeasts gain Hyper Regeneration. (Models with Hyper Regeneration automatically heal 43 damage points at the start of each of their activations.)

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**WAR TORN ALLIANCES: TROUBLOODS**

**TROLL AXER: HUNGER DRIVEN**  
Troll Axer light warbeasts gain Opportunist. (Models with Opportunist can charge damaged living models without spending focus or being forced.)

**WINTER TROLL: FLASH FREEZE**  
Winter Troll light warbeasts 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.)

**DIRE TROLL BLITZER: CUSTOM SLUGGER**  
Dire Troll Blitzer heavy warbeasts' Sluggers gain Reliable. (Once per turn after making a dice roll for a weapon with Reliable, you can reroll one of the dice rolled.) TIP: This includes the Rapid Fire roll.

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**WAR TORN ALLIANCES: MERCENARIES**

**AVALANCHER: ROCKSLIDE CANNON**  
Avalancher heavy warjacks gain Quick Shot. (At the start of the activation of a model with Quick Shot, the model's ranged weapons can suffer -4 RNG to gain +1 ROF.)

**FREEROOTER: RESERVE HOPPER**  
Freerooter heavy warjacks gain Stoked. (When a model with Stoked begins its activation B2B with a friendly living Faction warrior model, it is allocated 1 focus point.)

**MANGLER: HOME WRECKER**  
Mangler heavy warjacks gain Circular Vision. (The front arc of models with Circular Vision extends to 360".)

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# THARN BLOODBRINGERS



## WAR TORN ALLIANCES: MINIONS

- BULL SNAPPER: FOOD COMA**  
Bull Snapper light warbeasts gain Shedding. (After one or more fury points are removed from a model with Shedding, you can immediately remove any number of fury points from the model.)
- IRONBACK SPITTER: GOT YOUR BACK**  
Ironback Spitter heavy warbeasts gain Empathic Transference. (A friendly Faction warlock can transfer damage to a model with Empathic Transference even if it has a number of fury points equal to its current FURY.)
- WAR HOG: REACTIVE TISSUE EXPERIMENTATION**  
War Hog heavy warbeasts gain Resilience. (Once per turn when a model with Resilience suffers damage, it heals 1 damage point.) IIP: This includes Aggression Dial.

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## WAR TORN ALLIANCES: SPORE

- BASILISK KREA: PARALYTIC SUFFERING**  
Basilisk Krea light warbeasts' Spiritual Paralysis weapon gains POW 8.
- CYCLOPS SAVAGE: PREDICTED THREATS**  
Cyclops Savage light warbeasts gain Circular Vision. (The front arc of models with Circular Vision extends to 360°.)
- TITAN SENTRY: VICIOUS STOMP**  
Titan Sentry heavy warbeasts gain While He's Down. (Once per turn when an enemy model becomes knocked down within melee range of a model with While He's Down, the model with While He's Down can make a melee attack against that model with the POW of the damage roll equal to its STR.)

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# BODGE BIN

In this issue, the Bodge Bin presents a model that ties into the War-Torn Alliances league and specifically into the new upgrade options offered in that league. One of the upgrades available to the Protectorate of Menoth is Defenders of the Faith, which grants Devout warjacks Brace for Impact. Hobby assistant Leo Carson-DePasquale has bodedge together an upgraded Devout with this ability. You can get more information on the new War-Torn Alliances league in this issue on page 86.



## DEFENDER OF THE FAITH

Devouts that have shown exemplary performance in battle are sometimes enhanced with reinforced arms and armor and fitted with ornate Menofixes and other Menite iconography. These upgraded Devouts, called Defenders of the Faith, are a testament to the model's unswerving service to the Creator of Man on the battlefield.



Harbinger of Menoth shoulder x2



Devout poleaxe



Devout left arm



Devout right arm



Blessing of Vengeance emblem



Devout shield



Dervish body



Blessing of Vengeance left leg



Blessing of Vengeance right leg



Blessing of Vengeance tabard 1 and 2



Avatar shield

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# PLAYER GALLERY

## CRAFT A 'JACK CHALLENGE

The Painting Challenge in *No Quarter* #38 mirrored the challenge in the previous issue. However, instead of creating your very own warbeast, we asked you to tap into your mechanical side and bodge together a whole new warjack. Again, the response to this challenge was enthusiastic, and we received a lot of great entries. When it comes to creativity, WARMACHINE players rarely disappoint.

### WINNER: "AGGRESSOR" BY JOHN VOGEL

John Vogel's Aggressor, a four-armed, axe-wielding mechanical monstrosity, is without doubt one of the most horrifying things we've seen in our painting challenges to date... and we mean that in a good way!

Here's John's description of his winning model:

*The Aggressor was crafted from the remaining usable warjack parts littering the battlefield after a particularly brutal conflict. Its designer, a gifted young mechanik named Ryndel Garovich, is shown standing next to her creation, questioning one of the few survivors of an ill-fated ambush attempt.*





**RUNNER UP:**  
"CANKERPEDE"  
BY SIMON FOSTER

Simon Foster's Cankerpede takes the creepiness of the Cankerworm and cranks it up to eleven.



**HONORABLE MENTION:**  
"RUST" BY ERIK WALTON



**HONORABLE MENTION:**  
"SPARKY" BY JEREMY HARTMANN



Check out page 40 for  
the next Modeling &  
Painting Challenge



# THE ARMORY

## LEGION OF EVERBLIGHT

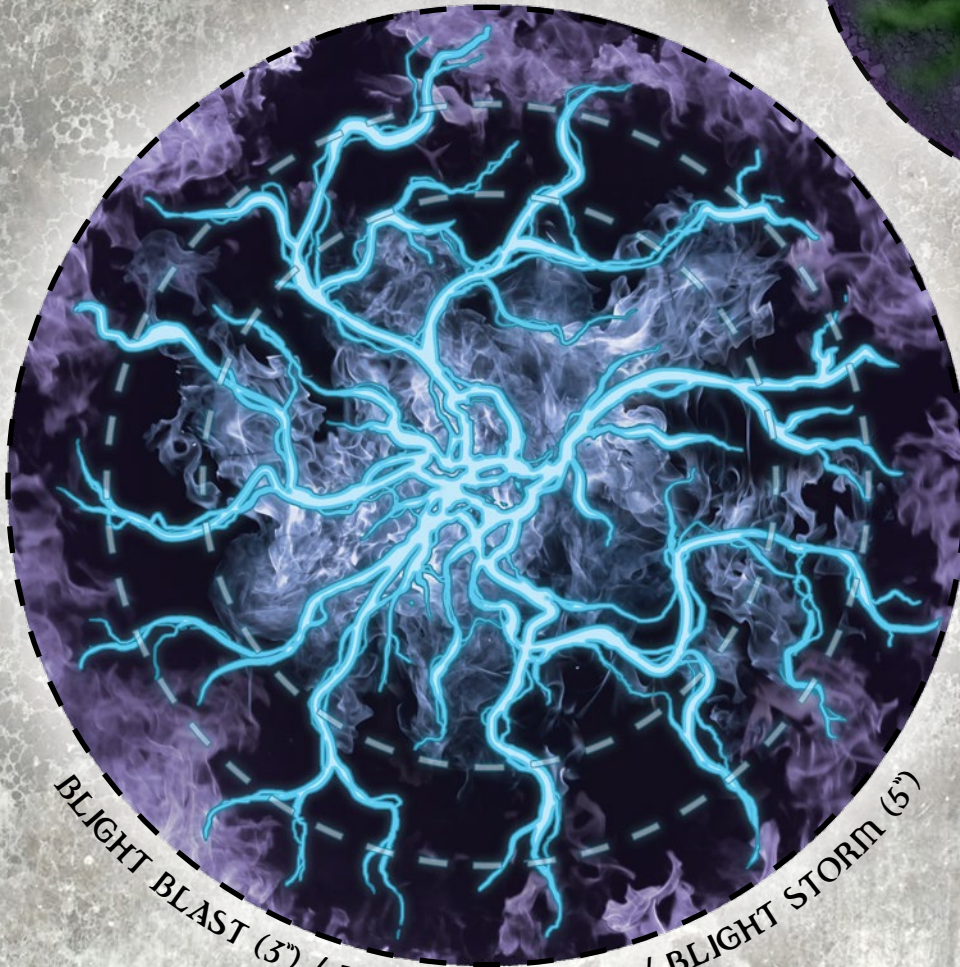
Represent your faction in style! The Armory gives you faction-specific templates to represent your favorite spells, feats, and effects.

These templates represent some specific Legion of Everblight spells and effects. Feel free to photocopy them for your next game.



BLIGHT BRINGER

SCATHER CATAPULT



BLIGHT BLAST (3") / BLIGHT FIELD (4") / BLIGHT STORM (5")



# NO QUARTER

TM

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