

Privateer Press



# NO QUARTER

ISSUE N° 41  
Mar. 2012

MAGAZINE™

## COUNTDOWN TO COLOSSALS

DESIGNING THE NEXT BIG THING  
FOR WARMACHINE

CHARACTER CRAFT

CHARACTER CREATION IN THE IK RPG

MENACE IN THE MARSH

GATORMEN IN GUTS & GEARS

THE SAGA OF HORFAR GRIMMR

THE EPIC TALE OF THE TRAGIC TROLLKIN HERO





# NO QUARTER

TM

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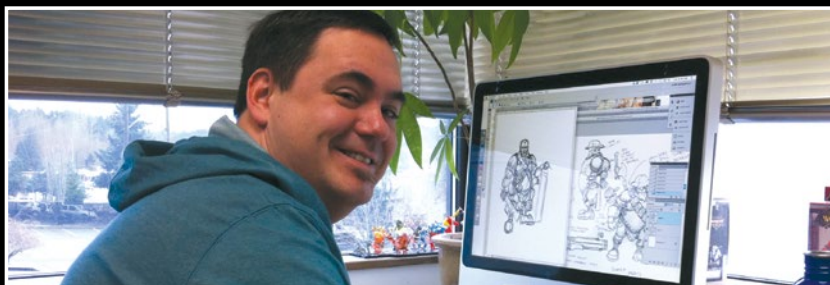


## ON THE COVER

*Cygnar Stormwall by Andrea Uderzo*

## NERD NIRVANA

What you see here is a nerd's dream come true. This is a professional artist (Chris Walton, our art director) drawing an RPG character at the behest of that character's player. Yep, that's my dwarven merc you see taking shape on Chris' computer. I'll admit, I may have abused my position here—but just a little (and for a good cause). The illustration is for the Character Craft article in this very issue, where I walk you through the detailed character creation process for the IK RPG. Go to pg. 10 to see the article and the finished illustration.



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# HEAVY METAL

I think it goes without saying that the big news—no pun intended—in this issue is the coming of the colossals. Unveiled in February at TempleCon, these new huge-based warjacks are sure to be a game-changer for many WARMACHINE players. Although the *WARMACHINE: Colossals* book doesn't release until this summer, we've got plenty of sneak peeks and behind-the-scenes info coming your way in *No Quarter Magazine*. In this issue, check out Tipping the Scales of War, in which art director Chris Walton and lead designer Jason Soles talk about designing the look and game mechanics of the colossals.

It's not all about colossals, of course, and *No Quarter* #41 features some exciting previews for fans of the upcoming Iron Kingdoms RPG. In Character Craft, we'll take you step-by-step through the process of creating a character for the Iron Kingdoms RPG, revealing all kinds of cool mechanical details about the game along the way.

Looking for more awesome content? *No Quarter* #41 has you covered. If you're a fan of the Trollbloods, you'll definitely want to check out the tragic tale of an epic trollkin hero in *The Kalmieri: The Saga of Horfar Grimmr*. On top of that, Gavyn Kyle checks in with a dossier on Captain Jeremiah Kraye, we explore the culture and questionable eating habits of the gatormen in *Guts & Gears*, and Khador's Black Dragons return with a new Theme Force of their very own.

It's definitely a "big" year for Privateer Press, and *No Quarter* is keeping you in the thick of things. Don't forget to check out our Facebook page for the latest NQ news and discussions.

Aeryn Rudel   
Editor-in-Chief



Tipping the Scales of War

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# NEWS FROM THE FRONT

## FOODMACHINE 2011 A BLOW OUT YEAR FOR CHARITY

By Norbert Brunhuber

**T**he Foodmachine 2011 initiative was the best one yet. In fact, it blew up last year's number like a boosting Dire Troll Bomber! Let's just let the numbers tell the story.

	2010	2011
Events	18	33
Players Participating	189	334
Total Cans Donated	27,263	43,412

Wow! 43,412 cans! That's up 60% over last year. The Privateer Press community really came out in force for this charity event and helped a lot of needy families. One of our goals this year was to increase the number of international participants, and we're proud to say that goal was achieved. In 2010 we had two events take place outside of the United States, but this time we had six events all around the globe, including the United Kingdoms, Canada, Australia, Iceland, and South Africa. Thanks everyone for putting on your events.

Privateer Press once again sponsored the prize categories for the top-donating participants, and staff members were on hand at TempleCon 2012 to personally deliver the custom-designed vinyl banners created for the winners. Here are the top three results for each prize category.

### TOP OVERALL DONATIONS

- Vault Comics and Games, PA – 13,699
- All Things Fun, NJ – 8,118
- Comics Store West, PA – 3,018

### TOP AVERAGE DONATIONS

- Vault Comics and Games, PA – 856 cans/player
- All Things Fun, NJ – 387 cans/player
- The Only Game In Town, NJ – 214 cans/player

### HIGHEST SINGLE DONATION

- Charles Ansell, Vault Comics and Games, PA – 9,030
- Tom Philippi/Scott Egan/Ed Mitchell (tied), All Things Fun, NJ – 1,645
- Danny Goodner, Tabletop Game and Hobby, KS – 1,130

I'm really excited for the Vault guys because last year they came in 3rd place in both categories and obviously were not at all happy with that. Congratulations to Vault for a truly spectacular result. Also, Charles Ansell is a repeat winner in the single donation category, but his donation this year was a huge increase from last year. A hearty congratulations to him as well.



### PROJECT ORANGE CRUSH (HUNGER)

Last year, members of the community painted up orange-themed models in support of hunger awareness as a kind of publicity building activity. Well this year, we wanted to get the painters more involved in the charity drive, and so we created Orange Crush to give them that opportunity. We made a 50 point+ tier 4 Phinneus Shae army and asked painters from around the world to sign up and donate an orange-themed models to the effort. We got back some stunning figures from these talented people. You can see the results of their work at the donation page: [www.razoo.com/foodmachine2011](http://www.razoo.com/foodmachine2011). Best of all, the army was raffled off, giving every donator a chance to win. Through their donations we were able to raise over \$2,300 for a national food bank in the USA. That's another amazing show of support for those less fortunate by the best gamers out there. The lucky winner of the raffle was Charles Agel from Buffalo, New York, who received the call directly from TempleCon.

Thanks everyone for participating in Foodmachine 2011; let's see what we can do in 2012! To send us suggestions or for more information about Foodmachine, email us at [foodmachine@njsobs.com](mailto:foodmachine@njsobs.com).

# MASTERS BENELUX 2011

By Marijn Bierhof, Marijn Hoogeland, Rob Kneepkens, and René van de Moosdijk

In the last weekend of October, the third Masters BeNeLux (Belgium, the Netherlands and Luxembourg) was held in Eindhoven in the Netherlands. The event attracted a whopping 72 players, breaking last year's record. This year, we had players from the Netherlands, Belgium, Germany, Italy, the UK, and Austria. The winners of the first two Masters BeNeLux events, Fokke van der Molen (2009) and Jamie Perkins (2010) were also present to defend their titles.

The tournament was divided into two days. During day one, the players played three rounds of Steamroller with 50-point lists. Players had to field three lists with a different warcaster or warlock in each list. They had to use each list once. After day one, Fokke van der Molen and Wout Maerschack took the top two places.

On day two, the players played three rounds of Steamroller with 35-point lists, each with a different warcaster or warlock. It was during the second day that the German players showed their strength and battled to the top. The level of play shown during these games was very high, and everyone had a great time watching the competition. Dirk Hoppe managed to score fastest caster kill, using Vlad, the Dark Champion, Cylena Raefyll & Nyss Hunters with Koldun Kapitan Valachev, and Dougal MacNaile. After a flashy move involving Cylena decapitating Valachev, the Nyss Hunters shot down Bethayne with some help from Dougal's Double Powder Ration'.



In the painting competition, the Germans showed their craftsmanship. Henry Lehmann scored Best-Painted Faction with his Blindwater Congregation army; Moritz Riegler won Best Warbeast/Warjack with his fantastic Angelius conversion; and finally, Alexander Horn's Harbinger of Menoth won Best Warcaster/Warlock.

After all the games were finished and scores were entered, we had a ranking. After we took care of a Machine Wraith that messed up our rankings in the computer, we came up with the following top three:

	Player Name	Faction
1st	Jens Remane	Trollbloods
2nd	Benjamin Ade-Thurow	Circle Orboros
3rd	Christian Metz	Khador

Like the first two events, Masters BeNeLux 2011 was a blast. All registered players attended, and we had some terrific games. The competition was fierce, and there were some brilliantly painted miniatures on the tables. Next year we're aiming for an even bigger event with more players. See you at Masters BeNeLux 2012!

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



**BANSHEE / DAEMON / SPHINX  
HEAVY WARJACK PLASTIC KIT**  
GAME: WARMACHINE/  
RETRIBUTION OF SCYRAH  
SCULPTOR: BEN MISENAR  
RELEASE: MARCH  
PIP 35034 • \$34.99



**FORMULA P3 PAINT:  
RETRIBUTION OF SCYRAH COLORS**  
RELEASE: APRIL  
PIP 93115 • \$17.99

**FERAL / PUREBLOOD / STALKER  
HEAVY WARBEAST PLASTIC KIT**  
GAME: HORDES / CIRCLE ORBOROS  
SCULPTOR: BRIAN DUGAS  
RELEASE: MARCH  
PIP 72057 • \$34.99







**VENATOR SLINGER UNIT**  
 GAME: HORDES/SKORNE  
 SCULPTOR: TODD HARRIS  
 RELEASE: MARCH  
**PIP 74063 • \$49.99**

**GHETORIX HEAVY WARBEAST  
 UPGRADE KIT**  
 GAME: HORDES/CIRCLE ORBOROS  
 SCULPTOR: BRIAN DUGAS  
 RELEASE: MARCH  
**PIP 72062 • \$16.99**



**HYPNOS HEAVY WARJACK  
 UPGRADE KIT**  
 GAME: WARMACHINE/  
 RETRIBUTION OF SCYRAH  
 SCULPTOR: BEN MISENAR  
 RELEASE: MARCH  
**PIP 35045 • \$12.99**



**KNIGHTS EXEMPLAR UNIT (PLASTIC)**  
 GAME: WARMACHINE/  
 PROTECTORATE OF MENOTH  
 SCULPTOR: TODD HARRIS  
 RELEASE: APRIL  
**PIP 32082 • \$34.99**



# NEW RELEASES



**SWAMP HORROR**  
GAME: HORDES/MINIONS  
SCULPTOR: BENOIT COSSE  
RELEASE: APRIL  
PIP 75039 • \$27.99



**RÖK HEAVY WARBEAST  
UPGRADE KIT**  
GAME: HORDES/TROLLBLOODS  
SCULPTOR: JASON HENDRICKS  
RELEASE: APRIL  
PIP 71062 • \$15.99



**MINUTEMAN**  
GAME: WARMACHINE/CYGNAR  
SCULPTOR: SEAN BULLOUGH  
RELEASE: APRIL  
PIP 31075 • \$23.99



**MAN-O-WAR DRAKHUN  
DRAGOON CAVALRY SOLO  
(MOUNTED AND DISMOUNTED)**  
GAME: WARMACHINE/KHADOR  
SCULPTOR: BEN MISENAR & JOSE ROIG  
RELEASE: APRIL  
PIP 33097 • \$44.99

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



**KAYAZY ASSASSINS UNIT**  
GAME: WARMACHINE/KHADOR  
RELEASE: APRIL  
PIP 33098 • \$49.99



**THARN BLOODTRACKERS UNIT**  
GAME: HORDES/CIRCLE ORBOROS  
RELEASE: APRIL  
PIP 72071 • \$54.99



**BLITZER / BOMBER / MAULER  
HEAVY WARBEAST PLASTIC KIT**

GAME: HORDES / TROLLBLOODS

SCULPTOR: JASON HENDRICKS

RELEASE: APRIL

PIP 71058 • \$34.99

**EXEMPLAR ERRANTS**

GAME: WARMACHINE /

PROTECTORATE OF MENOETH

SCULPTOR: TODD HARRIS

RELEASE: APRIL

PIP 32088 • \$49.99





# CHARACTER CRAFT

BY AERYN RUDEL

Here at Privateer Press HQ, we are hard at work playtesting the new Iron Kingdoms RPG, and the best part of this process is that we actually get to *play* the Iron Kingdoms RPG. We've been having a blast creating characters and putting them through their paces in a wide variety of adventure scenarios. In this article, I'm going to give you a look behind the scenes and walk you through the creation process of the character I'm making for the next IK RPG playtest. Just one note before we dive in; some of the rules and information in this article are still being tested, so you may see some differences in the final product.

Now, let me introduce you to Lieutenant Branik Darrow, a brave and doughty dwarven warrior whose combat and command skills have allowed him to rise to officer's rank as a mercenary. I've been writing a lot about the Rhulfolk lately, and I really want a character that exemplified their toughness, martial skill, and well, dwarfness. Here's the awesome thing about the IK RPG—I won't have any problem turning the dwarf in my head into a fully fleshed Iron Kingdoms character. Let me show you how.




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## Step 1: Race

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Well, this is an easy choice. I want to make a character that was once a member of the High Shield Gun Corps, so I'll obviously choose dwarf as my character's race. By the way, dwarf is only one of seven possible choices for character races that also include gobbers, humans, Iosans, Nyss, ogrun, and trollkin.

So, taking a closer look at my choice of race, I see that it gives my character a starting stat profile and a few racial characteristics specific to dwarves. Let's look at the stat line first. Stats in the IK RPG include four primary stats most of which govern two secondary stats. The four primary stats are Physique, which governs the secondary stats Strength and Speed; Prowess, which governs Agility and Poise; Intellect, which governs Knowledge and Perception; and finally Arcane, which is a stand alone stat that measures a character's magical ability.

Looking at the racial profiles, I see dwarves start with the following stats:

PHY	SPD	STR	PRW	AGL	POI	INT	KNO	PER
5	5	4	3	3	3	4	3	3

So, Lt. Darrow starts with a good Physique, decent Prowess, and a solid Intellect. That seems right on the money to me. Dwarves are strong and hardy, usually a little less agile, and not too shabby in the brains department. Now my character's starting stats are pretty good, but I'll have the chance to increase them later in the creation process.

Moving on, let's look at what else the dwarven race gives my character right off the bat. First up, I see that dwarves get a +2 racial ARM bonus; that'll come in handy later. Next, he gets the Load Bearing benefit. Load Bearing allows my character to wear heavy armor without suffering the penalty to DEF such armor typically imposes. That is definitely going to be useful to my rough-and-tumble dwarven merc. He also gets the Connections (clan) ability that links him to a dwarven clan and might even allow him to call in favors from time to time. Finally, he gets two languages, one of which must be Rhulic. I choose Caspian for his second language, as I envision Lt. Darrow looking to the Cygnus as the best chance of lucrative employment.

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## Step 2: Increase Stats

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Okay, I've chosen my race and I have a starting stat profile. Now I get to do something really cool—I get to bump my character's stats up before the game even begins! I've got 5 advancement points to spend on stats, and I can increase a stat by one for a single advancement point, or I can increase it by two if I want to spend 3 advancement points. There's one thing to keep in mind when advancing stats: a secondary stat can never be higher than the primary stat that governs it. So with this in mind, let's spend some points!

Right away, I want my dwarf to be good in a fight, both with melee and ranged weapons. So I want his MAT and RAT to improve (Sound familiar WARMACHINE players?). MAT and RAT are derived stats that are calculated by adding a character's Agility or Poise to a weapon skill, such as One-Handed Weapon or Pistol. Other derived statistics, such as DEF and ARM, should also be familiar to WARMACHINE and HORDES players.

Since I want a higher MAT and RAT, I need to improve Agility, which affects MAT, and Poise, which affects RAT. However, looking at my character's stat line, I see that I first need to increase the Primary statistic Prowess before I can increase Agility

and Poise, the two secondary stats it governs. So I'll go ahead and spend 3 of my five advancement points right here. I'll spend 1 point to increase Prowess, which will then allow me to increase Agility and Poise by 1 point each. With AGL 4 and POI 4, Lieutenant Darrow can swing an axe or fire a quad-iron with the best of them.

I still have 2 advancement points remaining, so I'll spend 1 to increase Lt. Darrow's STR to 5, largely because that will increase how much damage he can do in melee. If you're thinking the IK RPG uses the P+S formula to calculate damage just like WARMACHINE and HORDES, you're right on the money.

I'll spend my last advancement point on Speed. I want Lt. Darrow to get to the action (or get away from it) as quickly as "dwarvenly" possible.

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## Step 3: Choose Archetype

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Now we're getting to the really fun stuff. I need to choose Lt. Darrow's archetype. An archetype defines a character's basic role within the game, both on and off the battlefield. However, an archetype is much more than a simple description, each of the four archetypes come with an array of special benefits that can enhance a character's effectiveness within his given role.

Looking at the four archetypes—Gifted, Intellectual, Mighty, and Skilled—I immediately eliminate Gifted as an archetype for Lt. Darrow. The Gifted archetype is required



for characters that want to use magic, such as Warcasters, Gun Mages, Priests, and Sorcerers. Magic is certainly cool, but I don't see my dwarven merc as a spell-slinger. I also pass up Intellectual. Lt. Darrow certainly isn't stupid, but he's not a great tactical genius either; he's going to be much more of a "leading-from-the-front" kind of dwarf. So that leaves Mighty and Skilled, both of which come with some awesome combat-related benefits. Both of these archetypes could fit my concept for Lt. Darrow, but I see him as more forceful than skilled, more brutish than subtle, and definitely more given to solving problems by breaking them. So it looks like Mighty is the ticket for me.

Now that I know Lt. Darrow is Mighty, I get to pick one benefit from the list associated with that archetype. So what are these benefits all about? Well, they're often (but not always) combat abilities that fit the general theme of the archetype. Again, WARMACHINE and HORDES players are going to find a lot of familiar ground here. For

example, some of the benefits associated with the Mighty archetype are Berserker, Countercharge, and Unyielding. Those sound pretty darn familiar, don't they? And guess what? They work pretty much the same way in the IK RPG as they do in your favorite tabletop miniatures game.

Looking over the list, I see some great options for Lt. Darrow, but for now, I can only pick one. Thinking about my concept for my character, I imagine he is skilled in both ranged and melee combat, but generally prefers to feel that satisfying, bony crunch when his sword strikes home. I'm going to choose Critical: Brutal Damage for Lt. Darrow's benefit. I'm sure he'll put that extra damage die on critical hits to very good use.

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## Step 4: Choose Careers

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Along with a character's archetype, his choice of careers really helps define who and what he is within the IK RPG. However, a character chooses not one career but *two*. What does a career do for a character? A career is a profession or calling that determines the course of his development. Careers determine which skill, abilities, advantages, and spells a character will start with and be able to further develop over time. By selecting two careers, you can create just about any kind of Iron Kingdoms character you can imagine.

When choosing careers for Lt. Darrow, I once again look at my initial concept. I envisioned a tough mercenary officer with top-line combat skills and enough command ability to get the job done. Looking over the list of careers, I see two right away that fit my theme—in fact, these two are pretty much tailor-made for Lt. Darrow. The first career I choose is Mercenary, and the second one I choose is Military Officer. These two careers are perfect, and the core skills and advantages they offer fit my character to a tee.

Each career comes with a set of core abilities, skills, and advantages, some of which a character gets right away and others that can be purchased later. Looking at my two careers, I see that Mercenary offers me five Mercenary core skills at level 1 and Military Officer offers me three Military Officer skills at level 1, plus a Military Officer core ability, and the core advantage Connections (mercenary company or kingdom's military).

Now some of the skills in my two careers overlap, but that's actually a good thing. If I take the same skill from both careers, that skill starts at level 2 (the max for a starting character) instead of level 1.



My two careers give me a bunch of skills to choose from, and I could take as many as eight skills at level 1. However, I want Lt. Darrow to be a bit more specialized than that. I'll start with my combat skills. One-Handed Weapon and Pistol are core skills for Mercenary and Military Officer, so I'm going to spend two of my skill choices for each career on these two skills. That means that Lt. Darrow's One-Handed Weapon and Pistol skills both start at 2, the max for a starting character. I'm also going to pick up Rifle at level 1 to give Lt. Darrow some more combat versatility and Unarmed Combat at level 1 because I definitely see bar brawls in his future. That leaves me with two skill choices, and I'm going to spend both to take Command to level 2 since it's a core skill for both my character's careers.

So what do these skill levels mean? Skills often factor into things like derived stats (Remember MAT and RAT?) or directly influence die rolls made in the game. For example, Lt. Darrow's One-Handed Weapon skill will be added to his Agility stat to calculate his MAT when swinging a weapon like an axe or a sword.

Now that I've chosen Lt. Darrow's skills, it's time to choose the core ability the Military Officer starts with. Abilities are similar to the benefits granted by a character's archetype but are more focused. Again, WARMACHINE and HORDES players will recognize many of them, and the ability I'm going to choose for Lt. Darrow should be very familiar. Even though my character isn't a warcaster, I don't want him to miss out on one of the coolest things about the Iron Kingdoms—warjacks! So, it's Jack Marshal for me, which means Lt. Darrow will, at some point, get the chance to command the mightiest machines of war in the Iron Kingdoms.

Finally, each career gives my character starting assets. These assets can range from a starting sum of gold crowns to a signature item related to the career (Gun Mages get a magelock pistol or rifle, for example). Looking at Lt. Darrow's two careers, I see that his Mercenary career gives him 100 gold crowns and the Military Officer career gives him another 100 gold crowns and a symbol of office.

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## Step 5: Buy Equipment

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Almost done! All I need to do is spend Lt. Darrow's 200 gold crowns on armor, weapons, and equipment. Let's start with armor. I'm going to go as heavy as possible because (a) I want my character to easily weather enemy attacks, and (b) the dwarven racial benefit Load Bearing means Lt. Darrow won't have to worry about the DEF penalty of all that steel. The heaviest armor available to me at the moment is full plate, but it's pretty expensive, and would cost me 125 gold crowns. Instead, I'll go with the cheaper (75 gc) and slightly less protective partial plate. To that armor, I'll add a

shield for 25 gc and a helmet for another 20 gc. All that plus the dwarven racial ARM bonus should make Lt. Darrow one tough nut to crack.

So, I've spent 120 gc on armor, now I need to pinch some pennies and spend wisely on my weapon choices. Since my character's best weapon skills are One-Handed Weapon and Pistol, I'll definitely be looking at weapons that fall into those categories. First up, let's pick something nice and face-smashy. There are a lot of weapons to choose from, but in the end, I think the trench sword is my favorite. It's a short, heavy blade affixed to a spiked "skull crusher" hilt. In game, it hits for solid damage all while granting a bonus to charge attack and damage rolls. That "skull crusher" hilt also gives the wielder of the trench sword a bonus to unarmed attacks. This weapon really fits my dwarf, and at only 15 gc, it's very affordable.

Okay, now that I've got melee covered, let's pick some guns! Pistols are Lt. Darrow's best ranged weapon, so I'm going to go with a repeating pistol for 35 gc. This weapon will give my character five shots before he needs to reload, and although I don't see Lt. Darrow getting into many protracted gun fights, it's better to be prepared. I'll drop another 5 gc on blasting powder and ammunition for 50 shots in the repeating pistol.

After purchasing my armor and weapons, I've got 25 gc left, which I'll spend on essentials like clothes, food, storage for my weapons, and maybe a bottle or two of Rhulic ale.

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## Step 6: Adventure!

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And that's it. Lt. Branik Darrow is ready for action. He's got the skills and equipment to lead men on the battlefield, command warjacks, and really kick some serious tail in combat. He's definitely tough enough to survive the war-torn battlefields of western Immoren and earn some loot in the process. Obviously, Lt. Darrow is very combat-focused, but there's a lot more to the IK RPG than just fighting. For the moment, I'll be relying on other members of my adventuring party to handle things like diplomacy and, you know, subtlety. However, as Lt. Darrow climbs the ranks, he'll definitely pick up some social skills of his own (Intimidation, I'm looking at you). Now, I just need to see what everyone else created (more on that next issue), strategize a bit, and then get Lt. Darrow off on his first adventure in the Iron Kingdoms.



# BATTLEGROUP BASICS:

# M&P CYGNAR

MODELING & PAINTING

By Ted Burgess



When I was in the seventh grade, I started playing miniature games and realized I had zeal for bringing my models to life with paint. After several coats of glossy enamel paint, I was left with...a bunch of blobbed-up metal soldiers. A lack of knowledge in painting and modeling didn't keep my little soldiers from killing their fair share of baddies, but I knew a slick paint job definitely could help them strike fear in my opponents on the battlefield. I spent the next fourteen years making lots of mistakes—and learning a lot on the way. With this article, I hope to help you avoid many of the common mistakes the beginning hobbyist makes. The goal here is to give a beginner the confidence to get started and possibly refresh some key concepts for intermediate/advanced painters.

In this article, we will be going from start to finish with the Cygnar Battlegroup Box Set. We will be covering the essential tools the miniatures hobbyist needs, how to clean and assemble miniatures, how to paint to a nice tabletop standard, and how to finish the miniatures off with a scenic base (and finally sealing them).





# PART 1: TOOLS OF THE TRADE

Before we get to the models, we should go over a few essential tools every miniature hobbyist needs. All the tools listed below can be found in the Formula P3 range.

**Hobby Knife:** The first and most important tool of the hobbyist is the hobby knife. This knife has a very sharp blade with a narrow point. The hobby knife can be used for things like shaving off flash or cutting sprue off models. Make sure you always have good, sharp replacement blades.

**Files:** For cleaning and fitting a miniature together—especially the metal ones!—you'll need a set of files. Sometimes called needle files, hobby files are used to efficiently remove mold lines and make the parts of a miniature fit together better.

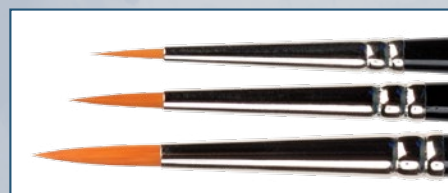
**Clippers:** A nice set of clippers can help you remove models from sprues. They can also be used to remove the tabs from the bottom of a miniature's feet so you can mount the model on a fancy scenic base.

**Drill:** A modeling drill or pin vise is extremely useful for pinning metal models together. Pinning is simply drilling two tiny holes between two pieces you want to glue together and then gluing a metal wire in place. The wire helps hold the pieces together. With the weight of metal models, pinning is a very wise investment of your time.

**Glue:** The preferred glue for both metal and plastic miniatures is the venerable super glue. Super glue provides a clear, quick and incredibly strong bond between many surfaces. As a rule, try not to get it in between your fingers or on any other part of your body (the moisture in your skin can cause the glue to rapidly harden).

**Brushes:** Brush choice is a very personal decision. It comes down to how stiff you like the bristles, how long you like the bristles, and what type of hair is in the brush (synthetic or real). Every brush has a different feel, and it is up to you to decide what you like the best. A great place to start is with the Formula P3 brushes. They are very good quality, because they're made of natural hair, they won't bend or curl. Later in your painting career, it can be advantageous to invest in several sizes and types of brushes to suit particular jobs. For a beginner, it's best to have a number 0, a number 1, and a number 2 brush. The number 0 is used for detail work, the number 1 can be used for bigger work, and the number 2 is generally the utility brush, used for basecoating, blending, inking, and so on.

**Paints:** Having been a painter of various gaming systems and brands, I still always come back to the Formula P3 paints. Formula P3 paints have great consistency and the range of colors is really unique.



# PART 2: ASSEMBLY

The assembly phase is the first part of the creative process that brings a model to life. In this phase, you remove all the indicators that the model was once cast out of plastic or metal and make it look like a dynamic, moving entity. How the model is posed can exude a sense of narrative; perhaps the model is lunging forward, about to attack, or perhaps it is standing in place, looking austere yet brave. In this part, we will cover how to clear the model of mold lines and flash, posing the model, and gluing it together.

## PREPARING THE MODEL

In this part of the assembly phase, we will go over how to clear a model of mold lines and how to get a consistent surface to paint on later. This step will help determine how realistic the model will look. Some people are fine with mold lines and flash, some can't live without removing it. The benefit of removing flash and mold lines is to make a more consistent, smooth surface on which to paint. Flash and mold lines can draw your eye away from details on the model.

### PREP STEP-BY-STEP

- 1** Before you start with flash and mold line removal, be sure to examine and set aside any bent or curved plastic pieces.
- 2** To straighten any bent pieces, turn your faucet on as hot it can go and fill a mug with hot water. Hold the bent part in the hot water for 10 seconds. After 10 seconds, pull the part out and quickly bend the part straight and hold it in that position. The part should harden in another 10 seconds or so.
- 3** Once all parts are straightened to your liking, take your hobby knife and start cutting flash and big mold lines off the parts. Make sure not to gouge into the model. Just remove the top-most part of the mold lines.
- 4** Once you have all the mold lines and flash cut down, take a file and lightly file the mold lines so that they begin to blend in with the surface of the part. Be sure to move the file around the entire expanse of the mold line. Moving around ensures you won't put file marks in the plastic (file marks are hard to cover up).
- 5** Once you've filed everything down and it looks good, take all the parts and rinse them in cold water. Rinsing the model ensures you remove all the little filings and scraps from the part. **DO NOT** use hot or warm water! Remember, we just bent parts using hot water.



### ASSEMBLY STEP-BY-STEP

- 1** After the parts have dried, begin conceptualizing how you want the model to be posed.
- 2** When you're happy with your concept, begin by gluing the big, thick pieces together (for warjacks, these are generally the legs glued to the pelvis and the boiler/smoke stacks glued to the main body.) Allow these pieces to harden for about 30 minutes. Super glue doesn't achieve full rigidity until 24 hours have elapsed.
- 3** After assembling the big pieces, glue the assembled legs on the base. Attach the torso after you've let the feet dry for about 20 minutes.
- 4** Glue on the smaller, flimsier pieces to the model (for warjacks, this is generally the weapons, head, and other little details).
- 5** Let the model sit for a full day before you move on to the next step.

# PART 3: PAINTING

Painting is often times the step that most beginners dread. Before we begin the tutorial for painting Commander Coleman Stryker and his Charger warjack, I'd like to point out a few very important tips to keep in mind while painting. First off, basecoating a model should be done using *thinned* paint. A simple way to thin paint is to wet your brush (make sure it's not dripping wet) and dip it in the basecoat color. The water trapped in the bristles, combined with the paint, should provide you with a good, consistent, thinned amount of paint. For basecoating, try to use thin, even coats. Second, you should always allow your paint to dry before adding an additional layer. Going over partly dried paint with more paint can cause smudges and an inconsistent surface. Third, make sure you're paying attention to details: rivets, eyes, and leather straps all add to the overall realism of the model.

## PRIMING

The first step in painting is priming. The trick to a good priming job is to apply thin, even coats with a good primer. Real primer has a very flat, gritty surface designed to help paint stick to the surface of the model. Regular spray paint doesn't tend to have this quality and is why you should avoid using it. The Formula P3 range includes a really nice primer that goes on thin and provides a great surface to paint on.

## PRIMING STEP-BY-STEP















- 1) Before you prime a model, be sure to give it a good rinse and scrub with an old toothbrush. Doing this helps remove any mold release from the model.
- 2) When you're finally ready to prime, set your model on top of a surface your not afraid to spray. An old board is great for this.
- 3) Typically, a rolled up piece of tape pressed between the base of the model and the wood prevents the model from slipping while you prime.
- 4) Once you have the model secure, take your model outside (the fumes can be overwhelming if you spray indoors).
- 5) Begin by making long, even strokes with the spray can in a level position (that is to say, with the long edge of the can completely vertical).
- 6) Once you've gone around the model in this fashion, tilt the can at a 45-degree angle, pointing down on the model, and make another pass with the spray.
- 7) At this point, you're basically done, but be sure to check for any big spots you missed and give them a quick spray (try to avoid too strong a blast; you could cause the paint to obscure details once it dries).
- 8) Once you're happy with the coverage, let the models dry for 6 hours.

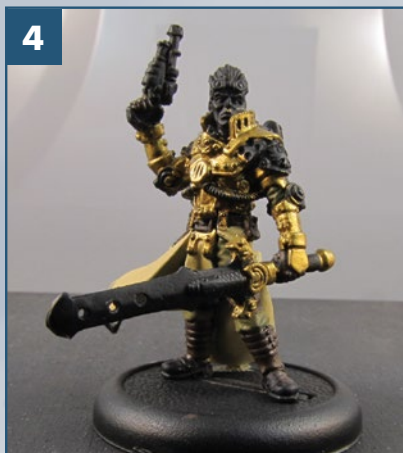
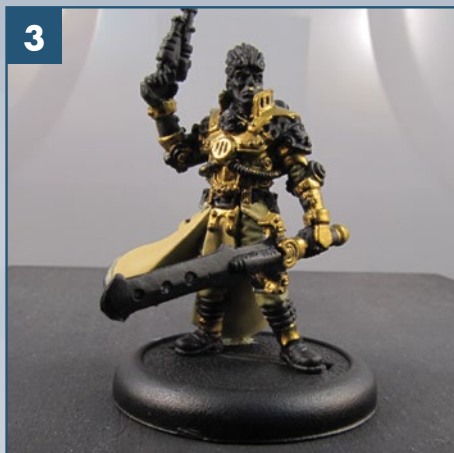
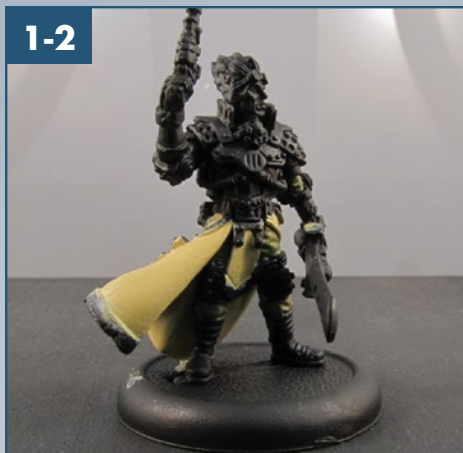


# PAINING STRYKER

Now that we're done with priming, let's start painting! We're going to take a look at how to paint both Stryker and the Charger that come in the Cygnar Battlegroup Box Set. In this stage of the tutorial, we'll be covering some important and useful painting techniques, such as dry brushing, inking, basecoating, and color mixing. First up, Commander Coleman Stryker.

## COLORS USED

	Armor Wash
	Battlefield Brown
	Beast Hide
	Bloodstone
	Brass Balls
	Brown Ink
	Cygnar Blue Base
	Cygnus Yellow
	Flesh Wash
	Ironhull Grey
	Menoth White Base
	Pig Iron
	Traitor Green
	Trollblood Highlight

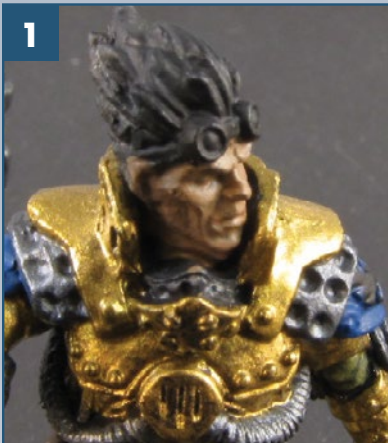


## BODY

- 1) Start with Stryker's cape by painting it Menoth White Base. This color requires several even coats to get good coverage. In general, light colors such as white, yellow, and orange require many thin coats to cover up all the black underneath. The accompanying picture shows Stryker after just two coats; more coats are needed.
- 2) Paint Stryker's pants Traitor Green. This color is used to help create some contrast between his golden armor and his clothing. Be sure to watch your edges and don't be sloppier than you can help!
- 3) Next, take on Stryker's armor by using Brass Balls. Brass Balls is a really nice gold color but has the same characteristic trait of all metallic paints: limited coverage. To combat this, be sure to thin your paint with a little water, and then apply thin, even coats. Make sure to allow each coat to dry fully before applying the next (metallic colors smudge easily).
- 4) Do Stryker's belt, pouches, boot covers, kneepad wrappings, and holster with Battlefield Brown. Battlefield Brown gets really good coverage, so make sure to thin it down to create a smooth coat. These smaller details can be difficult, so be sure to concentrate and stay in the lines. Bracing your arms against your desk can be a good way to steady your hands during detail painting.
- 5) Paint the bottom edge of the cloak, the bottom edge of the loin fabric, and the shoulder pads with Cygnar Blue Base. Be sure to be as neat as you can here; you're trying to create sharp, clean edges between colors.
- 6) Next, paint the tubing, backpack, gun, sword blade, belt buckle, top shoulder pieces, and elbow stabilizers on Stryker with Pig Iron. Be sure to thin the paint and allow enough drying time between each coat to avoid smudges.

## FACE/HEAD

- 1) To do Stryker's face, start with a basecoat of Beast Hide.
- 2) Continuing Stryker's face, wash it with Flesh Wash. Be sure to use a wet brush and apply the Flesh Wash sparingly. Be sure to push puddles of the wash into the cracks and crevasses of the face (under the cheekbones, in the mouth, under the chin, under the eyebrows). The goal is to get a shaded look).
- 3) Mix Beast Hide with Menoth White Base at a ratio of 2:1, and apply a thin coat of the mix to the highest spots on the face (on the bridge of the nose, the high points on the cheekbones, the bottom lip, the tops of the eyebrows).
- 4) Paint Stryker's hair using Bloodstone. Be sure to get his eyebrows painted in.
- 5) If you're feeling brave, start painting the whites of Stryker's eyes using Trollblood Highlight. Be very careful to stay in the boundaries of his eyes.
- 6) Finish the eyes by painting the center with Ironhull grey. Make sure the Ironhull Grey covers half the total area of the eye (painting just little dots in the center will make it look like Stryker just saw a ghost...or drank way too much coffee).



4-6



## DETAILS/FINISHING

- 1) Wash the Pig Iron parts using Armor Wash. Be sure to apply Armor Wash using a wet brush. To help hide rough edges between colors, you can push the Armor Wash into cracks where two colors join together. The pooled Armor Wash will help blur the edge between the two colors.
- 2) Using Brown Ink, make a really watery mixture of 5 parts water to 1 part Brown Ink. Take this mixture and apply it to all the surfaces painted with Brass Balls. The Brown Ink will help pop the high points of the armor out while shading the recesses. This ink mixture might take several coats to see any effect. Be patient and let each layer dry fully. Trying to paint over partly wet ink can create ugly blobs and smears, and trying to use too much ink at once can create unsightly rings.
- 3) Finish off Stryker by painting the little Cygnus on his left shoulder using Cygnus Yellow. Use thin, even coats until you don't see any dark color underneath.

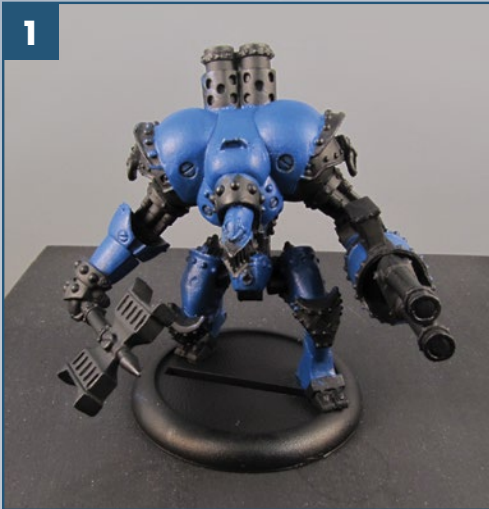
# PAINTING THE CHARGER

As it was said in the beginning of this tutorial, be sure to take your time and be neat about your lines. Using thinned down paints and allowing proper drying time will help you achieve a really nice tabletop-quality model. Now that we've covered Stryker, let's take a look at painting a warjack. We're going to be using the Cygnar Charger for this tutorial. I chose this warjack because it presents the painter with a lot of open surfaces. These open surfaces can really help you practice painting clean edges and using proper paint-thinning techniques.

## COLORS USED

- Armor Wash
- Brass Balls
- Brown Ink
- Cygnar Blue Base
- Pig Iron
- Yellow Ink

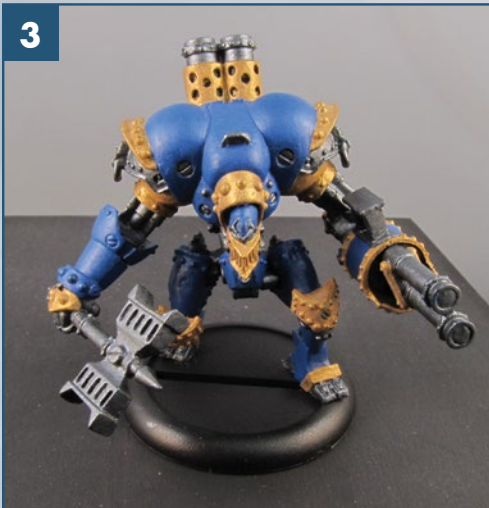
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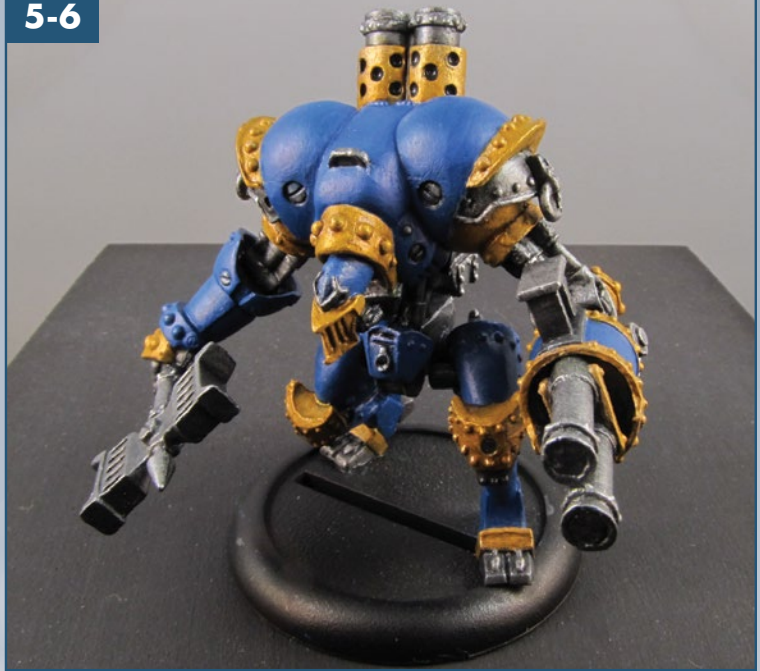
## BODY

- 1) Start by painting the main parts of the hull with Cygnar Blue Base. Be sure to thin the paint down; the surfaces of the Charger are very smooth and will look great with a smooth basecoat.
- 2) The feet, underside, hands, boiler, and hammer should all be painted using Pig Iron (other little details such as the screw heads in his shoulder pads should also be painted with Pig Iron. Details are completely subjective; if you feel like it would be made of steel, paint it in Pig Iron).
- 3) Now that you have the two most prominent colors down, carefully paint the remaining primed parts with Brass Balls. Take extra care in this step so you don't slop up the edges. Proper thinning technique should be used here.
- 4) Take a second to go back over what you've just painted and inspect for any sloppy edges. Cygnar Blue Base covers well and can be used to easily fix the edges between Brass Balls and Cygnar Blue Base.

## WASHING/INKING

- 5) Once you've allowed the Brass Balls and clean up work to dry, use a 2:1 mix of Armor Wash to water and begin washing the Pig Iron. Be sure not to let too much puddle as it can cause the same ring effect as ink. Just like the Brown Ink, thin, numerous layers achieve the best results.
- 6) Make a 5:1:1 water to Brown Ink to Yellow Ink mixture and wash the areas painted with Brass Balls. This mixture will shade the Brass Balls, while still preserving the gold color. Too much of just Brown Ink makes the metal look coppery. Just like the Armor Wash, be sure to use thin, numerous coats. Blobbing this mixture on, in the hopes of getting done quicker, will only result in an inconsistent finish. Patience is a virtue with inks.

5-6



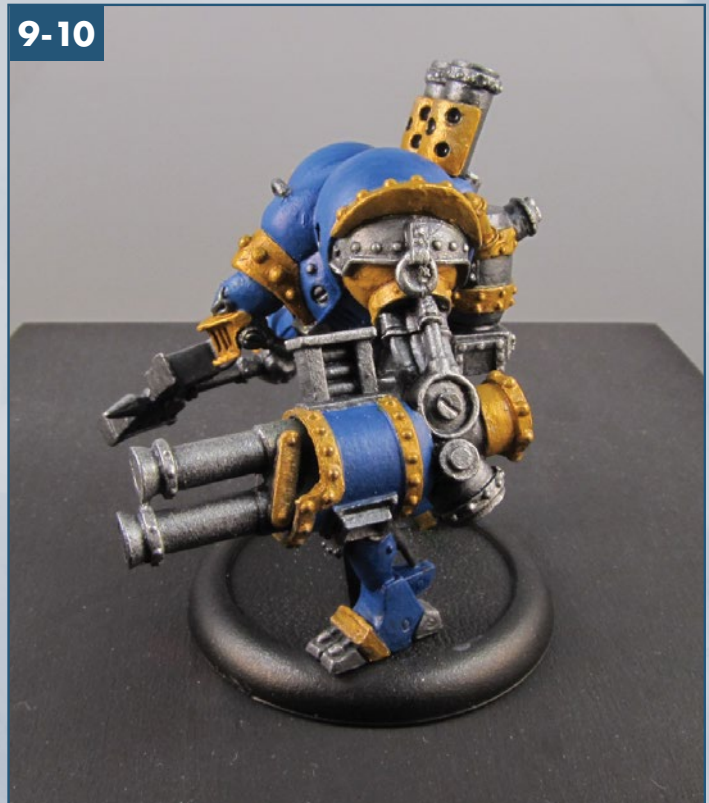
## CLEANUP

- 7) Now that you have a fully painted model, be sure to go back and touch up any areas you've smudged or missed. A nice characteristic of washes is that they knock down the shine of metallic paints. This can help you spot any little areas you might have missed.
- 8) If you've done a sloppy job with your inking, take some Brass Balls and mix a little of the ink mixture into it and cover the bad areas. This will help cover up your mistake without making it totally obvious.

## DRYBRUSHING

- 9) Take an old brush and dip only the very tip in Pig Iron.
- 10) Using a flat surface, such as a paper plate, wipe your brush on it until the brush stops making marks. The object is to have some slightly dry paint left on the brush that you then use to bring the top edges out on a model. In this case, we're doing it to all the steel-looking areas.

9-10

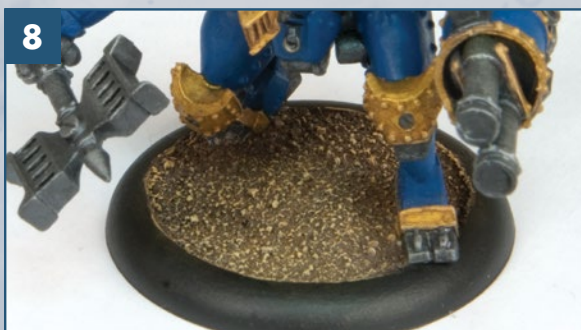
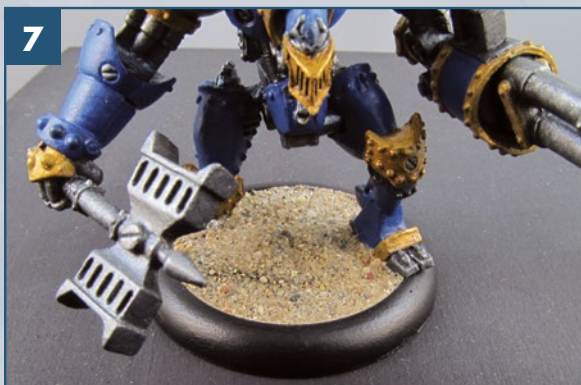


# PART 4: FINISHING A MODEL

The base is a dynamic and interesting aspect of miniature war gaming. For the purpose of this article (which is to get your models looking spiffy for the table in little time), we're going to cover a simple sand base. The sand can be had at any hardware store. If sand isn't the look you're after, you can go outside and just dig up some dirt. Be sure the dirt is free of glass clippings or any large rocks (unless that is the look you're after).

## ITEMS NEEDED

Formula P3 Hobby Knife  
Formula P3 Modeling Putty  
Old paintbrush  
Sand  
White glue



## BASING

- 1 Start by filling the remaining gap in the base with some P3 Modeling Putty. Be sure to use your hobby knife to smooth it out so that there aren't any large lumps. You want to try to level it out as much as you can while still leaving some texture in it. Be sure you don't push any putty completely through the gap and out the bottom. This could make the model stand funny.
- 2 Once the putty has dried, paint it with Tamar Black. The sand we will be using isn't completely opaque, so the green or grey putty will show through. Painting it black ensures a uniform look.
- 3 After the paint has dried, squirt a pea-sized dab of white glue out on a smooth surface. Taking two of drops of water and an old paintbrush, mix the white glue and water together. The consistency should be like thick cream. Take this and begin spreading it on the base, making sure to avoid getting glue up over the model's feet (unless you want them to look like the feet are dug in).
- 4 Quickly take the model and begin sprinkling the sand all over the base. Make sure you're doing this over something that will catch the sand that falls through. This can be a very messy process if you don't prepare for it.
- 5 Let the sand dry on the base for about an hour.
- 6 Wash any powdery sand off the edges of the base.
- 7 Paint the gravel with thinned-down Umbral Umber. Be careful to avoid warjack feet and Stryker's cloak. Once the Umbral Umber has fully dried, drybrush Rucksack Tan and then Menoth White Base over the Umbral Umber. This will give your base a more finished look.
- 8 To clean up the edges, use Tamar Black and an old brush to go around the bezel of the base. This helps cover up any paint smudges you might have put on the bezel during painting. It also helps give it that finished look.

## COLORS USED

- Menoth White Base
- Rucksack Tan
- Tamar Black
- Umbral Umber



So now we have finished models! The next step is strongly advised for metal models and definitely doesn't hurt plastic models either. We will finish this article by going over sealing a model. Sealing is merely spraying a clear, protective coat over the entire model, in order to preserve the paint. Chipping a model can be a very emotional experience (in a bad way), so it's best to give your nice paint job the necessary means for survival.

## SEALING THE MODEL

- 1) Be sure you've let your model sit and dry for at least 24 hours before you begin sealing. You want to wait 24 hours to ensure the model has no residual moisture left on it. Moisture will cloud up the clear coats.
- 2) With a clean brush, apply thin layers of semi-gloss acrylic clear coat on all the surfaces you feel you'll touch the most. It also helps to coat any sharp areas that might catch on any foam trays or get bumped during gaming. DO NOT go over spots you already covered, or you'll risk dragging brush lines in the coat. This process, more than any, is imperative to get smooth.
- 3) Once you've let the model dry, place your model on the same surface you primed on and use quick, fast moving sprays of dullcote. Be sure not to hold the can too close or you'll get puddling. This final coat will knock down the shine of the semi-gloss and should take no more than 5 hours to dry.



## CONCLUSION

It's a really exciting feeling to play with fully painted models, and keeping up with regular painting sessions will provide you with nice-looking models to put on the table. These models had a quick turnaround time; I spent no more than 12 hours on the whole battlegroup. With a simple game plan and a few hours every night, you can achieve a fully painted, tabletop-quality army in little time.

WARMACHINE and HORDES are really great hobbies. There are so many facets to the hobby; it's impossible to get bored. After reading this article, I encourage you to go paint, do some reading on painting techniques, visit the Privateer Press forums, and browse the works of other artists. This is a hobby that pays dividends the more time and energy you put into it, so give it your best shot, and happy modeling!



# GUTS & GEARS

# GATORMEN

BY AERYN RUDEL

ART BY CHRIS BOURASSA, MIKE BRUINSMA, CARLOS CABRERA & NESTOR OSSANDÓN

**Date:** Solesh 6th, 607 AR

**To:** Associate Professor Lynus Wesselbaum, Department of Extraordinary Zoology, Corvis University

**From:** Professor Viktor Pendrake

Dear Lynus,

As you know, the whereabouts of Professor Conleth Bray have been a mystery for nearly a year. He was last seen in Mercir, where he bought copious provisions and other supplies. From what I was able to gather, Professor Bray intended to seek out and study the elusive (and exceedingly dangerous) tribes of gatormen that inhabit the Fenn Marsh. I fear he may have been successful in this endeavor, as I recovered two of his waterlogged notebooks in a trade with a swamp gobber south of Clockers Cove. The gobber had bartered for the notebooks from a tribe of gatormen near the edge of the Fenn Marsh.

I am not certain of Professor Bray's fate, but since the last four pages of the second notebook bear an unmistakable maroon stain, it does not bode well for poor Conleth. There is one bright spot in what can only be called a tragic loss to the academic world. Professor Bray was able to compile a remarkable amount of research on the gatormen; in fact, inside the cover of the first notebook, I found an essay on the subject in an envelope addressed to myself at the Department of Extraordinary Zoology. It is clear that Professor Bray had meant to send his essay to Corvis University, and I am pleased that I am able to fulfill what was likely one of his last wishes.

Please find Professor Bray's notebooks and essay in the attached parcel.

*VDP*

## **Gatormen of the Fenn Marsh: An Essay** **By Professor Conleth Bray**

To say the gatormen that inhabit Cygnar's marshes, fens, and bogs are poorly understood is an understatement of the highest order. These elusive humanoid-like creatures are incredibly insular, treating outsiders with suspicion and even outright hostility. Despite this, the intrepid Professor Victor Pendrake has gathered some fascinating research on gatorman physiology, culture, and religion. However, it is my belief there are subtle yet important differences in the gatormen inhabiting the area around Scarleforth Lake—where Professor Pendrake focused his research—and those dwelling in the Fenn Marsh. I have chosen to study the latter.

Over the last six months, I have managed to make inroads into a small tribe of gatormen in the Fenn Marsh. The gatormen of the Stonescale tribe make their home twenty miles or so from the gates of Mercir in some of the most inhospitable swamp I have ever encountered. It is a testament to the adaptability and hardiness of these savage people that they are able to survive here at all, let alone thrive. It should be noted that all my research is focused on Stonescale gatormen, and what follows is a summary of that research. I hope you will find the information within as enlightening as I have.

### **Physiology**

To the untrained eye, individual gatormen of both sexes are remarkably similar in appearance and generally display the following traits. An adult gatorman stands seven to eight feet tall and generally weighs between 600 and 800 pounds. It is bipedal and stands on two sturdy legs that end in webbed, four-toed feet. A gatorman's arms are fairly short for its body size and are equipped with fully prehensile hands that include three taloned fingers and a thumb. The gatorman's heavy tail provides balance on land and locomotion in the water; it can also be used as a weapon.

A gatorman's head resembles that of the reptile from which its name is derived. Its jaws are heavy and equipped with dagger-like teeth, ideal for grasping prey and holding it in place. Its eyes are set further forward and closer together than base reptilian beasts, allowing for better depth perception. In my experience, gatorman sight is as keen as our own. Hearing is much better, however, as is the gatorman's sense of smell. Gatormen are adept predators, and these enhanced senses serve them well in the murky depths of the swamp.

Gatormen do not have "skin" and are instead covered in a thick integument of scales. These scales cover a gatorman from head to toe and are hard enough to turn aside blades and even bullets striking at an oblique angle. It is not uncommon for gatormen who have fought as mercenaries for the various savage peoples of western Immoren to have

arrowheads, rifle balls, and even dagger blades lodged in their squamous hides.

Although reptilian, gatormen are not cold-blooded and do not require the sun's warmth to remain active. In fact, they often prefer to attack their enemies at night, using the darkness and the murky swamp to take their foes unaware. They are also completely at home in the water, and their vision and hearing are both excellent when beneath the surface. Gatormen are not, however, truly amphibious and must hold their breath while submerged, like any air-breathing creature.

One of the more interesting aspects of gatorman physiology is their immunity to the infirmities of age. If a gatorman does not meet its end through disease, misadventure, or warfare, it can expect to live nearly indefinitely. The Stonescale tribe includes members over a century old, and gatormen as old as two centuries or more are not unheard of, although they are quite rare.

### **Diet**

Gatormen are obligate carnivores and derive no nutrition from vegetable matter. Their diet typically consists of fish and other reptiles caught in the swamps surrounding their villages. However, gatormen will devour sentient creatures on occasion, especially those trespassing in their territory with whom they have no prior trade arrangements or treaties. As you can imagine, many Cygnaran citizens who go missing in the Fenn Marsh meet a bad end in the cook pots of the gatormen.

I must note here that in order to gain acceptance from the Stonescale tribe I was forced partake of whatever food was provided. Usually this was simply fish, eels, turtles, and other swamp-dwelling creatures. Unfortunately, I was also forced to eat things I would consider morally abhorrent under any other circumstances. Sometimes the price of knowledge is much steeper than anticipated.

### **Reproduction**

Gatormen do not form lasting pair bonds like mammalian humanoid-like creatures, and reproduction is a seasonal event where males and females come together for the express purpose of procreation. Like most reptilian creatures, gatormen are oviparous, and a female will generally lay a clutch of six to ten eggs. Eggs are laid in large mounds of earth and vegetable matter that act as incubators. The mounds require solid ground, and as such areas are exceedingly rare in the marsh, they are jealously guarded. I was only allowed to view the mounds belonging to the Stonescale tribe from a distance, and some of their fiercest warriors stood watch over them day and night.

Once the gatorman eggs hatch, the hatchlings are gathered up and placed in specially prepared enclosures. Despite being entirely self-sufficient minutes after the egg, gatorman hatchlings display none of the intelligence of the adults.

This develops later. In fact, they are vicious in the extreme. As such, they are kept within their enclosures for a period of six weeks, during which time the weakest hatchlings are singled out, killed, and eaten by their clutch mates.

Generally, two dozen hatchlings are placed in a single winnowing enclosure, and after six weeks, between six and eight of the strongest remain. At this point, the minds of the hatchlings have begun to develop beyond the animal state, and they are fostered out to adult gatormen (both male and female) who rear them for a period of one year. After this time, the young gatorman is expected to survive on its own. Obviously, blood relation holds little meaning for gatormen, and the parental bond is completely unknown to them.

### Language

Gatormen do have a verbal language, although to the uninitiated a gatorman's vocal utterances will likely sound like nothing more than the hissing and growling of a simple beast. This spoken language, which is called Quor-gar, is only one aspect of gatorman communication, however. Body, tail, and head posturing are an important part of gatorman language, and the combination of vocalization and a specific posture are needed to convey complex ideas. Thus, speaking the gatorman language is exceedingly difficult for those without the proper anatomy. I was able to gain a fair understanding of Quor-gar, but my ability to communicate it was limited to rudimentary ideas.

Conversely, gatormen can learn to understand conceivably any human language to which they are exposed, but their jaws make the pronunciation of certain sounds and syllables impossible. Thus, when gatormen trade with humans, trollkin, and other

mammalian races that have no knowledge of Quor-gar, they must use a combination of sign and simple verbal phrases to communicate.

### Society

One might think of gatormen as little more than moderately intelligent beasts without anything humans or even trollkin might recognize as a society. The truth is that gatorman society is both complex and heavily influenced by ritual and belief in their great swamp god Kossk. However, despite its intricacies, gatorman culture is exceedingly brutal. Weakness and infirmity are not tolerated, and often gatormen that are crippled in battle or fall ill are killed and devoured by their tribe. This is not seen as cruel or uncompassionate. In fact, gatormen unable to contribute in a meaningful way see it as both an honor and their duty to make this final contribution to their tribes.

Gatorman society is organized at the tribal level, and tribes are generally limited to less than fifty individuals. Each adult member of the tribe, whether male or female, is expected to be a capable warrior and hunter, and there is little distinction between the two roles. Each tribe is lead by one or more bokors, a mystic or shaman that communes with and commands powerful spirits. A bokor acts as both a spiritual adviser and an intermediary between his tribe and the powerful spirits of the swamp.

Individual tribes are generally hostile toward one another, as food and other resources can be scarce in the swamp. However, occasionally a powerful gatorman bokor will unite multiple tribes under one banner and take control of huge swaths of swampland. For example, the Stonescale tribe speaks of a powerful bokor with terrible control over life and death who once united many of the tribes in the Fenn Marsh. Apparently this bokor, whose name translates roughly to "he who walks with the dead," recently led his host north to serve an even mightier bokor.

### Religion

Gatorman religion centers on the worship of powerful swamp spirits, the mightiest of which is Kossk, the great alligator. Worship of Kossk seems to be ubiquitous among gatormen throughout western Immoren, and Professor Pendrake noted that images of the god were quite common in the swamps surrounding Scarleforth Lake. The gatormen of the Fenn Marsh also predominately worship Kossk, and from what I have been able to gather their religious practices are very similar to those of their northern cousins.

Chursk, the bokor of the Stonescale tribe, related to me that his people believe Kossk to be the greatest and oldest of all spirits in the swamp. However, it is dangerous to call on Kossk, and Chursk prefers to invoke lesser swamp spirits for the majority of the rituals and prayers he uses to aid his tribe. Only when powerful magic



is needed will Chursk dare call upon the Great Maw, as Kossk is sometimes called among the Stonescales.

Gatorman rituals always involve blood sacrifice and the consumption of flesh; often this is the flesh of an enemy or a powerful beast. The sacrifices are meant to appease the many dark spirits that linger in the swamp so that they might bestow upon a bokor strength and magic. Devouring the flesh of an enemy is an important part of gatorman culture, for they believe that eating something (or someone) is the ultimate expression of dominance. When an enemy is devoured in a ritual fashion, it is believed the spirit of said enemy may linger and serve the bokor leading the ritual. Powerful bokors can therefore work greater magic because they can draw upon the spirits of their many defeated enemies.

To more civilized eyes, gatorman religion and ritual may seem only barbaric superstition. Nothing could be further from the truth. Gatorman bokors command powerful and frightening magic that is very real and very effective. It is even said that the mightiest bokors can command the great beasts of the swamp and use them to destroy their enemies and the enemies of the gatormen.

An interesting note here is that certain cannibalistic elements of gatorman ritual resemble those of extreme Devourer worshippers, namely the Tharn. I do not mean to imply that Kossk is a manifestation of the Devourer (although it is an intriguing notion), only that there are fascinating corollaries between the worship of the two entities.

#### **Warfare**

With their incredible physical strength, scaly hide, and formidable natural weaponry, it should come as no surprise that gatormen are quite gifted in matters of violence. Although their technology is extremely primitive, gatormen do employ heavy cleaving weapons—similar to glaives or voulges—in battle. Their skill with these weapons is superlative and with them they can cut an armored man in half or puncture the hull of a steamjack. When a bokor's magic is added into the equation, gatormen are extremely dangerous in their native terrain.

Gatormen have few weaknesses in combat, although they are certainly vulnerable to massed fire, as they generally have limited means to counterattack at range. However, this can only truly be counted as a weakness when the gatormen are fighting outside of their swamps—not even the most accurate sniper can hit a target underwater.

Another factor that must be taken into consideration when discussing gatormen in battle is the presence of the terrible swamp beasts that sometimes fight alongside them. Commanding these beasts is usually the purview of the most powerful bokors. The bokor of the Stonescale tribe had only limited ability in such matters, yet during a battle with a nearby tribe of bog trogs Chursk compelled a

massive gator-like beast that dwelled near the tribe to fight alongside him. It was bipedal, nearly twice the height of any gatorman in the tribe, and possessed of such ferocity that I feared it would devour me if I lingered within reach of its terrible claws and fangs. Chursk seemed to have complete control over the beast, however, and when he unleashed it upon the bog trogs it slaughtered dozens of the fish-men in a matter of minutes.

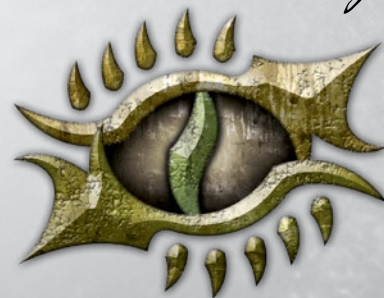
Because of their battle prowess, gatormen often hire themselves out as mercenaries to various other savage peoples. For example, a number of Stonescale warriors have seen battle alongside trollkin kriels, and Chursk has lead an entire war band of gatormen in service to the enigmatic druids known as Blackclads. When performing these mercenary services, gatormen are often paid in items they find immediately useful. Well-crafted steel weapons are the most common payment, but gatormen will also accept large quantities of food, and occasionally they will ask for seemingly innocuous items—clothes, jewelry, bits of mechanika, and so forth.—on which they place some special meaning known only to themselves.

#### **Summation**

I have spent over a month with the Stonescale tribe, and in that time I feel I have barely scratched the surface of all there is to learn about these fascinating creatures. Yes, they are animalistic brutes that pose considerable danger to the unwary, but there is also a savage beauty in their culture and a simplicity of purpose I find most refreshing. I have often pondered how the gatormen could flourish if exposed to Cygnaran civilization and technology. At the very least, if they could be controlled, they would make formidable irregular troops in our armies.

Professor Pendrake, I hope my papers find you well and that the information within is of some use to you. My hope is that this will be the first of many such essays and that the depth and breadth of the information within them will expand considerably in the future. In fact, I have learned this day that I am to be part of an important ritual, and I hope that Chursk's invitation to this event heralds a greater trust between us. I have no doubt the ritual will be fascinating, and I promise to include a detailed description in my next essay.

*Professor Conlath Bray*





# GATORMEN TACTICS

BY LEO CARSON-DEPASQUALE

As the core of the Blindwater Congregation forces, the Gatorman Posse is a hard-hitting and versatile unit on the battlefield. Their resilience and offensive power make them a serious threat for any army facing these scaly killers.

## SWAMP STOMP

As one of the two infantry units available to the Blindwater Congregation, the Gatorman Posse does an outstanding job of fulfilling its role as a central anchor and a hard-hitting strike team. Particularly effective against living models, the Gatorman Posse's twin P+S 13 attacks are as effective at cutting through units of single-wound infantry as they are at taking down warbeasts. With a respectable MAT 7 and a reroll to hit against living models (thanks to the Cold Blood prayer), the Posse can reliably hit up to DEF 15. These two factors make light warbeasts and multi-wound infantry the ideal victims for your Gatormen.

The prayers offered by the Gatorman Bokor add an element of versatility to the Gatorman Posse that will keep your opponents on their toes. March increases their mobility for a turn, affording the Posse access to concealment and cover as they advance without limiting their threat range. Dirge of Mists is a good prayer to use against low- to mid-MAT opponents because the difference in attack probability between each number towards the middle of the 2d6 bell curve is greater than at either extreme. Across numerous attacks, this means that Dirge will frequently turn at least one swing into a miss. Use Cold Blood against high-DEF living models to increase the odds of making each attack connect with its target.

The Gatorman Posse boasts a threat range of 12" against living models (SPD 5 + 3" charge + 2" Blood Thirst + 2" Reach), more than enough to get the jump on units like Iron Fang Pikemen, Wolves of Orboros, or Blighted Nyss Swordsmen. With the Blindwater Congregation, it is of

particular importance to get the alpha strike because they lack expendable infantry to absorb a charge. If you get caught on the receiving end of a charge, only the solid ARM and 8 damage boxes of the Gatorman Posse can save you, which admittedly is often enough.

The Gatormen Posse has one more ability that aids their survivability on the battlefield and ensures they won't easily be dislodged once they get stuck in—Unyielding. When you factor in Unyielding to the Posse's 8 damage boxes and their base ARM 16, it requires an attack from a P+S 19 or higher weapon to destroy a Posse grunt in one hit on average rolls.

## RAISING THE DEAD

With the introduction of the Gatorman Witch Doctor in *HORDES: Domination*, the Blindwater Congregation gains access to one of the most feared damaging effects in the game: Sacrificial Strike. Sacrificial Strike causes automatic damage to any model in the Gatorman Witch Doctor's command range and line of sight. This makes it ideal for circumventing pesky models with Stealth and any abilities like Call to Sacrifice or Vengeance that specify the word "attack" as part of the trigger.

With ARM 14, the Bog Trog Ambushers are a perfect subject for Sacrificial Strike. Simply run a Bog Trog to where you want it to be sacrificed while the rest of the unit charges something else. Not to be overlooked is the option of sacrificing a damaged member of the Gatorman Posse for a POW 16 damage roll. This is most useful on those all-or-nothing turns when every extra point of damage is critical.

Sacrificial Strike is only one of the Gatorman Witch Doctor's potent abilities; two more are Dominate Undead and Zombify. Dominate Undead gives the Witch Doctor the impressive ability to control your opponent's undead models. This is particularly powerful in scenario play where



the Witch Doctor can move undead models off objectives to score vital control points. Zombify gives the Gatorman Posse Tough and Undead to increase their already impressive survivability or gives the squishier but more plentiful Bog Trogs their own chance to cheat death.

## SCALY SYNERGIES

- **Bloody Barnabas:** This is a no non-sense, brutally threatening warlock who can ram the Gatorman Posse right down your opponent's throat. Barnabas can support several units of Gatorman Posse thanks to his two major synergies with these bloodthirsty killers: Swamp Pit and Iron Flesh. Swamp Pit protects the Posse from ranged attacks, ensuring they make it into melee with minimal damage taken. Swamp Pit is most effective when Barnabas activates before the Gatorman Posse and places a Swamp Pit (or two) in a position where the Gatormen can run into it. After the charge, or against enemies with little to no ranged attacks, Iron Flesh raises the Posse's DEF to aggravating levels. Add in Dirge of Mist and Zombify from the Witch Doctor and your Tough Gators are sitting at DEF 16 and ARM 18 in melee.
- **Calaban the Grave Walker:** Calaban isn't quite so straightforward as Barnabas, but he still has a number of abilities that have a strong synergy with the Gatorman Posse. First up is Occultation, giving the Gatorman Posse access to Stealth and allowing you to aggressively position your Gatorman where they would otherwise be threatened by ranged and magic attacks. Parasite brings

an important element to the Blindwater Congregation in that it provides a counter to high-ARM models. Hex Blast ensures your Posse stays clear of any nasty debilitating upkeep spells, such as Crippling Grasp or Fear of God.

- **Maelok The Dreadbound:** Maelok has access to a number of complex stacking synergies that make a Witch Doctor or two very beneficial to any force he controls. This is simply because Maelok's feat has a greater effect when you have more undead models in your army. A unit of Gatorman Posse affected by Zombify, Death Pact, Maelok's feat, and in melee is ARM 22 with 8 damage boxes each and Tough. As if this weren't enough, Revive is good for bringing back a destroyed Gatorman Posse trooper every turn. If Maelok has been collecting souls or taking advantage of his Spirit Eater ability, he can cast Revive multiple times in the same round.
- **Faction Freelancing:** While most warlocks have numerous faction-specific spells and abilities that channel them towards faction warrior models, it's worth noting that the Gatorman Posse and Gatorman Witch Doctor will work for the Trollbloods, Circle Orboros, Skorne, and Legion of Everblight. Tyrant Xerxis is one example warlock who can get some real bang for his Minions buck. His Fury spell (+3 to melee damage rolls) and the Paingiver Task Master's Pain Driver ability (+2 STR) combine to give each member of the Gatorman Posse two P+S 18 attacks!



# GANGRENOUS GATORMEN

BY MEG MAPLES



## WHAT YOU NEED

-  Armor Wash
-  Battledress Green
-  Battlefield Brown
-  Bloodstone
-  Brown Ink
-  Coal Black
-  Cryx Bane Base
-  Cryx Bane Highlight
-  Greatcoat Grey
-  Hammerfall Khaki
-  Heartfire
-  'Jack Bone
-  Khador Red Highlight
-  Menoth White Base
-  Menoth White Highlight
-  Moldy Ochre
-  Murderous Magenta
-  Necrotite Green
-  Ordic Olive
-  Pig Iron
-  Red Ink
-  Ryn Flesh
-  Thamar Black
-  Thrall Flesh
-  Wurm Green

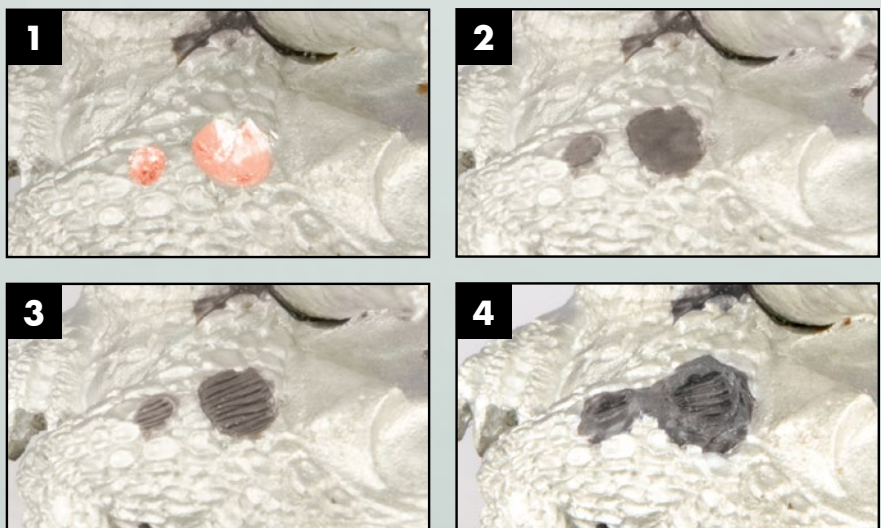
With the release of the Gatorman Witch Doctor and his powers of gator-y zombification, many people may want to know how to turn their own Gatormen into swampy undead horrors. In this article, I'll show you how.

First, I'll show you how to sculpt seeping, putrescent wounds on undead Gatormen and a Bull Snapper. You can create as many wounds as you want and make them bigger than the ones I've created as well. This is meant as a very basic primer for those who are not proficient with sculpting on miniatures.

The painting part of this article uses techniques appropriate for all skill levels, and I'll go over how to paint a more subdued Gatorman skin with hints of sickly, undead colors and glazes of red ink for blood. Now let's go raise some zombie Gatormen!

## STEP 1 - SCULPTING WOUNDS

The idea here is that we want our zombie gators to look like they're falling apart—spending months beneath the surface of a bog is not good for the complexion! This simple sculpting tutorial teaches you how to create nasty, putrescent wounds on your Gatormen.



- 1) Drill shallow holes in a few spots on the Gatormen and Bull Snapper. Use drill bits of varying circumference to make wounds of different sizes.
- 2) Mix up some Formula P3 Putty and roll it into small spheres. Squash the balls of putty into the holes you drilled and then smooth it out with a clay shaper. The putty should be smooth and level with the surface of the skin.
- 3) Dip a sharp blade in water and then cut into the putty to create muscle striations. Make sure the striations in each wound are oriented differently. Let the putty dry for at least an hour.
- 4) Roll some very thin strands of P3 Putty, about the width of fine string, and place them around the pockets of muscle. Smooth the outer edge with a clay shaper, leaving the inner edge of the putty alone. As the putty starts to dry, pick at the inner edge with a knife. You want to rough it up to really get that dead, rotting flesh look. Let the putty dry before painting.



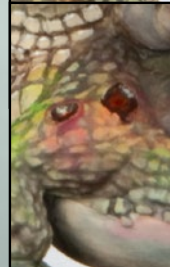
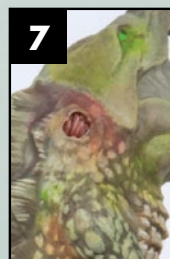
## STEP 2 - PAINTING UNDEAD GATOR SKIN

To simulate the sickly hue of undeath, we're going to lighten the typical Gatorman skin color and add in tones of yellow and white. The idea being that these guys were recently raised from the depths of the swamp and have had time to pickle a bit. The following steps apply to the Gatorman Posse and the Bull Snapper.

- 1) Prime the Gatormen and Bull Snapper with Formula P3 Black Primer and then basecoat them with a mix of Cryx Bane Highlight, Thrall Flesh, and a dot of Ordic Olive. Mix Ryn Flesh, Moldy Ochre, and Hammerfall Khaki for the underbelly basecoat.
- 2) Wash the entire model with a mix of mixing medium, Cryx Bane Base, and water. Don't let the wash pool; make sure it's an even coat.
- 3) Highlight the scales on the flesh with the basecoat mix. Dot the rougher, smaller scales, and highlight the top edges of the larger square scales around the tail in an upside down "L" shape. Use Battlefield Brown to blend on the undersides of the models.
- 4) Retouch the basecoat on the belly by blending. Add a lot of Moldy Ochre to the basecoat mix and highlight the scales.
- 5) Add striations to the back spines using Cryx Bane Base, Battlefield Brown, and 'Jack Bone. This is a quick movement of the wrist that lightly runs the brush over the surface. This doesn't need to be precise; just enough to give the idea that the spines are cracking.
- 6) Highlight the bellies with Menoth White Highlight. Use Heartfire, Khador Red Highlight, Necrotite Green, and Murderous Magenta glazes on different parts of the body to give a sickly look. Use Necrotite Green to paint in the eyes, then thin the Necrotite Green and place it on cheekbones to suggest a glow.
- 7) Paint the wounds we made earlier with 'Jack Bone. Let the 'Jack Bone dry completely, and then create a mixture of 3 drops of Red Ink, 2 drops of Armor Wash, and 1 drop of Brown Ink. Thin the mixture with water, and then allow it to flow into the wounds.
- 8) Basecoat the entire mouth with Cryx Bane Highlight. Paint the teeth and claws with Menoth White Base. Mix Ryn Flesh and Cryx Bane Highlight and paint the tongue.
- 9) Highlight the edge of the tongue with Ryn Flesh. Let the Ryn Flesh dry and use thinned out Necrotite Green to paint the back of the mouth and around the sides to create a glow effect.

### COLORS USED:

Armor Wash, Battlefield Brown, Brown Ink, Cryx Bane Highlight, Hammerfall Khaki, Heartfire, 'Jack Bone, Khador Red Highlight, Menoth White Base, Menoth White Highlight, Moldy Ochre, Murderous Magenta, Necrotite Green, Ordic Olive, Red Ink, Ryn Flesh, Thrall Flesh



## STEP 3 - PAINTING WEAPONS & GEAR

Like their flesh, the undead Gatorman Posse's weapons and other belongings have suffered from long exposure to the fetid waters of the marsh. As such, they're in much worse shape than typical Gatorman weapons.

- 1) Basecoat the wood with Greatcoat Grey. Basecoat the blades with Pig Iron and the leather straps with Battlefield Brown.
- 2) Using Cryx Bane Highlight and Menoth White Base, paint wood grain texture on the weapon hafts. Use Battledress Green to highlight the leather straps.
- 3) Basecoat the necklace with Tamar Black. Mix Thrall Flesh into the Battledress Green and basecoat the straps. You can take it up to Thrall Flesh for the final highlight. Mix Battlefield Brown with mixing medium and blend over the wood grain texture. You want the texture to show through, but give it a dirty brown tinge. Make a nice dirty wash on the weapon with Tamar Black and lots of water.
- 4) Basecoat the skulls with Menoth White Base. Using Coal Black mixed with a little Menoth White Base, paint the feather texture on the feathers. Paint the necklace with a mix of Battledress Green and Menoth White Base.
- 5) Mix a little more Menoth White Base into the Coal Black mix and highlight the edges of the feathers. Make a wash with lots of mixing medium, a little Battledress Green, and Menoth White Base. Wash the skulls with this mixture.
- 6) Add Battlefield Brown to the wash mix and wash the skulls again. Highlight the feathers with Menoth White Highlight mixed into the Coal Black mix.
- 7) Mix 50/50 Bloodstone and Khador Red Highlight, dip some blister foam into the mix, and then dab some away on a paper towel. Apply this to the weapon blades to simulate rust.
- 8) Mix Menoth White Base and Menoth White Highlight together with mixing medium and layer the mix on the skulls. You want the skulls to look dirty with some of the bone peeking through the grime. Do a final highlight on the feathers with a touch of Coal Black and a good amount of Menoth White Highlight. Apply Menoth White Highlight to some of the scales for added shine.

### COLORS USED:

Battledress Green, Battlefield Brown, Bloodstone, Coal Black, Cryx Bane Highlight, Greatcoat Grey, Khador Red Highlight, Menoth White Base, Menoth White Highlight, Pig Iron, Tamar Black, Thrall Flesh



## STEP 4 - FINAL TOUCHES

To finish things up, we're going to make some spooky water bases for our undead Gatorman Posse and Bull Snapper. The glowing green effect makes it look like our gangrenous gators are being pulled from the swamp by fell magic. Finally, we'll add some vines and other hanging bits to really sell that fresh-from-the-bog look.

### WATER BASE

- 1) Glue the gators on to their bases and make sure to tape over the slots.
- 2) Paint the inside of the base using Ordic Olive. Do a few thinned coats in order to get the best coverage without getting too thick.
- 3) Use Wurm Green over the top three-fourths of the base, using two-brush blending. The blending can be patchy; it does not need to be completely smooth.
- 4) Add a few coats of blended Wurm Green, then repeat this with Necrotite Green but reduce the area you are painting. We are creating a glowing affect on the base. Once that is dry, glue turf to a few spots on the bases around the edge.
- 5) Mix a two-part epoxy clear resin and apply it to the bases. Be careful not to get the resin all over the place. Try to be as neat as possible. Also, make sure the resin layer is a little bit taller than the edge of the base. As it dries, the resin shrinks down and will become level with the lip of the base. Paint the base Thamar Black after letting the resin dry for at least 24 hours.

### COLORS USED:

Necrotite Green, Ordic Olive, Thamar Black, Wurm Green

### SWAMP DETRITUS

- 1) Pull a weed from your yard with the roots still attached. Let this dry out for a couple of days, out of direct sunlight.
- 2) Dunk the root in water for a few seconds to make a flexible again. Then bend it so you can drape it over a part of the model. Hit with a hair dryer so it dries in the shape you want.
- 3) Drag the root through a puddle of mixing medium and apply to the mini. Once its in place, paint mixing medium onto the root. Allow it to bead and dry completely in a couple of hours.

### CONCLUSION

And there you have it! Creepy undead Gatormen perfect for use with the Maelock the Dreadbound or the new Gatorman Witch Doctor. Of course, many of the techniques in this tutorial can be used to create a wide array of undead monstrosities. So tap into your inner necromancer and raise up some zombies!







# TIPPING THE SCALES OF WAR

An Interview with Privateer Press Lead Developer Jason Soles and Art Director Chris Walton  
Art by Andrea Uderzo and Nestor Ossandón

This summer you can expect a boatload of big things from Privateer Press, and while all the new products headed your way are jaw-droppingly exciting, none of them have the sheer physical size and weight of WARMACHINE's newest big boys on the block. To get the behind-the-scenes look at colossals, I recently spoke with Privateer Press lead developer Jason Soles and art director Chris Walton. Both had some fascinating things to say about the concept and design of the colossals, a project that has truly been a labor of love for all involved.

**NQ:** How long have colossals been in the works? Something this big had to take quite a bit of planning.

**JS:** The colossals are one of those “eyes-only” projects that has been in the works for a long time! The very first draft of the colossals went into playtest back in 2005, and they were originally slated for inclusion in *WARMACHINE: Superiority*. We could not nail down the production requirements back then, though, so colossals got bumped. Around the time we decided to do Mk II, we had almost finished a second round of playtests with an updated version of the colossals, so they again went back on the shelf. However, we’ve known all along we wanted to do these things, and Mk II gave us the chance to do the most elegant version of the colossals to date. It is an idea whose time has come!

**CW:** The plans for creating colossals in *WARMACHINE* pre-dates my joining Privateer Press. I had been doing work for Privateer on a freelance basis and came out to Privateer HQ to go over some concepts with Matt Wilson. He thought he had hidden away or cleaned up all the secret projects he was working on but had forgotten to wipe the words “Colossals, Cygnar, and Khador” off the dry-erase board in his office. Much to his dismay, I noticed and immediately asked what scale colossals would be in. I

was stunned when he replied, “30 mm.” Needless to say, I have been looking forward to the day these models would become a reality ever since.

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**NQ:** So what do colossals bring to the table? How will they impact the game of *WARMACHINE*?

**JS:** Colossals focus an incredible amount of firepower in one massive package. If the warjack is the tank of the Iron Kingdoms, the colossal is a small battleship. That said, we have taken the utmost care in preserving the balance of the game. A colossal is roughly as tough as two warjacks, and it hits like a freight train. However, it concentrates a lot of your resources in one place—a lot of eggs in one basket. Colossals are amazing models, but you do not have a colossal in your army to beat an army that fields one.

**CW:** To me, these models take the essence of *WARMACHINE* and crank it up to 11. I think if you pointed a colossal out to someone who had never heard of the Iron Kingdoms, they would have an immediate grasp of *WARMACHINE* on pretty much every level. Colossals ooze height, weight, and devastation. Each one brings home the scale of the conflicts occurring in western Immoren just by looking at it. These models are the crown jewel in any faction’s collection.





**NQ:** What makes colossals different than warjacks? (Other than, you know, they're a lot bigger.)

**JS:** I'd like to start off by saying that colossals *are* warjacks—just really, really big ones. Colossals are subject to many of the same rules as battle engines. Their weaponry is broken up between fields of fire, they are targeted like battle engines, they deploy like battle engines, and so on. However, colossals are even larger. The sheer scope of the colossals and the threat they represent on the tabletop required us to reign in some of their mobility. Colossals don't get placed (sorry, Darius). They also don't move outside their normal movement. On the upside, your opponent cannot move them at all.

The weaponsmiths of the Iron Kingdoms also saw fit to shield the cortexes of these behemoths like no warjack before. They cannot be disrupted, they cannot be controlled by outside magic, and they positively will not stop until you are dead!

And from the Great Machine section of *WARMACHINE: Colossals*: "A colossal can never gain Advance Deployment, Incorporeal, or Stealth."

Also, because when a colossal hits, it hits very hard, we have introduced a couple of new power attacks unavailable to smaller warjacks.

**CW:** From a design standpoint, the larger scale of the colossals allowed us to add all sorts of really cool details that just can't be read at the scale of regular warjacks. They all feature really stunning detail with the amount of articulated pistons, vents, rivets, and weapons. These models will form a stunning centerpiece model for any army to which they are added.

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**NQ:** Those of us familiar with the history of the Iron Kingdoms know that colossals have been around for hundreds of years. However, the colossals that drove away the Orgoth were truly enormous. Like, *Godzilla* big. Why are the new colossals smaller?

**JS:** Modern colossals are an evolutionary step forward technologically and represent the culmination of centuries of warjack development. They are smaller, faster, and more responsive than the original colossals, which were more truly siege engines on a massive scale. Also, the armament of the new colossals is much more advanced than the architects of the old colossals could ever have imagined.



**NQ:** Chris, who was responsible for the initial artistic design of the colossals? What were some of the design goals?

**CW:** As I alluded to earlier, Matt Wilson was responsible for the artistic design concepts for the initial colossals. His work on the Cygnar Stormwall, the Khador Conquest, and the Protectorate Judicator set the tone and standard for the other designs. I came in to design the Cryx Kraken and then did the work on the Retribution Hyperion and the Mercenary Galleon. When creating the look for the colossals, we tried to maintain the design ethos and look of each faction while pushing the limits on things like scale and complexity.

One of the things I like best about the colossals is that each one totally fits into the general aesthetic of its faction, yet is its own unique entity. We wanted to do something more than just take an existing warjack and make it bigger. Certain beats are maintained, but we were able to explore shapes and ideas we just couldn't with smaller models.

**NQ:** Can you describe some of the challenges involved in designing colossals?

**CW:** Visually, the hardest thing when drawing the colossals was to give them a proper sense of scale.

We needed plenty of surface detail; otherwise, the finished products would look like toys instead of fine-scale models. A lot of tricks have gone into conveying the size of these machines—huge changes in shape and in the size of body parts, multiple weapon types integrated into the machine, and rivets, lots of rivets.

**JS:** From a game-play perspective, we had to walk the tight rope of doing justice to these incredible models without sacrificing balance in the process. It was a quite a challenge at every iteration of the colossal rules, both as a designer and as a player.

**NQ:** One of the greatest things about the colossals are the awesome, full-color illustrations by Andrea Uderzo and Nestor Ossandón. What aspects of colossals was it important for to convey in their model entry illustrations?

**CW:** That they kick ass all the time, every time. Seriously, we wanted to see these things in action, annihilating all comers. The only one depicted with any deviation from that theme was the Khador Conquest. From the moment I saw that Conquest, I imagined it in a huge military parade. Andrea's illustration surpassed my expectations.



I really can't say enough about how proud and excited I am about the art in this book. One of the things we really tried to do was give a sense of the environments that make up the Iron Kingdoms. The colossals aren't just doing battle in generic places in these illustrations; they are firmly rooted in the Iron Kingdoms. Andrea and Nestor have raised the bar for the visuals in Privateer Press products with this one.

**NQ:** The colossals were obviously a labor of love for all involved in their design. How do you feel about the final product? Seeing the complete models in all their glory, do you feel they capture the original vision of the colossals?

**JS:** I think from concept to execution there are few things I am as proud of in my time at Privateer as the colossals. They are truly the culmination of our warjack development. In game, they feel like COLOSSALS! The models are stunning! Everything came together so completely that it's felt like Christmas for months. So, uh, hell yes, I think they capture the vision!

**CW:** The finished colossals have exceeded my expectations model-wise. Every time a new one came out of the studio, I wanted to start playing that faction.

It was like being introduced to WARMACHINE for the first time all over again. Personally, this project has been amazing for me. I got to go from being the concept artist to the art director of the colossals, and I've endeavored to help make this project realize its full potential the whole way.

**NQ:** Of course, HORDES players have got to be wondering if they're going to get to play with the big boys, too. Will we see colossal-style warbeasts in the near future?

**CW:** There's no way we're leaving HORDES out of the fun! If colossals are the ultimate extension of warjacks, you can let your imagination run wild with what that means for warbeasts.

**JS:** Make way for the Circle Orboros Woldwrath, the Legion of Everblight Archangel, the Trollblood Mountain King, and the Skorne Mammoth!





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

# The Gavyn Kyle FILES

Transcribed by Aeryn Rudel  
Art by Mariusz Gandzel, Chris Walton & Kieran Yanner

## JEREMIAH KRAYE

As you requested, I have collected an extensive dossier on the Cygnaran warcaster Jeremiah Kraye. At first I was somewhat surprised by your request, as Captain Kraye seems less significant than several more prominent Cygnaran warcasters. However, researching the matter demonstrated Kraye has led both an intriguing and quietly influential career in the Cygnaran military.

Kraye comes from a distinguished military family with strong ties to Cygnaran cavalry traditions. His father Sheridan Kraye retired a colonel after serving Vinter IV, and his grandfather Nathan is widely regarded as one of the finest generals to serve King Vinter III, noted for making extensive use of light cavalry for reconnaissance. Kraye exceeded his father and grandfather in raw battlefield power by dint of his warcaster abilities but clearly inherited much from them, including superlative riding skill and a natural aptitude for mounted combat. From the moment he left the Strategic Academy, Kraye distinguished himself as a capable leader of men, a brilliant strategist, and a warcaster with unique control over his warjacks.

Despite this, Kraye's military career has not seen a swift rise to fame and glory as with such notable warcasters as Major Victoria Haley or Lord Commander Coleman Stryker, both considerably younger who yet now outrank him. It is my belief that this is not a reflection on Kraye's abilities. I believe it is rather the result of his interrupted service, as he resigned his commission after Vinter Raelthorne's Inquisition inflicted a personal toll on his family.

Even during the years of his active service Kraye has served Cygnar best from the periphery as a member of the Cygnaran Reconnaissance Service. Like others in this often overlooked branch, he was frequently sent on vital tasks far from the major wars and conflicts that have gripped western Immoren, and therefore his deeds have not been visible enough to attract the notice of the army's ranking commanders and generals. While no warcaster can be truly invisible, Kraye has certainly lingered on the fringes.

Even with this low profile, as you will learn in the dossier, Jeremiah Kraye has become an instrumental member of the Cygnaran military. After Scout General Bolden Rebald restructured the CRS at the behest of King Leto, it became an organization where Kraye has thrived. He seems to be an exemplar of the qualities the CRS seeks in its scouts, and certainly they have benefitted from his expertise and extensive experience both on and off the battlefield.

Although Kraye has had a distinguished career, I have chosen to focus my report on the time immediately before and after the Lion's Coup. I believe that examining Kraye's activities during this time are vitally important to understanding the man, largely because much of his leadership style, fighting tactics, and general character were shaped and defined during this period.

—G.K.



## Jeremiah Kraye Summary

**Born:** 565 AR; Raised on family estate in the Western Midlands, northwest of Fort Whiterock.

**Entered Military Service:** 581 AR; At the urging of his father enrolled in Strategic Academy in Point Bourne as a cavalry cadet; 582 AR; Kraye's warcaster talents manifested and his training regimen was adjusted accordingly.

**Journeyman Assignment:** 583 AR; After completing warcaster and officer training, Kraye is promoted to lieutenant and is assigned to Commander Adept Birk Kinbrace for journeyman training.

**Reassignment:** 583 AR; At Kinbrace's suggestion, Kraye is reassigned to the Cygnaran Reconnaissance Service along the border between Cygnar and Khador.

**Scharde Invasions:** 584-588 AR; Promoted to captain, Kraye takes no part in the many battles of this pivotal conflict. He instead distinguishes himself among the CRS rangers by repelling a number of Khadoran incursions into Cygnaran territory at this time.

**Resignation:** 589 AR; Kraye resigns his commission after his uncle, Harlan Kraye, is arrested by the Inquisition and executed for treason.

**Reinstatement:** 595 AR; at the urging of Scout General Bolden Rebold, Kraye is reinstated into the Cygnaran military with the rank of captain.

**Purging of Vinter Loyalists:** 595-601 AR; Kraye is instrumental in the capture and sometimes deaths of a number of former members of King Vinter IV's Inquisition.

**War in Llael:** 604-605 AR; Not well documented, but Kraye seems to have spent the war period in the northern Thornwood and the Ordic hills tracking Khadoran troop movements nearer to Cygnar's borders. Subsequently joined in defense of Thornwood vs. Khadoran incursions.

**Caspia-Sul War:** 606 AR; Attached to 2nd Army, leading patrols and clashing with the Forces of the Protectorate of Menoth along the Black River and into the Bloodstone Marches.

**Attempted Relief of Northguard:** 607 AR; Joins Captain E.D. Darius bringing reinforcement warjacks to Northguard, intercepted by Cryx en route. Join subsequent fighting withdrawal of 1st Army from Northguard to the Dragon's Tongue River.

I think it is interesting to note that Kraye's ability to augment the speed of both heavy and light warjacks he commands is one he developed while still in training. This was not lost on the Cygnaran military, and Kraye's first assignment was designed to help him refine this ability. The following communication from Colonel Artoris Halstead to Commander Birk Kinbrace, under whose command Kraye would spend his journeyman tour, provides further detail on the young warcaster's initial assignment.

— G.K.—

**Date:** 583

**To:** Commander Birk Kinbrace

**From:** Colonel Artoris Halstead, Chancellor Strategic Academy at Point Bourne

**Subject:** Journeyman assignment

Commander Kinbrace,

Effective immediately, we are assigning Lieutenant Jeremiah Kraye to your command for his journeyman tour. Lieutenant Kraye graduated with top honors and completed his training at the Strategic Academy in exemplary fashion. Although he is young, Kraye comes from an established military family, and his discipline and leadership abilities are more than satisfactory for one with so little experience.

Although his training will largely be left to you, Kraye has developed a unique ability with warjacks under his command. Between his innate arcane capabilities, skill, and intuitive mastery over these machines, he manages to push them beyond the conventional limits of speed and fuel consumption. Reports indicate great facility enabling "run-and-gun" tactics supporting several light warjacks. The logistic and offensive benefits of this are intriguing, and we would like to see it further developed.

I have no doubt your experience in the field will greatly benefit Lieutenant Kraye and his burgeoning skills.

*Colonel Artoris Halstead*

Kraye actually spent only an abbreviated tour with Commander Kinbrace—four months to be exact. After this period, Kinbrace took the unprecedented step of recommending that Kraye complete a self-directed regimen to finish his training among the Cygnaran Reconnaissance Service. One thing to remember is that the CRS was not at this time the politically powerful organization it is today, and was not yet tasked with gathering intelligence for the throne. At this time, the CRS was involved purely in reconnaissance work conducted by rangers and light cavalry on patrol in wilderness regions and along the borders. Most CRS activity was focused in the Thornwood nearest Khador.



Although many warcasters might consider an assignment to the fringes of Cygnaran territories to be a punitive measure, Kinbrace felt Kraye was a natural fit for the CRS and that this environment would be the only way to fully develop his abilities. Kinbrace was apparently on very good terms with the head of the CRS at the time, a capable if unremarkable man by the name of Lt. Commander Velan Langway. The following personal letter from Kinbrace to Langway illustrates this relationship.

- G.K. -

Velan,

How are things at the ass-end of the kingdom, old friend? Your dedication to that motley crew of insubordinate loners and starved horses is either a commendable endeavor or solid proof that you have truly lost your wits. I can never decide which.

I know you and your boys have run into some fairly stiff opposition near Fellig, and I know you've done the best with what meager scraps the Crown gives you to work with. Ever mindful of my wayward friend, I have pulled a few strings. As I'm sure you know by now, a young warcaster by the name of Jeremiah Kraye will be coming

your way. I know your first thought must have been, "what has this unlucky son-of-a-bitch done to get himself assigned to my command?" Don't worry your bald head over it, though. What Jeremiah has done is impress the hell out of this old soldier and proven that he'd be quite an asset to the CRS.

I doubt you've been briefed on Captain Kraye's abilities, but let me assure you, Velan, this one has unique talent with steam-powered metal. He's also a hell of a rider and has managed to meld cavalry tactics with 'jack warfare. I won't bore you with warcaster jargon, but this kid can get incredible mobility out of both heavy and light warjacks, enough to keep up with a galloping horse (no mean feat, as you well know). I'm sending him with two Chargers and a Sentinel, and, hell, he might even be able to squeeze some worth out of any of those ancient Talons you may have kept squirreled away (don't worry—I won't report you for keeping decommissioned hardware; I know the CRS has to make due).

One more thing; despite his youth, Kraye's got the makings of a solid officer; I'd make him my second if I were you. He's a soldier's soldier, and I have no doubt your boys will take to him right away.



I'll be away from Point Bourne for a while. I'm being sent to Highgate to take part in a special operation there. They haven't told me more than that, but I have a feeling I'll be gone for a good long while. When I get back up north, I'll look you up—I've managed to get hold of a bottle of Caspian brandy strong enough to remove paint.

*Kimbrace*

It is interesting to note that Kraye saw no action in what was the largest military event of his early career. The Scharde Invasions, of course, took place hundreds of miles away from where Kraye was assigned with the CRS. The fact that he took no part in this four-year escalating engagement—where other warcasters earned considerable glory and renown—certainly stunted his promotional opportunities. However, the decision to leave Kraye—who by all accounts was a very skilled warcaster—on the border is an interesting one. From



what I've been able to ascertain, it is clear Cygnar knew that Khador would see the Scharde Invasions as an opportunity to test their defenses and potentially mount an offensive. As such, the depleted border forces including Kraye and others in the CRS served a vital if often forgotten role.

The following report from Kraye demonstrates that Khador did in fact make probing forays at this time—at least some of which were soundly rebuffed by Kraye and the CRS.

— G.K. —

**Date:** Goloven 5th, 585 AR

**To:** Lt. Commander Velan Langway

**From:** Captain Jeremiah Kraye

Commander,

As you suspected, a contingent of Iron Fangs supported by heavy horse and two Juggernauts had holed up in the ruins of Tyrin. Drawing them out proved to be somewhat difficult, but I had my Chargers taking pot shots at them until they had no choice but to send out the Uhlans against us. With some careful maneuvering, I prevented them from getting close enough to make contact—I wasn't about to meet them in a headlong charge. However, each time we pulled back, we managed to knock a few of them off their horses. They got tired of that right quick, and retreated farther into the ruins.

We harried them for a bit: firing on them anytime they broke cover. The Khadorans had snipers in the ruins, but couldn't really muster enough fire support to keep us at bay. Neutralizing their Widomakers was our first priority. Without an effective way to keep us from shooting them to pieces, they tried to retreat back across the border. I didn't let them get far. We ambushed their column a few miles away, hitting them with a series of engagements and quick retreats. We smashed both Juggernauts in short order—although I lost two Talons in the process. We killed half the Iron Fangs and most of the Uhlans before I let the rest limp back across the border.

This is the third incursion in as many weeks. We bloodied their nose good this time; and maybe that'll keep those crimson bastards on their side of the trees for awhile.

*Lieutenant Jeremiah Kraye*

Kraye spent the next four years ably defending Cygnar's borders. During this time, he perfected his unique tactics, and become well known for striking hard, fast, and effectively. Additionally, Kraye developed quite a reputation for getting the job done with minimal supplies and equipment—in fact, he and his men were often away from base for weeks at a time, hounding Khadoran interlopers with little more than their weapons, warjacks, and whatever food and fuel they could forage or plunder.

After the Scharde Invasions it is clear the general climate in Cygnar worsened as King Vinter IV focused his attention on internal matters. This is a time most noted for the dark turn of the Inquisition in particular, transformed more fully into an instrument against the Crown's enemies. Although Kraye was far removed from such politics, he was not immune from its consequences. Kraye was forced on occasion to work with the sorts of ruthless blackhearts that occupied the border regiments in those days, including disreputable mercenaries like the Talon Company. Personal letters from Kraye to his uncle at this time express the young warcaster's extreme dislike of these men and their methods.

One of the most pivotal moments of Kraye's career occurred in 589 AR. His uncle, Harlan Kraye, who was outspoken in his disapproval of the Inquisition, was convicted of treason and executed. When the news reached Kraye, he resigned his commission immediately, leaving the CRS and the Cygnaran military. What he did then is unclear—a man with Kraye's skill can certainly disappear and survive in the wilds if he wishes. However, there are some scattered reports of a rogue warcaster aiding certain officers of the CRS—all suspected of treason by the Inquisition—to escape their pursuers and vanish into the wilds of northern Cygnar.

What follows is a report from Saxon Orrik who was at this time serving as a special unranked advisor to the Inquisition and helping track a man well known to Kraye: his former commanding officer Commander Velan Langway. Langway was wanted on charges of treason and had gone to ground rather than face what would certainly be a quick trial and execution.

— G.K.—

**Date:** Tempen 5th, 591 AR

**To:** Head Inquisitor Dexter Serrac

**From:** Saxon Orrik

No sign of Langway, and my men are dead.

Langway was alone when we picked up his trail near Northguard, but I'm damn sure he didn't kill eleven of my men on his own. From the state of the bodies, it looks like a combination of blade and rifle fire killed most of them. But I only found pieces of Timms and Ronan, and Lucan's entire chest was caved in. If you ask me, whoever helped Langway had a warjack with him. From expended ordnance on the scene I would guess a Charger.

Checking the movements of our warcasters, no one is unaccounted for, but there's at least one retired officer who knows this area well. I have no proof, but I would stake my reputation it was Jeremiah Kraye. I'll see what I can dig up, but I doubt I'll find much. Anyone who served with the CRS knows how to cover his tracks.

Orrik



Following the Lion's Coup, King Leto and his advisors made every effort to return those officers wronged by Vinter to the fold. In addition to those forced into hiding after being put on the Inquisition's lists, there were a number of officers who had quietly resigned commissions rather than serve a brutal tyrant.

It was Bolden Rebal, now head of the CRS, who spent much time and effort locating Kraye and urging King Leto to reinstate him. As the following letter indicates, Rebal had great respect for Kraye and was very aware of his abilities and value to the CRS.

— G.K.—

Your Majesty,

I have recently located and made contact with one Jeremiah Kraye, formerly Captain Jeremiah Kraye of the CRS. Kraye resigned his commission shortly after the regrettable execution of his uncle, Harlan Kraye, at the hands of the Inquisition. Although Kraye is a highly skilled warcaster and border scout, it is possible that he escaped your notice during your tenure as warmaster general since he did not participate in the Scharde Invasions. Kraye spent almost the entirety of his career defending our borders, and by all accounts he excelled at this task. His knowledge of the borderlands combined with his skill with warjacks and mastery of cavalry tactics makes him exactly the kind of man I need to support the CRS with its expanded responsibilities.

I have sent along a detailed dossier on Kraye's military career; I have no doubt you will find him as impressive as I did. Additionally, Kraye served under Commander Adept Birk Kinbrace during his journeyman tour, and I would advise you to speak with him as well.

With your permission, I would like to reinstate Jeremiah Kraye at his previous rank of captain. Given the man's record, I think we can find a use for Kraye's abilities as we continue to root out the remnants of the Inquisition.

*Serant General Bolden Rehald*

As Kraye's military record was nothing short of exemplary, he was reinstated as a captain in 595 AR.

Shortly after Kraye was reinstated, the CRS began an intensive search for Vinter loyalists and particularly remnants of the Inquisition. CRS records note that several prominent members of the Inquisition sought sanctuary with the Order of Illumination after the Lion's Coup, knowing this would place them beyond Leto's reach. However, it seems that not even the Church of Morrow could protect all of them, as the following dispatch from a CRS agent in 596 AR relates.

— G.K.—

Lerik Oden is dead; but I must assure you, my team had no involvement in his death. We received orders from Major Paulson halting our operation after he learned the Church of Morrow granted Oden's petition for sanctuary; he had been accepted provisionally into the Order of Illumination. We immediately complied with these orders. This is the second time a former member of the Inquisition has evaded us in this manner. That the Order of Illumination would even consider adding a man as villainous and cruel as Lerik Oden to its ranks simply baffles me. Unfortunately for Oden, sanctuary did not save him.

Oden and two of his bodyguards were killed en route to Fharin, where I assume he would be meeting with his handlers. Since my team and I were also on our way south, we came across the bodies on the road southwest of Fort Falk. A cursory examination of the corpses revealed death by rifle fire. Oden and his bodyguards had not been relieved of their valuables, discounting simple banditry as the cause of their demise. There had obviously been a short battle—both of Oden's bodyguards had discharged their hand cannons at least once and Oden had his battle blade in hand when we found him. I could find no evidence of their assailants.

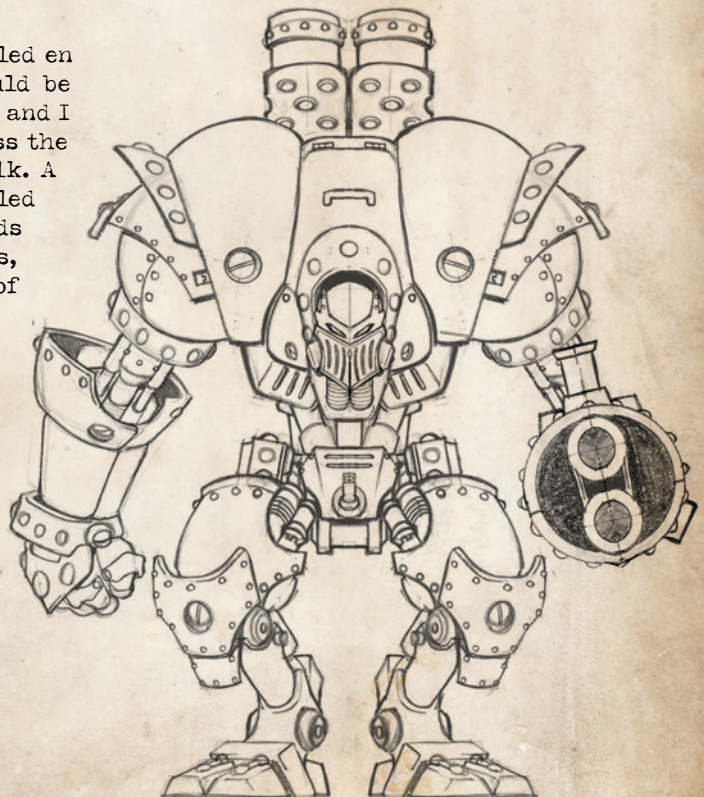
Again, I want to make it clear that my team had no part in Oden's death. Our orders were to capture him, and I would

have followed those orders to the letter. Perhaps another CRS team had located Oden and tried to take him into custody before receiving orders to the contrary? That is the only theory I have on the situation. Perhaps you can verify if another team was operating in the area.

Some further digging on this matter revealed that there was indeed another team of CRS operatives working near the Marchfells east of Fharin at the time. This team was lead by none other than Jeremiah Kraye. If Kraye was on the trail of Lerik Oden—one of the more infamous torturers in Vinter's inquisition—he may have tried to take the man into custody. Lerik, who would have known that only a noose and a quick drop awaited him back in Caspia, would not have gone meekly to his death. I would certainly not characterize Kraye as a bloodthirsty man, but I think it is entirely possible he was forced to kill Oden when the man would not submit to capture.

The incident with Lerik Oden is not an isolated one; neither is Kraye's probable involvement in the death of former Inquisition members under the protection of the Order of Illumination. In fact, there is another more detailed dispatch from Kraye himself regarding the death of Bann Kallon, an executioner under Vinter Raelthorne IV's regime well known for his ability to prolong the suffering of his victims during interrogations using torture.

— G.K.—





**Date:** Katesh 15, 596 AR

**To:** Scout General Bolden Rebald

**From:** Captain Jeremiah Kraye

General,

It appears there has been a breakdown in communications with my team. We did not receive notification that Bann Kallon was off limits until it was unfortunately too late.

We had cornered Kallon and a dozen or so mercenaries he had hired in a gulch ten miles north of Point Bourne. I regret to inform you that I was unable to take Bann Kallon alive. He and his men put up quite a fight, and we were forced to defend ourselves. Even so, I did my best to take him without bloodshed. Unfortunately, Kallon was quite skilled with blade and pistol, and he killed two of my boys in short order. At that point, I had to protect my men, and I took Kallon down with my Radcliffe.

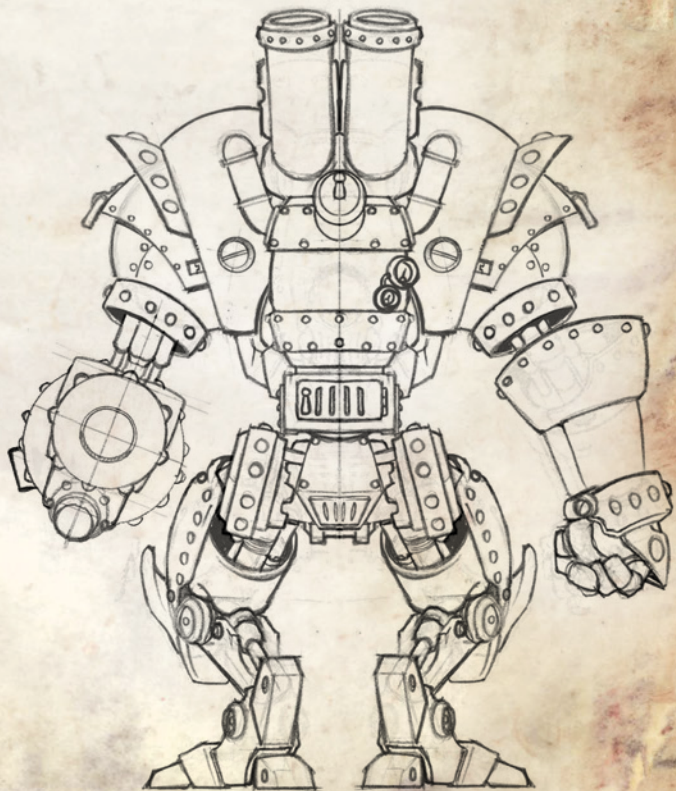
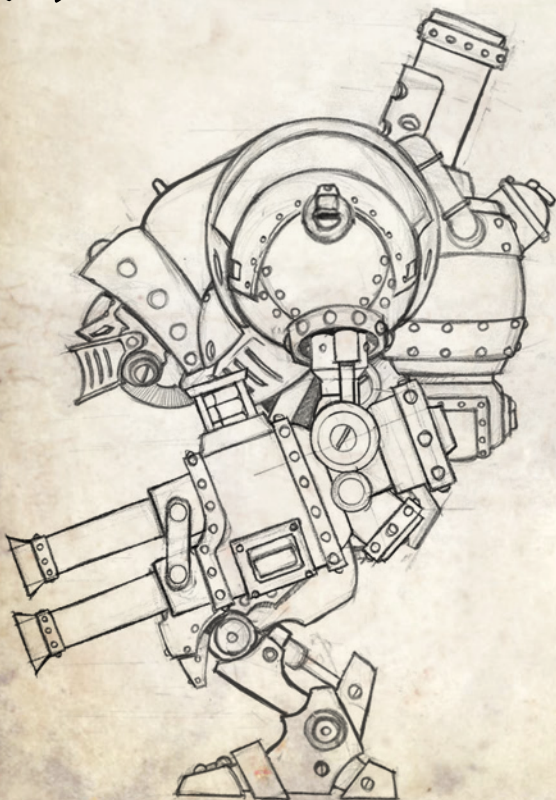
With Kallon dead, his men gave it up, and we took them back to Point Bourne and handed them over to the garrison there. You can expect a full report on this incident within the week. Extend my personal apologies to our representatives within the Church of Morrow. You might suggest they screen applicants for the Order of Illumination more closely as it seems unlikely Bann Kallon is up to their usual standards.

*Kraye*

Again, I must stress that my research has not revealed Kraye to be anything but a forthright individual with a healthy respect for the law. It is certainly possible that everything he said in the dispatch above is true, and one might be inclined to believe it based on Kraye's reputation alone. However, there is one more aspect to this incident that bears mentioning. I was able to confirm that Bann Kallon executed Kraye's uncle Harlan Kraye for treason at Vinter's command.

One further note: the circumstances of his Kallon's death felt very similar to the death of Lerik Oden, prompting me to do some further research. My digging revealed that Oden was the inquisitor that initially brought the charges of treason against Kraye's uncle. It may only be coincidence that both Kallon and Oden were killed "while resisting capture" by a man with a very good reason to see them dead. Then again, in my considerable experience, even a man so obviously forthright as Jeremiah Kraye is not completely immune to the base temptations that plague us all.

- G.K. -



# THE KALMIERI

## THE SAGA OF HORFAR GRIMMR

By Darla Kennerud

Art by Chippy, Mariusz Gandzel, Brian Snoddy,  
Chris Walton & Matthew D. Wilson



*In the stories of the trollkin walk the adventurers, the heroes, the great leaders of every generation, drawing briefly near to instruct the kin and ignite the glory in their blood. The key points of a tale are captured in runes inscribed into metal, stone, or even wood and then transcribed to parchment, but the true stories reside in the storyteller and the way he chooses to invoke them at the fires of the kin. Each chronicler has his own favored tales and style, and he chooses both the story and its presentation to suit each situation. Every trollkin hears these diverse stories as a regular part of kriel life, though the most somber moments of the race's history are sometimes left unspoken for decades. The finest chroniclers have the talent to inspire the kin with even these bleak tales.*

*One of the darkest stories of this stalwart people recounts the gathering of the ancient Molgur tribes to rise together against the encroaching Calacians at the great wall known as the Shield of Thrace, near what is now Caspia. The Kalmieri is a traditional epic tale comprising many parts, only a few pieces of which are excerpted here. The largest portion of the work, known as The Kalmieri Grimmr or simply The Grimmkar, describes the path walked by the trollkin hero Horfar Grimmr to his ultimate destruction at the hands of the Calacian priest-king Golivant. In the kriels, the saga is rarely told in full—partly because of its length and complexity, but also because of the black shadow of superstition that has settled onto the story over the ages.*





In these days the Molgur were the fire of the world, early children of Dhunia. Their wild father the Devourer, too, raged in their blood, and they felt his urgency in action, in the hunt, in battle heat. Preparing for war they opened their spirit to the rush of the Wurm, let the hot power of blood wash over them, exulted in the pulsing blaze of primal flames. Enemies the Molgur had in multitudes, but by far the wildest bears of the mountains were they, large and fierce in their every breath, and none could stand against them.

Into the lands of the Wurm in the season of the great ancestors ventured the soft-skinned tribes who covered themselves in metal and crept even into the valleys of the fierce ones. Not like the savage Molgur humans were these creatures, for they pillaged the natural gifts of Dhunia and turned their faces away from the Wurm. The Molgur did take notice, and in tribe and by parts they fell upon the interlopers, for theirs by god-gift was the land the metal-men scratched for crops, theirs the prey that was hunted and trapped, theirs the forests that were plundered. But time and time and again did these fierce humans hold against even far-fielded warriors, time and time and again did they push back the Molgur. Greyfist brought his war kriel from beyond the dawnriver to flush the unwelcome creatures from their self-built den, but though eighty blooded warriors threw themselves into the sea of battle only half gulped the sharp air afterward and still the greedy claws of the lion-clan humans tore into the land. With Torfal Mortigarrh and his band of Threetrees skinnors it was the same, and with Margalla, called the Firewolf, and Balind Ashwalker. No kin of the green-sight kriels could seem to claim lasting victory against the metal-clad warriors of the settlement, nor could the duskers of the distant peaks, or any of the barbarous peoples of the mountains.

*The Molgur trollkin chieftain Horfar Grimm led his warriors to battle against the Calacians time and again. Most often the humans took the victory, surprising the Molgur with their ferocity and immovability. Grimm first ascribed the losses to the enemy's superior weapons and armor, but soon he came to believe that these humans were different from those the Molgur had battled in the past and that his people must find a different way to confront them. He changed his tactics from one engagement to the next, always looking to use his warriors' power to its full effect, and he began to see more triumphs. Then, after a particularly hard-won victory an event occurred that clarified his thoughts and forever changed the path of his people.*

With breath heavy from his lungs Horfar surveyed the gory field where his band had met the tribe of men that had come under the shape of the lion, seeking Molgur blood. The armored men covered the ground like shattered branches after a storm, but the kin had paid dearly for their victory and the bloody carpet showed far too much blue skin among the soiled grey cloth of the enemy, too many stone warriors lying also in the mud, the frightful joy of the Wurm not yet faded from their fierce faces. Horfar looked to Felken, who to him was blood brother, and to the stonebrow Blodsul, she who had been war-captain while he was still but a pebble-faced youth. Moving among the kin to greet the victorious and touch the fallen where they lay, both felt his troubled gaze and made their way to him,

two sides of a balance now united in foreboding concern.  
He clasped their shoulders, just as they had done with their own kin,  
and the three scowled across the battle's debris.  
Though the men who called themselves Calacians had been this time put down,  
they had proven yet again a fiercer foe than the Molgur had known before,  
with all the strength of the fiery lion that reared on their dove-colored banners,  
the crossed symbol in its jaws.  
Too familiar was that banner to these three,  
too familiar the thin victory, where victory was even known.  
Horfar's blood simmered, though he made not a sound.  
Likewise Blodsul's keen, flashing eyes were dark-shadowed,  
While Felken sulked and glared, blossoms of purple staining his cheeks.

In a heartbeat the very air seemed dank and cold,  
as still as any earth-breath within the ancient caves,  
and though Grimmr's body radiated from the long battle  
he felt his skin prickle with the sudden chill  
and his lungs resist the air he breathed.

He found his eyes drawn across the corpse-strewn battlefield  
to where the trees clustered like nervous rockfowl,  
leaning one into the next with leaves shivering and scraping.  
Even as he watched they seemed to shrink back  
to reveal among them a strangely misted path.  
There appeared a tall, strong figure,  
and as it approached he could not look away.  
Then the figure was before him,  
and he saw it was cloaked in the dark colors of the forest,  
or the earth, or the storm-laden sky, the ancient colors of the Mother.  
His eye slid over its form with no understanding,  
tumbled about like a pebble caught in a raging river,  
unafraid solely because it had not the capacity for fear.  
A voice rasped from within the cloaks,  
wreathing him in certainty and fire-smoke.  
It was a deep sound, like the crunching of large bones between teeth,  
the rotting of a tree stump from its core,  
the mountain cat's gurgling breath around the elken's bloody throat.  
He stood transfixed as the voice sank into him,  
making his skin itch and his muscles ache,  
but he drank the words into his blood and felt his pulse leap in response.

*The battle is long lost, it said.  
The battle is yet to come.*  
The figure had not moved and yet circled him,  
fate stirring in its path,  
and Horfar felt stripped bare in the burning fog of its attention.  
*Are you the avalanche?* it asked, though it seemed not to seek a reply.  
It circled him again.  
*Are you the mountain?*  
The unknowable figure seemed to become more solid before him,  
its self collected into a single form at the center of a thin mist.  
*Only a great weapon can break the world.*  
And then that, too, dissipated into nothing.

The mist lifted,  
and as Horfar felt the heat of the season soak into his body  
he wondered that he had but a moment before been chilled,  
as though a shade snake had slithered across the place  
he would take his final breath.  
His brother spoke something to him then, gesturing with stone-stubbed chin  
to where the ground began to slope upward into rockier terrain.  
Horfar looked to see emerging from the tree line a small, hunched figure





completely distinct from what he thought he had lately witnessed, and yet somehow the same. It slowly picked a path along the edge of the blood-churned mud, and they three watched it come.

The kin of his band did not pause in their battlefield obligations, but Horfar felt rooted in place by a strange fascination. The crone drew close enough to speak her need, though not a whisper came from within her cowls until at last she stopped before him and held out an oversized bundle wrapped in rough, plain cloth and bound with lion skin. Her hands were wrapped in rags with long metal talons that bit into the dusky leather like the claws of a raven around a hunted rabbit. He reached for the offering even as Blodsul hissed softly at his shoulder and Felken's hand wandered to the hilt of his sword. The hag seemed not to notice, or it mattered little that she was not trusted, and Horfar hesitated only half a breath before nodding. He heard a dark murmuring, soft as the wind moaning through a ravine, as she lay the bundle at his feet and tugged at its bindings until they fell open. As iron claws nudged the cloth aside the sky grew dark and wild and the winds of a sudden storm darted through the battlefield to tug at the clothes of the dead. A hot rain began to pelt down upon them, each drop sword-sharp as it fell: sliding off the hardy skin of the warriors, driving into the churned earth, spilling from the blind eyes of the fallen in great tears of death. Upon its soon-soaked coverings lay a tremendous axe unlike any Grimmr had before seen or swung—even such a well-blooded kin as he.

The thigh-length haft was thick and sturdy, and his fingers itched to feel the leather woven tight at the grip. The blades were fixed onto it outright, with stays that looked as unrelenting as the roused Wurm itself, and the bronze axe-armor it wore was finely crafted, with all the strength and beauty and precision of a well-planned battle. A pick-back jutted from one side of the haft—a vicious planed fang hungry for battle—and at the crown erupted a sharp-edged spike.

The huge, heavy head of the axe lay dangerously, like a sleeping dragon that dreamed of flesh-feasting while its gnawing appetite sharpened even in slumber. The broad, cold cheeks carried no mark, nor did the toothed killing edge bear the telltale nicks of war, and the blood-beard jutted whole and wicked from the dragon's chin. At the first the blade entire seemed to Horfar's eyes to be iron, though brighter by far than that of humans' weapons, with a sheen like Wurm's venom, even in the stabbing summer rain. Fearsomely sharp iron blades he had faced often enough and taken as spoils, for any enemy must pay a heavy toll to such a weapon while it endured. Yet always did the iron shatter with repeated impact, unable to withstand war as well as solid trollkin bronze. Above the leather grip gleamed the bronze casing, well-wrought armor fitted as carefully as a warrior's enclosing the haft of the huge weapon. This was a blade worthy of respect and distance, a weapon such that a great chieftain might in time earn with deed upon deed and blood upon blood.

The hag raised her chin at Horfar, who furrowed his brow even as his warrior's eye returned to the mighty axe, weighing and measuring its potential. His brother Felken made a guttural sound another creature might have taken for a warning, but the hag looked only to Horfar, as though they two alone stood on the field—as though no kin tended to the wounded groaning in the mud, no stonebrow watched her with suspicious eyes, no brother, whether of blood or battle, growled disapproval at her. Finally Horfar shrugged off the hesitation of his companions. He leaned in to grasp the great axe where it lay, ignoring the rain that rivered down his back. His fingers closed perfectly around the leather-bound grip and he hoisted the weapon from its swaddling and turned from the hag-face as he tested its feel. The length was wrong for the breadth of the axe head—no weapon with so hefty and brutal an edge would possess the even weight necessary in battle—and an unbalanced weapon could pull down its wielder as easily as it could fell an enemy. Yet the axe held itself proudly, with all the presence of a proven warrior, and the edge, glistening with rain, whispered of slaughter.





A resolute and intense look came over Grimmr's stoic features, a look more befitting chill dawn preparations for battle than late-day corpse-gathering from gore-slimed mud, and with a sudden, great shout that echoed across the battlefield he spun and sent the enormous axe whirring through the air. The kin instantly were warriors on guard, one and all, but the hag moved not a hair even as the wicked, heavy blade brushed the hood of her cloak as it spun past her to split through a distant grey-armored corpse and lodge in the tree his blood had watered. Her hard eyes remained fixed on Grimmr and she cackled knowingly as he gazed after the axe he had planted and then at his own hands.

He strode past her to retrieve the mighty weapon, his companions following, but in mere steps all stared in wonder, for the axe wrenched itself from its resting place and sped back to Horfar Grimmr to settle its haft with a deep thud into the palm he had lifted without thought.

Grimmr looked to his upraised hand, to the great blade that still dripped Menite gore, to the yawning wound the hefty weapon had left in the form ahead, to the earth-wagon laden with the battle's toll of fallen kin. Upon his mind broke the shards of a thousand thousand battles, and the field before him faded from his sight, blotted out by the weight and the glory of countless deaths, the blurring colors of banners and *quitari* and soldier-cloth, the severing of self and kriel and kin, and a burning desire for war.

The dark shadow of a carrion bird swooped across his vision, scattering the images like leaves before the wind, and Horfar swayed on his feet, dizzy and disoriented as he came up from the rage that simmered always within him. He felt his warrior's core harden like cooling bronze and heard a familiar low cackle on the wind even as he looked back to the hag to ask her price for the wondrous weapon he now bore. His companions looked to her as well, but where she had stood they saw nothing but rain, nor was she within sight in any direction, nor was there a trail or so much as a footprint in the mud to show where she had gone—only the battlefield, and the kin, and the axe, and the distant shadows of ravens swirling through the sodden air.

A murmur rippled through the gathered kin on that bloody field, and Blodsul the stonebrow and Felken the blood-brother shared a dark look, but their leader Horfar Grimmr faced them all—his warriors, his people—with a furious determination radiating from his visage. He grasped the axe tightly and hoisted it to the grey sky in defiance and exultation together, and then did he loose a thunderous cry, a bellow that shook the rain from his body. Feeling the breath of the Wurm in the wind whipping around them, the kin, too, raised their voices, and the earth itself trembled.



*Horfar Grimmr judged the time to be right for the embattled Molgur to rise up together rather than as individual tribes or kriels. Such a thing had never been done among those peoples, but Grimmr saw this enemy would not otherwise be destroyed, and with the mighty axe in hand he would lead the charge. He set out to convince the leaders of the many tribes to bring their ancient power to bear as a unified army.*

From kriel to kriel did Horfar make his legendary path,  
carving through forest and mountain,  
seeking craggy caves and shadowed pine-lairs  
and the savage and true hearts that dwelled within.  
Region by region he traveled to exhort the wild races  
to rise together with the kin in bloody war.  
To the hardy kin's fierce hearts he would add  
the mountain-strength of the ogrun  
and the cunning cruelty of the little bogrin—  
varied in form those tribes may be,  
but Molgur they were in burning need one and all.  
Even in the savage human warriors Horfar saw not  
the soft bellies and fragile bones of the enemy  
but the grinding teeth and sinuous movement of the Great Beast  
and the birth blood of the mother Dhunia.

Felltongue Rothnor did stand in his sword circle,  
and with him all the Rothnor kin, kith and kriel,  
from the Thistle Vale to the distant Grey-wing Cairn,  
four thousand hardened blue-blades and more.  
So, too, did Kallel Marott stand as strong  
with her two thousand Stonepalms,  
every one mountain-made as Dhunia's own,  
who felt the Beast of All Shapes stir their blood.  
Alongside, the wall of trollkin strength loomed:  
Haymor Nine-maker, Baleface Beman,  
Jalema Krossten, Anmay the Deep-Forged,  
Kollock the Red and Kollock the Great,  
Rolund, and Hyelda, and Highstream,  
each with the warriors of their far-flung kriels,  
stonefaced elders and pebbled youths side by side,  
numbering together a multitude, a swell of blue mountain,  
an avalanche preparing to thunder down upon the softers.

At every flickering fire where he put forth his argument  
the Great Beast's hunger made itself manifest  
as its writhing rage sought the destruction of those ill-faced creatures  
that would claim the world for Menoth as they could.  
They felt it in their bodies, in the Wurm's whisper  
within their pulse, the tinder awaiting a spark:  
battle drew near, near enough to strangle barehanded,  
and they would not keep to their mountain caves and star-sky lairs.

*For months Horfar gathered the Molgur, forging tens of thousands of wild hearts into an army such as the Calacians had never seen. During these travels he encountered many of the trollkin heroes of the day, many of whom would make their names in the upcoming battles. The text here is from *The Kalmieri Lokan*, which focuses on one such hero.*

Lokan led the kriels upwoods, as was his right granted by blood and by Dhunia.  
At his broad shoulder loomed the ogrun Stonemet,  
who commanded the thousands of that thick-thewed race  
that now seethed amid the forest, as eager for battle and blood  
as the bogrin that had followed them.  
Without hesitation did the ogrun flood the forest,



for while they knew not Horfar Grimmr except by name they knew well the strong, savage heart of Stonemet, and that was enough.

For his part, Stonemet had witnessed Lokan's victories atop the *kuar* in a dozen days of bloody contest and had pledged his hundred fists of ogrun to the champion.

As those duels wore on, the gathered kin grew in number. Grimmr stood among them, there to bring the champion into his host, and was well pleased as he watched Lokan claim his place by right of *kuarna*. Bilgarak the Younger had been first to challenge him, having slept on nettles through their youth, certain it was Bilgaraken who should be favored over little Lokanen, Bilgaraken who should be honored of meat, gifted with the tatzyl-tooth, granted speaker rights to the Mother.

The little warrior had shown him wrong, and finally he had heard Lokan's name thundering to the beat of his heart as he fell from the high platform, defeated.

Nine days more a challenge came, each time ringing out from the *kuar* as the blood of dawn lighted the stacked stones and stained the surface, and nine days more did Lokan answer friends and rivals alike.

Only two lasted beyond one sunrise, two whose names are known across the mountains: Hilfagorn Gronnek and Runefinger, already called the Fierce Fox. Hilfagorn, the same who would at the human wall bathe in a river of blood and emerge on the far shore Hilfagorn the Bloody, had already earned the right of battle in the kriel of his birth and hungered still, craving honor as much as the mountains of meat he devoured to sustain his size.

The Fox had fought hour upon hour with speed and cleverness that had nearly unwrought the young wolf, pressing him from earliest light even into the greying of the day.

When the *kuarna* sounded out and a hardy youth climbed up to bring the horn, the warriors took great gulps of bloody broth and released their aggressions to the skies in echoing bellows before retiring each to his own stone to await the dawn. When Lokan next morning slit open his eyes they went direct to the Fox, whose inscrutable gaze upon him was steady. Neither warrior moved until the *kuarna* sounded again from below, and then did Runefinger leap forward with such sudden momentum that to Grimmr it almost seemed he had conspired with some uneasy magic. Lokan met his steel with steel, and the battle raged on.

The Fox had the veteran's advantage, yet as the second day grew thin he saw the sun of his years likewise slipping away. He planted himself like the great pines ringing the kriel and folded his rough-hewn arms across his chest with sword still clasped tight. Lokan glared and glowered,

for the fight he desired was sword-to-sword and chest-to-chest.

The Fox then shouted at the aspiring champion pacing the platform like a mountain cat looking for a way out of a chasm, but the boulder-skulled Lokan refused to seize a victory against one who would not defend himself even though he could see no other way to claim his place.

Then Runefinger did pull forth his sword Render and hold it high.

Lokan stopped in place, a grim smile dawning as he faced the elder and let battle readiness settle onto his body like the mist returning to the mountaintop. Runefinger, too, smiled, then tossed the sword to ring upon the platform stones at Lokan's feet.

The would-be champion stared at the weapon as at a strange coiling viper, unknown and unpredictable, and looked to his challenger, who widened his grin and beckoned to the young bull,

and Grimmr heard the faintest rustle of doubt in his heart. Lokan steamed and stomped, keen to take insult from the act, but—keener still to win the day whatever he must endure—he finally charged the stoneface.

As inevitable as an avalanche did he close the gap and crash full-bore into the body of his resolute foe. The shouts of the two split the air as the youth strained his every muscle against the wall of trollkin flesh and, step by excruciating step, pushed the Fox to the very edge of his fame.

At the lip did the younger seem to quail half a heartbeat before he sought the savage strength and spirit of the Great Devourer and the Wurm reached through him to topple his opponent with one great shove against the form of rocky flesh and blood.

Twice and again did Runefinger turn in the air before the next impact on kuar stone sent him wheeling farther down, blood arcing scarlet from his tumbling body to settle onto block and blocks and mark so the passage of the Fox.

As Caen pulled him inexorably down he grasped at ancient stones, clawing for purchase with fingers strong as thickened roots. Finally his bloody fingers dug well into a crevice and Runefinger brought his body up short even as the momentum took his arm from its very socket. He clenched his mighty jaw and dropped himself the final distance on his own terms, touching ground weaponless and defeated but no less fierce, and a hush of expectation settled over the gathered kin.

He straightened, as he could, though his warrior's blood leaked from a dozen wounds and lay metallic in his mouth and his slightly twisted posture told of ribs broken in his fall. Then did Runefinger make his way to the outer circle where he tilted back his battered head and called forth his opponent in a voice that quivered stone and kin alike.

The summoned youth stepped to the edge of the highest platform, and for a long moment the two champions stared at each other as though within the *tohmaak mahkeiri*, the greeting of souls. Eyes running red with blood and battle face gleaming,



the Fox flung up his arms to Lokan above and boomed out once more, before his kith and kriel bestowing upon him the honor name, "LOKAN . . . STONEHEART!"

He went to one knee, his knuckles pressed into the ground and the back of his neck exposed in respect.

Above, Lokan hefted the sword Rendar aloft, pure and shining in the slipping sun, then threw back his head and bayed victory from the core of his being to the early stars of the mountain skies.

And so it was that Runefinger, known to this day as the Fierce Fox, in sight of Horfar Grimmr stepped aside to make room for the stamping bull who had been simply Lokan and gifted him with the *kelmnatt*, the battle name, whose strength and boldness tied him even closer to the Great Wurm.

*In the fading fall, when the Menite excursions had lessened and the humans would be withdrawing into their villages for the winter, the Molgur army set out for the Shield of Thrace. The tribes among the savage army were numerous, yet Horfar Grimmr led them as one army, the Wurm's own. Even driven by the hunger of the Devourer, Grimmr saw the advantage of careful planning and tactical execution. His forces would simultaneously assault two sections of the wall, concentrating their efforts on breaking through one of the small sally ports set into it.*



Across the veld they spied it, the dark and dense stone wall that cut across the growing, growling green and arrogantly held the wildness back. Grimmr led them to the edge of the forest and there stopped, and stared, and glared, his stomach hardened in disgust and his heart pushing the roar of the Wurm's tempest pulse into his ears. Behind him his forces gathered as the lines came through the forest, the very earth and trees and stone come alive to set the softers down, consume them, blood and bone and dying tears, and destroy the wrong-built wall they had laid across this place.

Horfar raised then his hag-given axe to shine in the misty dawn, a beacon to his war-captains and their savage forces, who growled and spat and chewed hungrily at the air in their eagerness for righteous, bloody war. Thin streams of late-year sun washed over the lethal edge and were split into dangerous shards of battle light that glowed red as blood, as rage, as need. The huge blade shone with an unworldly glow, the focus of a thousand pairs of Molgur eyes and more, and all else faded before the sight of the Wurm's enraged warriors. Pulsing, pulsing did the Best of All Shapes rage in their veins; in every heartbeat did they hear his breathy, wordless roar increase. With muscles straining toward release did they one and all lean into war, as they awaited the final call that would come from World Ender's edge. A pregnant hush settled over them, each poised for glorious battle, and the eyes of all the mountains peered into their building furor as they prepared to breach the wall the softers' pride had raised.

With one great swoop did Grimmr bring World Ender down to push the savage tribes into their charge, the avalanche of flesh and blade that would bring the ravening Wurm to the den of the foe to feast. As the mountains' very fury come to life the Molgur coursed, a rushing tide of rock and tree, lion and bear, brutal ice and thaw-floods erupting from the wilds sudden and shocking to demand their due. From their lonely perches the Menite watchers saw the fading grass

bow low before the roiling blue wave of approaching death and quailed, for the forest spat out a horde of bestial vengeance such as they had never witnessed, nor imagined could beset them. They cried alarm and lit their signal torches, and soldiers bristled onto the wall to face the inexorable assault.

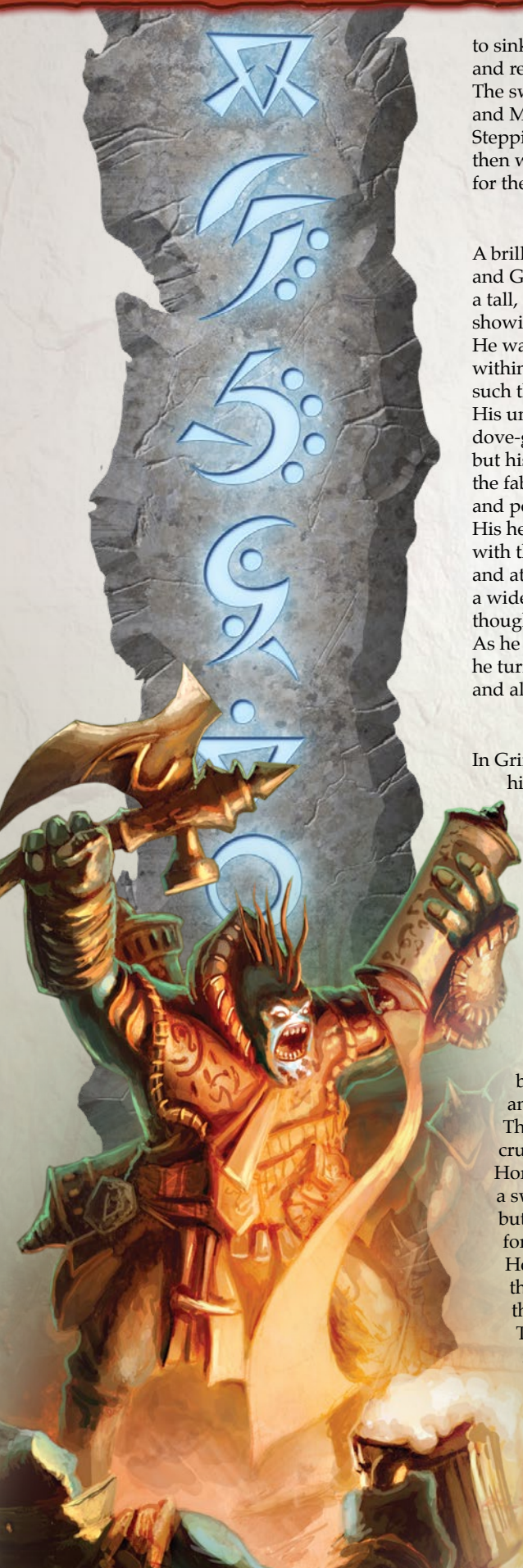
To the hated wall Grimmr's armies drove, bringing to bear the full weight and fury of their lineage, the Devourer coiling across the vale to bite upon the soldiers' stone. Calacian arrows soared to meet them as they came, but trollkin flesh would not be stalled, and even where one wild warrior fell another leapt his stricken form to hammer at the enemy. The sky grew dark with the arrows of men and the ground was watered with Devourer blood but still came the kin across the lowlands, Grimmr at the fore. Another charge did Lokan lead well up along the wall, with kin and ogrun tribes and savage men and bogrin a flood of retribution to break against the huge stone scar the Menites had created. One man-gate or another would the feral fighters breach, to spill blood upon the lands and people there. With wings of fury Rathrok flew to cleave through enemy flesh and unerringly flash back to the hand of Horfar time and again. As Molgur closed upon the wall, the farthest arrows turned to fire, and burning bellows joined the battle cries among the din. Great blazing goutts came at them, flung from the nearby Menite keep, and those kin who reached the wall to pound and scale it were dashed with boiling water and oil. The scalding burned blue flesh but could not touch the heartfire within, and over days the kriels worked their woodcraft, hoisting ancient tree trunks against the stone to serve as entry to the heights, where kin and men would fight hand-to-hand for the wall itself.



*The Molgur at the northern gate had an even harder time of it, and thousands were slaughtered over many days of battle. After a difficult battle the southern forces finally managed to breach the wall at the small gateway there and eventually claimed the nearby Menite keep. Propelled by the excitement of victory, some number of tribes broke off to pillage and destroy the surrounding farmlands. Grimmr kept as many as possible nearby, for he was an experienced war leader and understood that, bloody as it had been, the initial battle was only the first of many. The Calacians, whose burgeoning city huddled to the east, would even now be mustering their true defense.*

*It was not long before the Calacian army indeed arrived to reclaim the gutted fort and repel the invaders. The Molgur that had run wild in the fields were overtaken and slain; the main Molgur force was pressed back toward the Shield of Thrace but held their ground and continued to bring warriors through the wall. Horfar Grimmr battled on, watching for the Menite leader, the one he must defeat in order to break the will of his enemy. With that victory, they could advance on the city uncontested.*

As Rathrok returned again to Grimmr's outstretched hand, he had within his sight his next target well chosen: a stone's throw distant he spied a Menite pikeman raise his sword and run at Kallel Marott, who was locked in vicious combat with two of his grey-cloaked comrades. The luckier one mistook a feint for weariness and took instead her blade into his throat as she rolled below the slash of his brethren's sword. He stumbled back in shock, lifeblood pumping from his body to spread its dark stain across his chest. She hesitated not but turned Devourer rage upon the other even as she came to her feet, and he met her weapon gladly, seeing his blade-brother racing up behind her. She saw the attack in her enemy's eyes and pressed the Menite, feeling the Wurm's blood rise hot and fast within her veins as she struck again and again, wearing his defenses thin. Grimmr had hardly formed the thought before World Ender left his hand



to sink the Great Wurm's fang deep into the skull of the pikeman and returned, having made the man of two minds—or one mind, split. The swordsman faltered a heartbeat at the sight of the axe's kill, and Marott's Stonepalm blade ensured it was his last. Stepping upon the Calacian corpses she nodded thanks at Grimmr, then with a mighty bellow threw herself back into the fight, for the grey-cloaks swarmed like jackals closing in on another's kill.

A brilliance glimmered within the fire engulfing the Menite keep, and Grimmr's raging pulse leapt as he saw emerging unharmed a tall, imperious figure with a form strong and tight as a crouching cat showing haughty disregard for the flames surrounding him. He was crowned with a golden helm like an enormous lion's head, within whose roaring maw was set a grate to hide the wearer's face such that only the glowing coals of his eyes were visible. His unscorched cloak rippled eerily behind him as he came, dove-grey like those of all these settled men, but his blood-spattered robes below were light as glistening cream, the fabric finely woven, and all was edged in thick gold needlework and polished gems the color of burning embers. His heavy armor, too, was golden, with the lion of his nation prominent upon it, and at his hip he wore a long two-edged sword, a wide steel blade that had drunk deep of trollkin blood this day though now it slept within its sheath. As he stepped through the fires of his own doing, he turned his lion's head to where the Molgur hero stood, and all else faded.

In Grimmr's storm-ridden vision there were only two: himself and this hateful Menite priest-king, the one called Golivant, the one who had led his people to this land and who had struck arrogantly at the Molgur with every god-fouled breath. Horfar decided not, nor did he consider, but turned and strode direct to where the gilded man loomed among his multitude of priests and soldiers, carrying Rathrok to strike down the king of the Calacians. The mighty weapon in his hand pulled that direction, seeming to hunger for Menite blood of the highest order, and with a deep battle cry Grimmr set it loose, hurling it with all his might and all the fury of the Beast. The great axe whirred unerringly through the melee, but in a blinding flash of light the weapon was knocked aside and fell harmlessly to the ground at the king's feet. The masked figure turned to face him fully, cruel blade already in hand, having undone World Ender. Horfar felt the fury of the Vomiter of Darkness roiling within, a swelling tide of rage that threatened to consume him, but his face was grim as he bid the axe return, for well did he now understand: no single strike would fell this foe. He faced the enemy of the Molgur—but more, the enemy of the Devourer, the highest priest of the hated sun-faced god. The Wurm pressed him on, for he was Menoth's Bane, and this the ancient enemy.

*In this first clash between the two leaders, each scored wounds upon the other as they tested the enemy and pushed themselves to their own limits. In the end they were forced to disengage, but they would meet again within the long and bloody battle.*

*The Shield of Thrace endured against the raging Molgur, for they did not possess the cold discipline and organization of its defenders, and Grimmr saw the edges of his army crumble and scatter. With the Devourer rampant in his heart, however, he would hear no suggestion of retreat but instead sought out Golivant again. Once more he found his match in the priest-king, and soon he found himself surrounded by enemies too numerous for his might and the great axe Rathrok to subdue.*

*His victory at hand, Golivant delivered a crippling blow to the trollkin and seized him. Taking Grimmr alive cost the Menites dearly, but the priest-king had the numbers to pay the cost and was more than willing to do so. Knowing this one warrior was the key to breaking the enemy, he ordered Grimmr brutally wracked in full view of the remaining Molgur army so that they might despair and quail before Menoth's might. He meant for the anguished cries of their hero to haunt them for eternity and inflicted upon Grimmr tortures so horrible that surely no Molgur would entertain any thought of returning in the future to assault the wall.*

*Horfar Grimmr spat curse upon curse at his hated enemy. Golivant's men redoubled their efforts at the wrack, but Grimmr's agony transformed into bile with every crank of the gears, and his epithets only increased in intensity. The sight of it burned so deeply into the hearts of his warriors that when Haymor Nine-maker's chronicler Alanda Kaleeh sought to record the greatest of the curses decades later, their remembered power alone threatened to destroy her and her entire kriel, as described in *The Kalmieri of the Scroll*. Knowing he was lost, Grimmr still would not give the Calacians the satisfaction they sought in torturing him. His incredible defiance washed over the broken Molgur army even as they fought to withdraw into the mountains, giving them the strength to survive the difficult months and years ahead.*

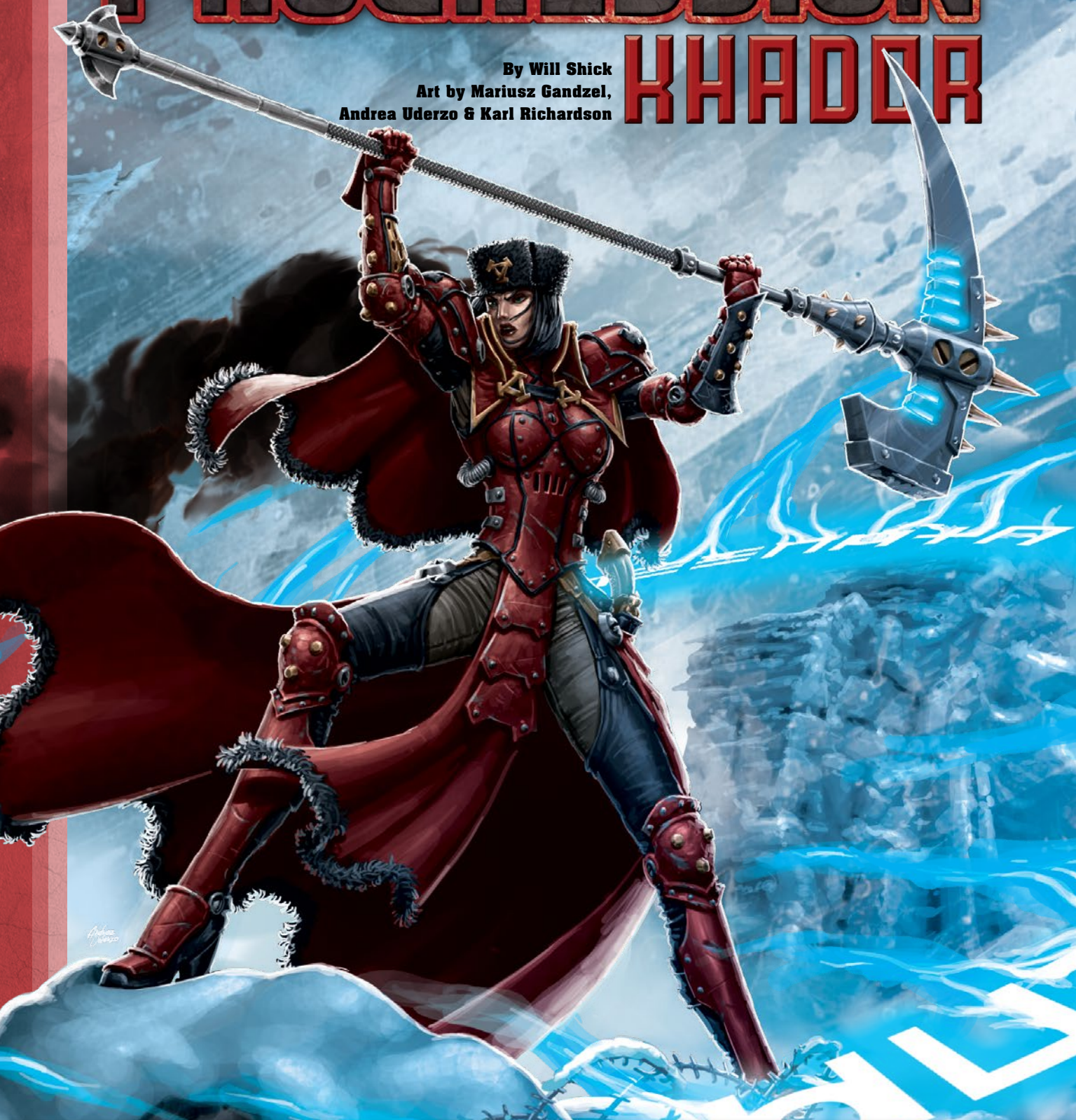
*Seeing the destruction wrought by the unfettered rage of the Wurm, many surviving kriels would in time return their devotion to Dhunia. Regardless, they still tell the story of Horfar Grimmr, the trollkin who could not be undone even when stripped of his weapon, bereft of his followers, and facing the certainty of a slow and agonizing death. Come what may, the kin will endure.*



# POWER PROGRESSION

By Will Shick  
Art by Mariusz Gandzel,  
Andrea Uderzo & Karl Richardson

# KHADOR





It's been almost two full years since I penned the first Power Progression for *No Quarter Magazine*. Like all good things, it started with a simple goal in mind, to answer the question: "I've picked my faction, now what?" One of the best things about Power Progression has been seeing the personal approach that each writer has brought to the series when building his army. From incisive tournament-level consideration to hobby or play style theme builds, Power Progression has shown that army building is as varied as each individual who plays WARMACHINE and HORDES.

It is with great pride that I close out this herculean of efforts. And what better faction to bookend Power Progression than one of the most iconic factions in all of WARMACHINE—Khador.

The proud army of Khador embodies its national ideals of strength and resilience. It is the only faction that does not make use of light warjacks, instead exclusively fielding the most heavily armored and powerful warjacks found anywhere in the Iron Kingdoms. To support its armored might, Khador can call upon highly disciplined troops like the Iron Fangs or Winter Guard who fill roles from combat infantry to artillery. Khador also has access to the mighty Man-O-War, veteran soldiers outfitted with extremely powerful steam-powered armor and armed with some of the most deadly weaponry available to the empire. In addition to its traditional military forces, a Khadoran commander also has access to deadly auxiliary troops like the Manhunters and Kayazy Assassins. These fast moving troops are a perfect compliment to the durable and heavy hitting bulk of the main army.

This mix of troop types means Khador armies are as varied as they are deadly. Players can rely on a solid wall of impenetrable iron to march inexorably forward, shrugging off incoming enemy fire like gnats off a gorax; build a fast moving, wilderness force that uses the terrain to its advantage to deliver death from all angles; or combine the two into a perfect symphony of destruction.

## Phase I: Battlegroup

The Khador Battlegroup Box Set, which includes Kommander Sorscha, a Juggernaut, and a Destroyer, really highlights the iconic armored might of the faction. Kommander Sorscha represents a versatile warcaster well suited to commanding warjacks or troopers. She has a respectable stat line and decent melee potential with her signature weapon Frostfang.

While her basic stats are commendable, it is Sorscha's spell list that really defines her approach to warfare. First up is Fog of War, which provides concealment to every model within her control area. The +2 DEF

granted by Fog of War gives her hulking warjacks an effective DEF 12 versus ranged and magic attacks, turning them into targets that require a bit of skill to hit.

Sorscha also has access to two powerful offensive spells that can severely hinder an opponent's plan. Freezing Grip can turn an entire unit stationary for one round, while Tempest is an AOE 4 magical attack that knocks down all models hit in addition to a POW 12 damage roll. While each of these spells clocks in at a hefty 4 focus, both significantly hinder their target's activations and vastly increase the effectiveness of other attacks directed at them. One of the great things about Tempest is that its effects work even if the initial attack misses. This means you may not necessarily need to boost the attack roll, depending on the situation, leaving you with more focus to do other things. Freezing Grip on the other hand will frequently warrant an extra focus for boosting the attack roll. While this may seem like a high price to pay, the effects can be devastating to your opponent. Freezing Grip is best used against high-point-cost targets like cavalry or elite infantry since warrior models can't spend focus to shake stationary, leaving you free to bypass them or annihilate them as you see fit.



### Khador: Battlegroup

Model	Point Cost	Notes
Kommander Sorscha	+5 warjack pts.	
Destroyer	9	
Juggernaut	7	
<b>Total</b>	<b>11</b>	



Sorscha also has two great mobility spells. Wind Rush allows her to immediately make a full advance and gain +2 DEF for a round. Combined with Fog of War this gives her a healthy DEF 20 against ranged attacks! The second mobility spell is a favorite among many Khadoran warcasters. Boundless Charge allows a friendly model to charge for free and grants +2" of movement and Pathfinder. With Boundless Charge, Sorscha can give a burst of deadly speed to her hulking warjacks, catching unwary opponents completely off guard. At a reasonable 2 focus, Sorscha can potentially cast Boundless Charge on three different targets.

#### **SHE CAME FROM OUT OF NOWHERE!**

Of course Boundless Charge isn't just for warjacks. Sorscha can cast Wind Rush, move forward 6", then cast Boundless Charge on herself to charge another 11". Combined with Reach, this deadly Khadoran warcaster can threaten models from 19" away and still have 2 focus left for boosting or making additional P+S 13 attacks!

Last but certainly not least, Sorscha's feat is infamous among WARMACHINE and HORDES players. Icy Gaze causes all enemy models without Immunity: Cold in her line of sight and control area to become stationary for one round. While Icy Gaze is most often used offensively, as it turns even the most agile foes into fragile garden statues, its effects can also be used defensively to blunt faster armies that rely on getting the alpha strike, allowing you to hit first and deny them this critical advantage.

In terms of warjacks, the Juggernaut is a simple machine built for pure face-smashing destruction. With ARM 20 and 34 damage boxes, it can take an extreme amount of punishment and keep going. While it may not bring much in the way of fancy rules, its Ice Axe boasts one of the highest P+S in WARMACHINE, and Critical Freeze makes boosting against high DEF targets all the more appealing. The Destroyer brings the same durability as the Juggernaut, but trades in a low point cost and higher melee damage potential for a fantastic AOE ranged attack in its Bombard. In battlegroup games, these two machines make a great pair, as the Destroyer softens up targets before a Boundless Charge from the Juggernaut finishes the job.

## **Phase II: 25 Points**

With 14 points to spend to take my battlegroup to the 25-point level, I find myself like a kid in a pain-train candy store. My first choice for bolstering Sorscha's forces is a full unit of Kayazy Assassins accompanied by the Kayazy Assassin Underboss unit attachment. Now I know it might horrify some people that my first choice was not the ever-popular Winter Guard Infantry with unit attachment and Kovnik Jozef Grigorovich. Just hear me out.

While the Winter Guard presents a solid unit choice with some great abilities, there is more than one way to skin a southerner. Kayazy Assassins boast excellent survivability, thanks to Stealth and DEF 14, and hit hard in melee thanks to Gang. Throw in the Underboss for Tactics: Duelist, and the Assassins hit DEF 16 in melee. Add in Parry, which allows the unit to ignore free strikes, and the Underboss' once per game ability Kill Stroke, which allows models in formation to move through other models and ignore them when declaring charges, and the Assassins become a nightmare for opponents to effectively neutralize. When using the Kayazy Assassins, don't be afraid to ram them right down your opponent's throat. Even the best melee troops will have trouble hitting them, and you can always use Parry or Kill Stroke to leave combat on your

### **Khador: 25-Point List**

Model	Point Cost	Notes
Kommander Sorscha	+5 warjack pts.	
Destroyer	9	
Juggernaut	7	
Kayazy Assassins (10)	8	NM
Kayazy Assassin Underboss	2	NM
Widowmakers	4	NM
<b>Total</b>	<b>25</b>	

NM – New model for this point level/list

way to assassinate the juicy support units and solos those troops are trying to protect. While the Assassins are making your opponent sweat, the rest of your army can move into position unmolested to deliver the real hurt.

#### PRETTY SNEAKY SIS!

While the Kayazy Assassins are already full of nasty and underhanded tricks, they have one that stands above the rest when teamed up with Sorscha. Stealth not only protects them from enemy ranged attacks it also means they don't count as intervening models for LOS from greater than 5" away. Use the Assassins' survivability to tie up your opponent's army and then unleash Sorscha's Icy Gaze to freeze everything in her Stealth-granted unobstructed path!

To round out this point level, a unit of Widowmakers fits perfectly and adds some deadly long-ranged firepower to the army. With high-RAT, RNG-14 rifles, and the Sniper ability, Widowmakers are great at picking off heavily armored targets or nailing just the right spot to cripple a damaged warjack system or warbeast aspect. They also pair well with Kayazy Assassins since Stealth means the Assassins' don't block LOS from greater than 5" away.

With these new additions, this army plays extremely aggressively. Use the Widowmakers' and Destroyer's exceptional range to start delivering the hurt early by taking out critical support solos or units. While your ranged army does its work, get the Kayazy Assassins into the thick of melee as fast as possible. Just be careful of armies boasting a lot of AOE's, as the lightly armored Assassins are highly susceptible to even POW 5 blast damage rolls. When facing such matchups spread the Assassins out and don't be afraid to just run them into combat if the opportunity presents itself. While the Kayazy distract and

mire your opponent, Sorscha and her pet Juggernaut can position themselves where they can inflict the most destruction.

## Phase III: 35 Points

With only 10 points to reach the next level, I'm trapped between two really tempting choices in the Winter Guard Infantry (plus UA and Kovnik Grigorovich) or the new hotness of Black Dragon Iron Fang Pikemen. The Winter Guard brings a whole bunch of combos and abilities, but the Black Dragons bring exceptional durability and solid melee hitting power. Really, I don't think there is a right choice, and whichever one doesn't make the cut this round will likely show up at the 50-point level.

Since I've really enjoyed the sheer aggressive face-smashing of the army so far, I'm going to pick the Black Dragons. These warrior elite take a slightly different tack from their standard Iron Fang Pikemen brothers, trading in mobility for sheer durability. The officer's once per game Iron Zeal ability means the Black Dragons can either charge and still be just as tough as if they had received the Shield Wall order or combine the Shield Wall order with Iron Zeal to become effective ARM 22 with immunity to knock down and stationary.

Use the Black Dragons' heavy hitting power to complement the Kayazy Assassins by using them to tie up and take down high-ARM targets like warjacks and warbeasts. Since those models typically have larger base sizes than the Black Dragons, Sorscha's LOS will remain unhindered, ensuring maximum effectiveness with Icy Gaze.

### Khador: 35-Point List

Model	Point Cost	Notes
Kommander Sorscha	+5 warjack pts.	
Destroyer	9	
Juggernaut	7	
Kayazy Assassins (10)	8	
Kayazy Assassin Underboss	2	
Widowmakers	4	
Iron Fang Pikemen (10)	8	NM
Black Dragon Officer & Standard	2	NM
<b>Total</b>	<b>35</b>	

NM – New model for this point level/list



## Khador: 50-Point List

Model	Point Cost	Notes
Kommander Sorscha	+5 warjack pts.	
Juggernaut	7	
Destroyer	9	
Beast 09	11	NM
Kayazy Assassins (10)	8	
Kayazy Assassin Underboss	2	
Widowmakers	4	
Iron Fang Pikemen (10)	8	
Black Dragon Officer & Standard	2	
Winter Guard Infantry (10)	6	NM
Winter Guard Officer & Standard	2	NM
Winter Guard Infantry Rocketeer x3	3 (1 each)	NM
Kovnik Jozef Grigorovich	2	NM
<b>Total</b>	<b>50</b>	

NM – New model for this point level/list

## Phase IV: 50 Points

Heading into the 50-point level, I already know I want to get a nice healthy unit of Winter Guard Infantry in the army. The officer's Bob and Weave order gives the unit a nice DEF buff, and the standard bearer's Grape Shot means that unless I'm going after a warjack with blunderbuss fire, the unit will be firing SP 8 attacks almost exclusively. Adding in three Winter Guard Infantry Rocketeers gives the unit some early-turn AOE threat, and while they may not hit every time, against low-ARM, high-DEF targets the aim doesn't have to be dead on to cause damage. The unit also has a healthy number of bodies for contesting objectives and can take some serious abuse before needing to worry about command checks.

While Winter Guard are already a solid unit choice, adding in Kovnik Jozef Grigorovich cranks these loyal sons of the motherland up to eleven. While no slouch at dishing out damage, Grigorovich's true value comes from his Patriotic Speeches ability. Bear's Strength, not surprisingly, gives the affected Winter Guard unit +3 STR for one turn. Courage of the Forefathers gives affected models Fearless and Tough for an entire round, which, when combined with the benefits of Bob and Weave and Sorscha's Fog of War spell, will surely cause your opponent some real consternation. Last but certainly not least, For the Motherland grants affected models boosted attack rolls—absolutely devastating when stacked with a whole host of RAT 5, POW 8 sprays.

To finish up this point level, I've dropped the Destroyer and replaced it with Sorscha's personal Juggernaut, Beast 09. While the Destroyer is certainly a great warjack choice, I want to really embrace the extreme aggression of this growing army. Considering the speed at which this force typically closes with the enemy, the bombard wasn't really getting used to complete effectiveness. Plus, both my Kayazy Assassins and Winter Guard have good reason to be nervous about deviating bombard shots.

Clocking in at a respectable 11 points, Beast 09 brings some serious skull-crushing power to the table. While the big 'jack is certainly capable of annihilating opposing heavies, where it really excels over its standard Juggernaut brethren is in scything down enemy troops, especially multi-wound heavy infantry. Imprint: Murderous costs a paltry 1 focus to grant



an additional die on all melee attacks against living enemy warrior models. With Thresher and Reach on its P+S 19 Ice Breaker axe, even heavily armored Trollkin Champions have a reason to keep their distance from Sorscha's mechanical murder machine. In addition to its fantastic killing ability, Beast 09 is incredibly focus efficient with Heavy Boiler and an Affinity that allows it to reroll missed slam and charge attack rolls.

#### SAY HELLO TO MY LITTLE FRIENDS!

Despite all its awesomeness, Beast 09 isn't invincible, and a charge from an opposing heavy is very likely to ruin its kill streak. However, the Kayazy Assassins make a perfect escort. With their Duelist-enhanced DEF 16, the Kayazy will be hard targets for most models that could threaten the Beast, and they will block charge lanes so Beast 09 can wreck your opponent's plans turn after turn.

## Phase V: 100 Points

Taking this army to the 100-point level means picking a new warcaster. Who better to pair up with Sorscha than Vladimir Tzepesci, the Dark Prince? Considering the army's very in-your-face play style so far, Vlad is a great complement. In addition, a little part of me just loves the thematic flair the two unrequited lovers bring to the collection. Signs and Portents is easily Vlad's greatest contribution to the army. Allowing friendly models to roll an additional die on attack and damage rolls before dropping the lowest means the army will hit more accurately and cause more damage on every attack. At a cost of 4, Signs & Portents represents a significant investment in focus, but the effects are well worth it. If this spell has a weakness, it is the fact that it forces you to discard the lowest roll, meaning there will be times you will be forced to drop a die that gives you a critical hit.

Vlad also brings an interesting defensive spell in Wind Wall, his other signature spell Blood of Kings, plus Boundless Charge and Razor Wind. Blood of Kings is a great late-game spell that turns Vlad into a nightmare for your opponent. Wind Wall can foil an enemy's ranged game from the start, keeping Vlad and your

most important models protected from incoming fire. Finally, Vlad's feat Forced March gives warjacks under his control frightening speed, doubling their SPD stat and letting them run or charge for free.

#### HEY WHERE'D THAT RED WALL COME FROM?

Got important objectives to capture? Make your opponent sweat from turn one by presenting a solid, un-shootable wall of Khadoran warjacks. Set up Vlad with his warjacks circling him base to base (just make sure to leave an opening for him to move forward). Next, pop his feat, cast Blood of Kings and Wind Wall, and charge him straight up the table, being careful to stay within reach of your Forced-March-enhanced warjacks. Then have each of his warjacks run up to 16" back into B2B with him. Wind Wall means your opponent can't shoot Vlad or his warjacks with non-magical ranged attacks, and at DEF 18, it's unlikely anyone but the Harbinger will be hitting Vlad with enough magical attacks to do any significant damage (if you don't just block LOS to him with his warjacks).



### Khador: 100-Point List

Model	Point Cost	Notes
Kommander Sorscha	+5 warjack pts	
Juggernaut	7	
Beast 09	11	
Vladimir Tzepesci, The Dark Prince	+5 warjack pts	NM
Drago	8	NM
Berserker x2	12 (6 each)	NM (2)
Spriggan	10	NM
Great Bears of Gallowswood	5	NM
Kayazy Assassins (10) x2	16 (8 each)	NM (10)
Kayazy Assassin Underboss x2	4 (2 each)	NM (1)
Widowmakers	4	
Iron Fang Pikemen (10) x2	16 (8 each)	NM (10)
Black Dragon Officer & Standard x2	4 (2 each)	NM (1)
Winter Guard Infantry (10)	6	
Winter Guard Officer & Standard	2	
Winter Guard Infantry Rocketeer x3	3 (1 each)	
Kovnik Jozef Grigorovich	2	
<b>Total</b>	<b>100</b>	

NM – New model for this point level/list

I know I will be casting Signs & Portents fairly often, so focus efficiency is key for Vlad's battlegroup. However, I also want to have a decent number of warjacks to benefit from his feat. Thanks to the Aggressive ability and Chain Attack: Brutality, Berserker warjacks fit the bill perfectly. In addition, their low cost means I can squeeze in more for the points. While regular Berserkers are great, Vlad's own personal Berserker Drago is a no-brainer. Drago is 2 points more than a standard Berserker but boasts a better MAT, gains a personal dose of Signs & Portents (or *two* extra dice dropping the two lowest on turns Vlad casts it), and can ignore the unstable rule while in Vlad's control area.

For my final warjack choice, a Spriggan is a nice fit. With its powerful Reach weapon, it represents a serious threat to enemy models. Under Vlad's feat and Boundless Charge, the Spriggan can charge models up to 13" away at effective MAT 8.

For troop choices, I've chosen to take advantage of the increased FA two-warcaster games provide. I've added another full unit of Kayazy Assassins with UA as well as another unit of Black Dragon Iron Fang Pikemen. Sorscha and the Assassins will form the bulk of my anti-troop attacks while Vlad and the Black Dragons will take on the anti-armor role. For the cherry on top of this slaughter sundae, I'm adding the Great Bears of Gallowswood. This trio of elite, axe-wielding Iron Fangs can murder both warriors and warjacks with equal ease. Their smaller size also gives them greater mobility on the tabletop, allowing them to function on the flanks or as a great follow-up to the main attack.

## Phase VI: Unbound

For Unbound there are lots of great options in terms of new warcaster choices. Sorscha brings a great early turn feat with Icy Gaze, locking down a significant chunk of the opposing army for an entire round. A prospect that is even more morale crushing in the extended round sequence of Unbound. Vlad's feat, while focused on his own turn, allows excellent freedom when determining his battlegroup's activation order. Having taken the iron aggression offered by Khador this far, it seemed only right that my Unbound army be built to cause as much damage to the enemy forces as possible. And no one brings the pain like Orsus Zoktavir, the Butcher of Khador.

A veritable locomotive of devastation, the Butcher turns warjacks under his control into mobile wrecking balls with Full Throttle. Surprisingly for a homicidal maniac, the Butcher also plays really well with others. His feat Blood Frenzy gives everything within his control area an additional die on damage rolls for one turn, and spells like Iron Flesh and Fury can be used to enhance my troops' already fearsome damage output and survivability as needed. I gave the Butcher a trio of melee-centric warjacks in order to make the most of Full Throttle. Once the warjacks have done their job, I have no doubt the Butcher himself will eventually get into the thick of the action. A War Dog makes a great companion for him, boosting his DEF in melee and granting a nice Counter Charge attack against enemies that get too close.



## Khador: Unbound List

Model	Point Cost	Notes
Kommander Sorscha	+5 warjack pts	
Juggernaut	7	
Beast 09	11	
Vladimir Tzepesci, The Dark Prince	+5 warjack pts	
Drago	8	
Berserker x2	12 (6 each)	
Spriggan	10	
Orsus Zoktavir, The Butcher of Khardov	+6 warjack pts	NM
Spriggan	10	NM
Kodiak	8	NM
Juggernaut	7	NM
War Dog	1	NM
Winter Guard Mortar Crew x3	9 (3 each)	NM
Doom Reavers x2	12 (6 each)	NM
Greylord Escort Doom Reaver UA x2	4 (2 each)	NM
Fenris	5	NM
Great Bears of Gallowswood	5	
Kayazy Assassins (10) x2	16 (8 each)	
Kayazy Assassin Underboss x2	4 (2 each)	
Widowmakers	4	
Iron Fang Pikemen (10) x2	16 (8 each)	
Black Dragon Officer & Standard x2	4 (2 each)	
Winter Guard Infantry (10)	6	
Winter Guard Officer & Standard	2	
Winter Guard Infantry Rocketeer x3	3 (1 each)	
Kovnik Jozef Grigorovich	2	
<b>Total</b>	<b>150</b>	

NM – New model for this point level/list

One of the critical elements in Unbound is seizing the initiative by capturing domination zones. Enter a couple units of Doom Reavers. With Advance Deployment and Spell Ward, they can rush forward in the last turns of the round and contest zones on your opponent's side of the table, hopefully winning you initiative the next round and giving you the chance to charge in and cause some serious damage. As an added bonus, Granted: Tough from the Greylord Escort means your Doom Reavers will be that much more of a thorn in your opponent's side. When these berserkers get into the thick of the action, the Doom Reaver dragoon Fenris can keep his troops in line with Leadership [Doom Reavers], a great way to stave off accidental casualties. With a pair of Fell Blades and MAT 8, Fenris can also slaughter whole swathes of enemy troops or take a healthy chunk out of a warjack or warbeast.

Finally, a triple dose of Winter Guard Mortar Crews provides some serious anti-infantry firepower. While not the most accurate of weapons, they pack quite a punch, and Signs & Portents from Vlad increases the likelihood of a direct hit. Even when not shooting in the later rounds, the mortar crews will still be providing valuable control of domination zones.

### BOOM, BABY!

With RNG 20, AOE 4, and POW 16, the mortar is a huge threat to lightly armored enemies, and there are sure to be plenty on an Unbound table. Their Inaccurate rule is not completely insurmountable, though, especially with the right support. Add in the Butcher's Blood Frenzy feat to enhance their blast damage. Combine Signs & Portents with For the Motherland to allow a mortar to hit DEF 14 targets more often than not. Or use stationary and knockdown effects to let a mortar (or two or three) directly hit with ease.

## Conclusion

While Khadoran generals can rely on subtlety and the masterful application of elegant strategies, sometimes the most satisfying victories are the one where you simply roll up and crush your opponent's skull beneath your iron boot. This army relies on bold and aggressive action to win the day. It wants to take the fight to the enemy, smash in his face, and run roughshod over his corpse on its way to the next battle.

Drive forward like the unrelenting and unforgiving Khadoran winter and crush all beneath your iron might!

# FORCES OF DISTINCTION VII

By Will Shick

Art by Andrea Uderzo

## Khadoran Forward Operating Base, Southwest of Ravensguard, 588 AR

Black Dragon Kovnik Uli Chenko stabbed a finger at the faded field map stretched out on a rough-hewn table within the Khadoran forward command tent. “The southerners seek to establish a new fortified post here,” his finger rested on a point ten miles southwest of the Cygnaran fortress of Northguard. Though officially at peace, small-scale hostilities had continued almost unabated between the two nations across their shared border. Cygnar was occupied with its battles against Cryx along the Broken Coast, and at the moment their border defenses were stretched thin, forcing them to rely on mercenary support. It was the perfect time for the Khadorans to strike against outlying facilities.

“Intelligence reports indicate this site is relatively well garrisoned and includes at least one mercenary warcaster in addition to the ranking Cygnaran officer. As such, the High Kommand has sent us unexpected assistance.” Uli paused for a moment working up to the news he would have to impart next. “They have seen fit to attach us to Kommander Orsus Zoktavir.”

Uli felt the wave of apprehension hit the assembled officers like a charging Juggernaut. “We will rendezvous with Kommander Zoktavir at dawn. Under his leadership, we will send the southerners a message they will not soon forget. Briefing dismissed.” He sighed as he saw Lieutenant Yurik approach him in the empty tent. They had been friends for a long time, and Uli knew exactly what was coming.

“You cannot be serious about handing our men over to Zoktavir!” Yurik’s face was red with anger.

“I am a Black Dragon,” Uli said matter-of-factly. “It is not my place to question orders, only to follow them.”





Uli placed a hand on Yurik's armored shoulder, but it did little to stem the tide of Yurik's fury. "Zoktavir is not a Kommander! He is a butcher! We all know what he did at Boarsgate!"

"Yurik..." Uli began, but the lieutenant cut him off.

"My brother was there! He was a true patriot, a son of the Motherland. And for his service he was butchered like an animal at the hands of that madman!"

"That is enough, Lieutenant Petru!" Uli's voice boomed, ringing with the authority of a senior officer. "You are a soldier of Khador, a member of the Black Dragons, and I will not have you speaking ill of a ranking officer! If you cannot perform your duties, I will have you brought up on charges!"

Years of training kicked in, and Yurik immediately straightened and snapped a hard salute. His rage was palpable, but he had regained his composure. "Yes, sir," he said through clenched teeth.

Uli felt a sharp pang of regret as he looked sternly into the face of his old friend. As much as he wished to comfort Yurik, duty demanded swift action in the face of insubordination.

"You need not worry about me, sir." Yurik said curtly before snapping around and heading for the tent's exit.

Yurik paused for a moment at the tent flap. "I had to identify Grigor's body, you know. What was left of it."

Uli felt the words he wanted to say catch in his throat, and he could only watch silently as Yurik strode out of the tent.



Uli grunted as he felt the impact of the Steelhead's halberd hit his shield with a dull thud before thrusting with his own pike. He felt the point strike home and heat washed over him as the blasting tip exploded in the mercenary's chest. He ducked another swing from the man's compatriot, but before he could bring his own weapon to bear, Yurik's pike skewered the man from armpit to armpit.

The opposition had been fiercer than anticipated and several of his company had fallen in the battles against the outer fortifications. The Cygnaran-hired mercenaries had quickly withdrawn to set up a strong defense behind the walls backed by the Cygnaran and mercenary warjacks. Only the overwhelming force of a combined assault would have any chance of breaking through—and likely with heavy casualties. As Uli began giving the orders for his men to prepare the charge, he felt Yurik's hand slap him on the back. He turned to see the massive form of Kommander Zoktavir looming behind him.

"Kovnik Chenko," the deep voice of Zoktavir rumbled across the air like a thunderstorm. "Your men have fought well. The reputation of the Black Dragons is well deserved." He hefted his massive axe over his shoulder



## DASUS ZOKTAVIR, THE BUTCHER OF KHADOR CLAWS OF THE DRAGON

By Jason Soles

**WARJACKS:** Khador non-character warjacks without ranged weapons.

### TIER 1

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

**Benefit:** Iron Fang Pikemen units with Black Dragon Officer & Standard unit attachments 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.) Additionally, increase the FA of Iron Fang Pikemen units by 1.

### TIER 2

**Requirements:** The army includes a War Dog.

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

**UNITS:** Battle Mechaniks, Iron Fang units

**SOLOS:** Iron Fang solos, Manhunter, War Dog

### TIER 3

**Requirements:** The army includes two or more Iron Fang Pikemen units.

**Benefit:** Add a Black Dragon Officer & Standard unit attachment to one Iron Fang Pikemen unit free of cost. This unit attachment ignores FA restrictions.

### TIER 4

**Requirements:** The Butcher's battlegroup includes two or more warjacks.

**Benefit:** Models in the Butcher's battlegroup 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.)

as he moved his gaze towards the dug-in defenders. "But allow me to go first. Such strong sons of the Motherland should not be thrown away." Zoktavir turned his gaze back to Uli. "Have your men follow behind my warjacks. When the time is right, unleash your fury in the name of the queen."

Before Uli could respond he saw arcane power flare in Zoktavir's eyes, and glowing runes encircled him and his warjacks. Like a pack of wolves, the hulking machines each vented a howl of steam and began running toward the mercenary line. Uli waited until the machines were in range of the enemy guns before giving the order for his own men to advance, calling on them to steel themselves. As they raced forward, he could see enemy fire pinging off the red iron hulls of Zoktavir's warjacks like gnats off a charging buffalo. With a supreme amount of effort, the defenders were able to finally bring one Juggernaut grinding to a halt, its right leg completely ruined by combined fire.

Despite their success, the speed at which Zoktavir had brought his battle group to bear had kept them from the worst of the mercenary firepower. Uli watched as Zoktavir strode upon the battlements, his power field flashing as

it absorbed the impact of bullets. With a surge of arcane power, Zoktavir leaned his head back and unleashed a terrifying roar, causing the very earth to shake. Uli felt power course through his veins and arcane runes encircled every Khadoran as they stormed over the incomplete fortifications and rushed to engage the enemy troops. Driven by Zoktavir's arcane fury, the Khadorans annihilated everything in their path. In a matter of minutes, the defender's strong position had been turned into a charnel pit of ruined warjacks and slaughtered men. As Uli took stock of his men, he was pleased to see few had fallen in the assault. As his gaze swept over the battle's aftermath, he caught sight of Zoktavir. The massive warcaster was wrenching his mighty axe from the remains of the mercenary warcaster. As he tore the bloody weapon free, their eyes met, and with a grim look, Zoktavir raised one gauntleted hand in salute.

Uli returned the salute as Yurik spoke behind him, "When news of this reaches the capital, I don't think this will be the last time we find ourselves under his command."

"No," Uli said taking in the sight of their victory, "I don't imagine it will be."





# LOCK & LOAD

## EVENTS 2012

### JUNE 1-3

Outdoing last year's Lock & Load won't be easy, but our schedule is jam-packed again this year with events that attendees won't want to miss. Class sizes and selections have been expanded, and we have added a few new tournament styles to our offerings.

#### **IRON ARENA**

Step into the Iron Arena and experience casual gaming that rewards you for playing your favorite Privateer Press games. Earn "skulls" for every game you play, then turn in your skulls for amazing prizes! Earn more skulls through incentives like playing new opponents or larger games. The more games you play, the more skulls you earn. New prizes will be available for Lock & Load 2012!

#### **OPEN P3 STUDIO Q & A**

The award-winning Privateer Press Studio will be on hand Friday through Sunday working on current projects and interacting with Lock & Load attendees. They will be available to answer questions, demonstrate techniques, and chat about their current projects.

#### **LOCK & LOAD PAINTING MASTERS**

Show off your painting skills at the annual Lock & Load Painting Masters. Privateer studio staff will judge the pieces based on their individual merit, irrespective of the other entries and categories. Judges will look at each piece and may award entries gold, silver, or bronze, based solely on the quality of the entry. In addition, one entry will be awarded best overall and earn its owner the title of Lock & Load Painting Master.

#### **PRIVATEER PRESS STAFF PANEL**

Join Privateer Press staff as they discuss upcoming releases and projects on the horizon. Be on the information front lines for all the amazing things coming up for Privateer Press. This is something no attendee will want to miss!

#### **PRIVATEER PRESS TRIVIA CONTEST**

Fancy yourself an Iron Kingdoms scholar? Think you know everything about Privateer Press? Perhaps you believe your knowledge rivals that of Gavyn Kyle or even Viktor Pendrake himself! Well, here is your chance to prove it. A select few attendees will be chosen to compete in an Iron Kingdoms trivia throw down. Participants will pit their knowledge of western Immoren and Privateer Press against each other in a fun game-show format for fantastic prizes. Lock & Load 2012 will feature new trivia questions and expanded prizes! This one will be just as fun to watch as it will be to play, so be sure to set aside some time to cheer the contestants to victory!

#### **IRON PAINTER SHOWDOWN**

You can paint. You can even paint fast. But can you paint Iron Painter fast? Following the format of the popular television show Iron Chef®, the Iron Painter Showdown will pit contestants against one another in a competition requiring skill, speed, creativity, and grit. A surprise competitor will challenge the contestants, and all will need to adapt quickly and expect the unexpected in order to take home the grand prize. What will the 2012 surprise mini be? You will have to come and watch to find out! This is another event that will be just as much fun to watch as participate in, so don't miss the excitement and drama!

#### **COSTUME CONTEST**

Show off your finest Privateer-Press-inspired costume! Privateer staff members will judge costumes on craftsmanship, creativity, and fidelity to the aesthetics of our worlds. Prizes will be given for 1st, 2nd, and 3rd Place, and all entrants will have the opportunity to have their photos taken for inclusion in an upcoming issue of *No Quarter Magazine!*

#### **CLOSING CEREMONIES**

Awards will be given, raffles will be drawn, and farewells will be made. Be sure to make room on your schedule for the closing ceremonies of this year's premiere Privateer Press event.

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## SEMINAR EVENTS

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### ARMY PAINTING FOUNDRY

Privateer Press Studio director Ron Kruzic will discuss the philosophy and techniques of painting a great-looking army quickly and effectively using methods developed by the Privateer Press Studio over years of professional miniature painting. As Ron himself says, "The Army Painting Foundry covers just about every dirty trick in the book on getting nicely painted minis on the table!"

### STUDIO PAINTING ACADEMY

In this informative presentation, Privateer Press' Studio miniature painter Matt DiPietro will demonstrate the techniques that set Privateer Press studio miniatures apart from the rest of the industry. Topics covered will include the two-brush blending, zenith lighting, metallic techniques, and tips on the use of inks and color theory. These live demonstrations are sure to captivate painters of all skill levels.

### INTRO TO MINIATURE SCULPTING

In *Tricks of the Trade*, Privateer Press Studio sculptor Brian Dugas will provide a basic introduction to the proper sculpting tools, materials, and methods, as well as basic tips and tricks learned over his professional career. This class is a must for hobbyists who want to learn how to bend modeling putty to their will.

### SCULPTING SCENIC BASES

Privateer Press Studio sculptor Sean Bullough will present a tutorial on common miniature sculpting techniques as they apply to making scenic bases. Attendees will learn about preferred methods and tools for sculpting and building unique bases for their miniatures.

### LIVE TERRAIN TUTORIAL

Privateer Press Studio hobby manager Stuart Spengler will be sharing some of the techniques that make our terrain a sight to behold. Stu will be demonstrating terrain-building techniques on different pieces of terrain and answering questions as the steps unfold. The intent of the presentation is to provide participants with some great ideas and inspiration they can later apply to their own terrain projects.

### CUSTOMIZING MINIATURES

Privateer Press Studio sculptor Sean Bullough will offer his techniques for personalizing your miniatures. Works-in-progress will be on hand as Sean demonstrates how he sculpts extra detailing, like filigree, pouches, bedrolls, and medals.

### FACTION BATTLE DRESS

In this must-see presentation for studio paint scheme enthusiasts, Privateer Press Studio director Ron Kruzic will demonstrate the methods and color combinations to achieve true studio faction paint schemes. Topics will include the studio techniques for shading and highlighting difficult faction colors like Khador red and Menoth white.

### PAINTING FLESH THE P3 WAY

Privateer Press Studio miniature painter Matt DiPietro will cover the difficult and oft-dreaded task of painting flesh on miniatures. From Legion of Everblight to Cryx, the Iron Kingdoms host a variety of skin tones, and this class will assist you in tackling them yourself.

### COLOR THEORY IN MINIATURE

Privateer Press Studio miniature painter Meg Maples introduces color theory on a miniature scale. Meg will cover the concepts behind utilizing color in miniature painting and how to choose the proper combinations for the best results.

### MINIATURE PHOTOGRAPHY

Privateer Press Studio hobby manager Stuart Spengler will cover basic miniature photography techniques including macro photography and methods for capturing large battle scenes.

### DIGITAL SCULPTING PRESENTATION

Gain insights into the world of digital model making with Privateer Press Studio digital sculptor Ben Misener. In addition to a time-lapse presentation of the sculpting process, Ben will discuss options for getting into digital model-making on a budget, methods available for rapid prototyping, and the benefits and disadvantages of digital model making.

## COSMOLOGY OF THE IRON KINGDOMS

This lecture, led by renowned Iron Kingdoms scribe Doug Seacat, will focus on a broad summary of the cosmology of the Iron Kingdoms. The lecture will examine western Immoren's prehistory, with a brief overview of myths, legends, cosmology, and theology.

## LIFE IN THE IRON KINGDOMS

Privateer Press staff writers Simon Berman and Doug Seacat discuss the nitty-gritty details of day-to-day life in the steam-powered nations of the Iron Kingdoms and western Immoren. After their presentation, Doug and Simon will field questions. If you've ever wondered what it would be like to live under the Khadoran yoke in Occupied Llael or how the Scharde Islanders of Blackwater make their scurrilous living, this is your chance to find out!

## STATE OF THE FACTION ADDRESS

Privateer Press Lead Writer Doug Seacat will spend some time going over the current state of affairs with each of the WARMACHINE and HORDES factions. The last few years in western Immoren have been busy and bloody, and this presentation should clarify who is fighting whom and what plots and schemes are currently afoot. If you are worried about how your favorite factions are faring, this seminar should either reassure you or confirm your deepest fears.

## CONCEPT TO BOOK: A MODEL'S JOURNEY PANEL & WORKSHOP

Meet with Privateer Press Development personnel for a panel about the development process at Privateer Press. From initial ideas to final rules and models, this panel will give an inside look at the process behind your favorite WARMACHINE and HORDES models direct from Privateer Press staff. The class will start with a seminar-style introduction to the process from the panelists, then open up for questions from the audience, and finally launch into a workshop for a bit of hands-on model development.

## CONCEPT TO TABLE: LEVEL 7

Uncover the sinister world of LEVEL 7 and see how Privateer Press' newest world was forged from concept to the final game. Discover the dark secrets held within this familiar yet terrifying science fiction setting and what's in store for those brave enough to face the horrors that lurk within *LEVEL 7: Escape!*

## TOURNAMENTS

### WARMACHINE/HORDES LOCK & LOAD MASTERS

The WARMACHINE/HORDES Masters will be a test of will, fortitude, and skill. The preliminaries on Friday will seed the Top 8 finishers who will continue on to the Masters Finals on Sunday.

**Friday:** Preliminaries – Registration 11 a.m. – 12 p.m., Tournament 12 p.m. – 8 p.m.

**Sunday:** Finals 11 a.m. – 5 p.m.

128 players maximum

SR 2012 tournament with 4 rounds on Friday and 3 rounds on Sunday.

The following SR 2012 Appendix rules will apply.

- 50-point army list
- 3 lists required, Divide and Conquer on Friday
- 2 lists required on Sunday
- The lists and the faction for the finals do not have to be the same as the lists and the faction played in the preliminaries.
- Standard Steamroller scenarios
- Death Clock: 53 minutes per player

### WARMACHINE/HORDES HARDCORE

No WARMACHINE/HORDES event is complete without the popular and grueling Hardcore Format. Your army must be fully painted and every game is decided when the first 'caster falls.

**Saturday:** Preliminaries – Registration 10 a.m. – 11 a.m., Tournament 11 a.m. – 6 p.m., Finals 6 p.m. – 10 p.m.

64 players maximum

SR 2012 tournament with 6 total rounds. The Hardcore awards Executioner, Mage Hunter, and Master Craftsmen will be awarded after 4 rounds. Top 4 will continue for 2 more rounds to compete for Hardcore Vanquisher.

The following SR 2012 Appendix rules will apply.

- 50-point army list
- 1 list required
- Close Quarters scenario
- Killbox artifice
- Death Clock: 37 minutes per player
- Hardcore painting required
- Assassin scoring

# FRIDAY EVENT SCHEDULE

9AM - 10AM	10AM - 11AM	11AM - 12PM	12PM - 1PM	1PM - 2PM	2PM - 3PM	3PM - 4PM	4PM - 5PM	5PM - 6PM	6PM - 7PM	7PM - 8PM	8PM - 9PM	9PM - 10PM	10PM - 11PM	11PM - 12AM	12AM - 1AM
<b>GAMING HALL</b>															
<b>PRIVATEER PRESS STORE</b>															
<b>GAMING HALL</b>															
<b>IRON ARENA</b>															
<b>OPEN P3 STUDIO Q&amp;A</b>															
<b>WARMACHINE/HORDES - MASTER PRELIMINARIES</b>															
<b>LOCK &amp; LOAD PAINTING MASTERS OPEN SUBMISSION</b>															
<b>STAGE AREA</b>															
<b>PRIVATEER PRESS STAFF PANEL</b>															
<b>PRIVATEER PRESS TRIVIA CONTEST</b>															
<b>SEMINAR ROOM 1</b>															
<b>ARMY PAINTING ACADEMY</b>	<b>STUDIO PAINTING ACADEMY</b>	<b>INTRO TO MINIATURE SCULPTING</b>	<b>SCULPTING SCENIC BASES</b>	<b>LIVE TERRAIN TUTORIAL</b>	<b>MINIATURE PHOTOGRAPHY</b>	<b>CUSTOMIZING MINIATURES</b>	<b>FACTION BATTLE DRESS</b>	<b>PAINTING FLESH THE P3 WAY</b>	<b>COLOR THEORY IN MINIATURE</b>						
<b>SEMINAR ROOM 2</b>															
<b>CONCEPT TO BOOK: A MODEL'S JOURNEY PANEL &amp; WORKSHOP</b>	<b>COSMOLOGY OF THE IRON KINGDOMS</b>	<b>LIFE IN THE IRON KINGDOMS</b>	<b>STATE OF THE FACTIONS ADDRESS</b>	<b>LIFE IN THE IRON KINGDOMS</b>	<b>SCULPTING IN THE DIGITAL AGE</b>	<b>CONCEPT TO TABLE: LEVEL 7</b>	<b>COSMOLOGY OF THE IRON KINGDOMS</b>								

ALL EVENTS AND TIMES ARE SUBJECT TO CHANGE.

# SATURDAY EVENT SCHEDULE

9AM - 10AM	10AM - 11AM	11AM - 12PM	12PM - 1PM	1PM - 2PM	2PM - 3PM	3PM - 4PM	4PM - 5PM	5PM - 6PM	6PM - 7PM	7PM - 8PM	8PM - 9PM	9PM - 10PM	10PM - 11PM	11PM - 12AM	12AM - 1AM
<b>GAMING HALL</b>															
<b>PRIVATEER PRESS STORE</b>															
<b>GAMING HALL</b>															
<b>IRON ARENA</b>															
<b>OPEN P3 STUDIO Q&amp;A</b>															
<b>WARMACHINE/HORDES - HARDWARE PRELIMINARIES</b>															
<b>WARMACHINE/HORDES - BLOOD, SWEAT, &amp; TIERS</b>															
<b>LOCK &amp; LOAD PAINTING MASTERS OPEN SUBMISSION</b>															
<b>STAGE AREA</b>															
<b>IRON PAINTER SHOWDOWN</b>															
<b>SEMINAR ROOM 1</b>															
<b>LIVE TERRAIN TUTORIAL</b>	<b>SCULPTING SCENIC BASES</b>	<b>ARMY PAINTING FOUNDRY</b>	<b>STUDIO PAINTING ACADEMY</b>	<b>INTRO TO MINIATURE SCULPTING</b>	<b>CUSTOMIZING MINIATURES</b>	<b>COLOR THEORY IN MINIATURE</b>	<b>FACTION BATTLE DRESS</b>	<b>PAINTING FLESH THE P3 WAY</b>	<b>MINIATURE PHOTOGRAPHY</b>						
<b>SEMINAR ROOM 2</b>															
<b>LIFE IN THE IRON KINGDOMS</b>	<b>STATE OF THE FACTIONS ADDRESS</b>	<b>CONCEPT TO BOOK: A MODEL'S JOURNEY PANEL &amp; WORKSHOP</b>	<b>CONCEPT TO TABLE: LEVEL 7</b>	<b>SCULPTING IN THE DIGITAL AGE</b>	<b>COSMOLOGY OF THE IRON KINGDOMS</b>	<b>LIFE IN THE IRON KINGDOMS</b>	<b>STATE OF THE FACTIONS ADDRESS</b>								

ALL EVENTS AND TIMES ARE SUBJECT TO CHANGE.

## SUNDAY EVENT SCHEDULE

9AM - 10AM	10AM - 11AM	11AM - 12PM	12PM - 1PM	1PM - 2PM	2PM - 3PM	3PM - 4PM	4PM - 5PM	5PM - 6PM	6PM - 7PM	7PM - 8PM
GAMING HALL										
PRIVATEER PRESS STORE										
GAMING HALL										
IRON ARENA										
OPEN P3 STUDIO Q&A										
WARMACHINE/HORDES - 3 COMMANDERS TEAM TOURNAMENT										
WARMACHINE/HORDES - MASTERS FINALS										
LOCK & LOAD PAINTING MASTERS OPEN SUBMISSION										
STAGE AREA										
CLOSING CEREMONIES										
COSTUME CONTEST										
SEMINAR ROOM 1										
MINIATURE PHOTOGRAPHY										
CUSTOMIZING MINIATURES										
FACTION BATTLE DRESS										
PAINTING FLESH THE P3 WAY										
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CONCEPT TO BOOK: A MODEL'S JOURNEY PANEL & WORKSHOP										
SEMINAR ROOM 2										
LIFE IN THE IRON KINGDOMS										
COSMOLOGY OF THE IRON KINGDOMS										
STATE OF THE FACTIONS ADDRESS										

All events and descriptions are subject to change at the discretion of Privateer Press. For more information on Lock & Load 2012, go to [www.pplockandload.com](http://www.pplockandload.com).



## WARMACHINE/HORDES THREE COMMANDERS TEAM TOURNAMENT

The Lock & Load team tournament will pit teams of three players against each other in a chess-style tournament. Each of the three players will be ranked by skill level: General, Captain, and Lieutenant. Each rank will be matched against the same rank during matches.

**Sunday:** Registration 9 a.m. – 10 a.m.

Tournament 10 a.m. – 5 p.m.

32 teams maximum, 3 players per team (96 players maximum)

SR 2012 tournament with 3 rounds

The following SR 2012 Appendix rules will apply.

- 50-point army list
- 2 lists required, Divide and Conquer
- Standard Steamroller scenarios
- Death Clock: 53 minutes per player
- Winners will be determined by composite of individual team member records with Assassination scoring for tiebreakers.

## WARMACHINE/HORDES BLOOD, SWEAT & TIERS TOURNAMENT

The popular theme force tournament is new to Lock & Load this year and encourages players to showcase the specialized forces of the Iron Kingdoms. Tier 1 is required for all lists.

**Saturday:** Registration 9 a.m. – 10 a.m.

Tournament 10 a.m. – 7 p.m.

32 players maximum

SR 2012 tournament with 5 rounds

The following SR 2012 Appendix rules will apply.

- 35-point army list
- Theme Forces: Tier 1 required, up to 2 lists allowed
- Standard Steamroller scenarios
- Death Clock: 37 minutes per player

## WARMACHINE/HORDES SPEEDMACHINE TOURNAMENT

Lightning-fast play is the name of the game for the tournament debut of Speedmachine. Beating the clock will be just as tough as beating your opponent.

**Saturday:** Registration 7 p.m. – 8 p.m.

Tournament 8 p.m. – 12 a.m.

32 players maximum

SR 2012 tournament with 5 rounds

The following SR 2012 Appendix rules will apply.

- 25-point army list, Mangled Metal (warcasters/warlocks and warjacks/warbeasts only)
- Baseline list requirements
- Overrun scenario
- Death Clock: 16 minutes per player

# TERRAIN BUILDING

# IRON KINGDOMS

# WATER

# FEATURES

By Leo Carson-DePasquale

This installment of Terrain Building focuses on creating Iron Kingdoms water features suitable for your home battlefield. This article will cover two water features: the mountain pool and the fetid bog. First up is the Mountain Pool, a perfect addition to Khador- and Legion-themed tables. The mountain pool uses very simple techniques, and even amateur hobbyists should find it fairly simple to build. Next is the fetid bog, an ideal terrain feature for Cryx and Blindwater Congregation tables. The fetid bog uses slightly more advanced techniques but should still be well within the capabilities of aspiring hobbyists.

## MATERIALS & TOOLS

- Cardstock
- Clay shapers
- Construction adhesive
- EnviroTex Lite®
- Flat rocks
- Formula P3 Clippers
- Formula P3 File Set
- Formula P3 Hobby Knife
- Formula P3 Modeling Putty
- Formula P3 Sculpting Tools
- Formula P3 Superglue
- Gravel or play sand
- HDF board (hardboard)
- Heat gun
- Insulation foam
- Paper Clay
- Risen Trencher
- Risen Zealot
- Rubber gloves
- Safety goggles
- Sandpaper (fine grit)
- Twigs (assortment)
- White glue
- Wood chips
- Woodland Scenics® Mixed Turf







# MOUNTAIN POOL

The mountain pool is a tranquil section of deep water set in the snowy peaks of Khador. Although intended for deep water, it works just as well as a shallow water terrain feature.



1) Use a jigsaw to cut an oblong shape out of HDF board. The shape should have irregular and gentle curves. Then use sandpaper to bevel the edges.



2) Use sand paper to flatten one side of the wood chips. A belt sander is useful here but not necessary.



3) Spread a thin sheet of paper clay around the outer edge of the HDF board. This serves to create a dam around the outer edge of the pool so the EnviroTex® won't escape. There will only be a thin layer of EnviroTex®, so the bank doesn't need to be too high.



4) Press the wood bark and stones into the clay to create the impression of a crevasse amongst a larger rock structure. It is important to have variety in the size and shape of the wood chips and rocks to create a natural look.



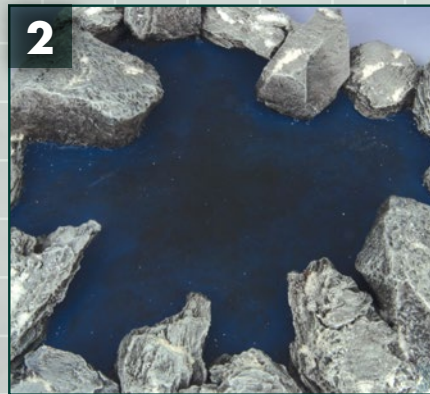
5) The paper clay is not very adhesive, so go back and apply construction adhesive to any loose rocks or wood chips. Then use the Formula P3 Sculpting Set to remove the excess clay from the inner edge of the rocks. Smooth out and clean up the clay on the outer edge.

6) Apply varying grits of gravel around the outer rim of the rocks.



## MOUNTAIN POOL PAINTING AND FINAL TOUCHES

The Mountain Pool is undercoated with Formula P3 Black Primer.



### COLORS USED

- Armor Wash
- Bastion Grey
- Exile Blue
- Greatcoat Grey
- Menoth White Highlight
- Tamar Black
- Trollblood Highlight



1) **Stone:** Begin by over-brushing the stones with Bastion Grey. Then shade the stones with Armor Wash. Next, apply highlights by drybrushing with Trollblood Highlight and then Menoth White Highlight.

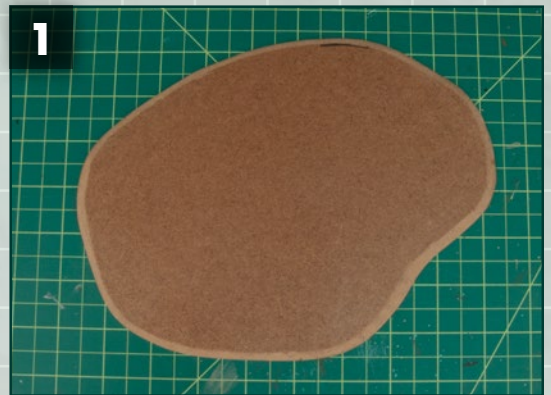
2) **Water:** Basecoat the water with Exile Blue and blend Tamar Black into the center. Alternatively, you could go for a frozen water effect, in which case, basecoat with Frostbite and blend towards Morrow White in the center.

3) **Snow and Gravel:** Basecoat the gravel with Greatcoat Grey and then drybrush with Menoth White Highlight. The snow is a premix of white glue, Woodland Scenics® Snow, and water applied to the deepest recesses. Snow effects have the greatest impact when used subtly; don't go overboard.

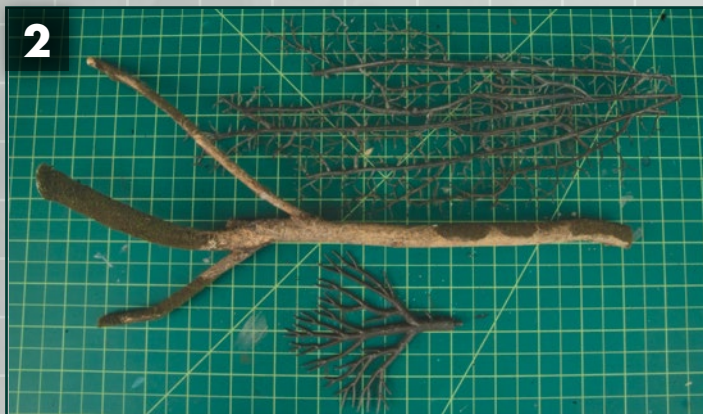


# FETID BOG

The fetid bog is inhospitable swamp terrain filled with rotting vegetation and dotted with ancient gatorman idols.



1) The bog begins the same way as the mountain pool. Cut an oblong shape of HDF board and bevel the edges.



2) Scavenge an assortment of twigs, branches, and vines. I used a real stick, a tree armature, and some aquarium vines.



3) Trim the vegetation down to a useable size. A large branch bisecting the bog adds visual interest and could be counted as a linear obstacle in the game.



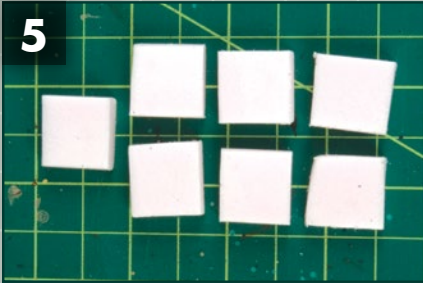
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4) Use a Formula P3 Hobby Blade to cut a long, thin strip of insulation foam measuring approximately three quarters of the distance across the bog. The strip should be about a quarter of an inch thick and three quarters of an inch wide.

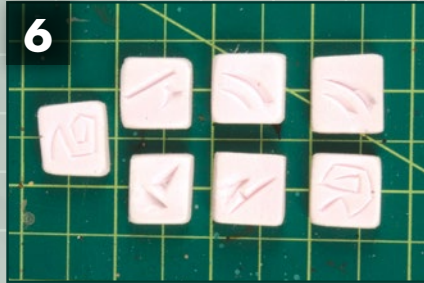
5) Cut the strip into three-quarter-inch squares.

6) Using the Blindwater Congregation illustrations in *Forces of HORDES: Minions* for reference, use a hobby knife to carve Gatorman runes into the blocks.

7) Use a hobby knife to heavily weather the top edges of the blocks. Don't be afraid to remove some of the details on the runes. The bottom edges should be left mostly intact because the blocks will give the impression of half-sunken cubes once attached.



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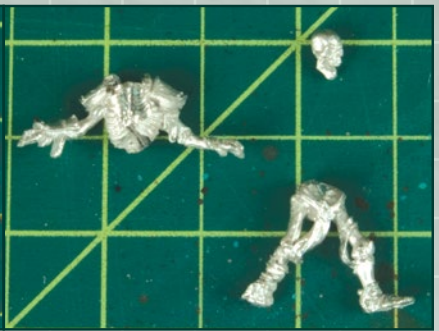


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8) Clean and prepare the Risen Trencher and Risen Zealot for use. Then, using Formula P3 Clippers, remove the legs and head from the Risen Trencher. Also remove the torso and arms from the Zealot Risen. The goal is to create a skeleton that looks as if it were lying on the ground naturally. This may take some bending and prying, as well as a little extra clipping.



8



9) Use paper clay to create banks and undulations in the bog. The purpose here is to make banks for the EnviroTex® to pool. The outer rim should be the highest line. It is important to consider how models will interact with the bog during play, so keep the overall height low, but also consider which details will be covered by water effects. Use liberal amounts of water to keep the clay from setting.

10) Arrange the previously crafted debris along the piece and press them down into the clay. To get a natural placement for the debris, imagine everything was dropped from the sky and has subsequently drifted around. For the carved blocks, imagine they were stacked on top of each other and then toppled. Everything should look like it's sinking into the bog, so use a clay shaper to build up the clay around the debris. Allow the clay to cure overnight.

The paper clay will shrink slightly overnight. Sand the flat surfaces smooth and touch up the seams around the sunken objects with more paper clay.

11) Sparingly use white glue to apply play sand around the crevices in the sunken debris and the edges of the piece. The primary texture will be moss applied after the painting is complete. Give the foam areas a coat of white glue to protect them from corrosion when you prime the piece.



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## FETID BOG PAINTING AND FINAL TOUCHES

The Bog is undercoated with Formula P3 Black Primer.



1) Basecoat the raised ground areas with Thornwood Green, the branches with Umbral Umber, the stones with Bastion Grey, the vines with Ordic Olive, the water with Coal Black, and the skeleton with Thrall Flesh. Heavily stipple the raised ground with Traitor Green. A bog is dirty, murky terrain, so it's good if there's little contrast and the colors all sort of bleed into each other.



2) Blend Thamar Black mixed with Armor Wash into the deepest parts of the water. Wash the stone, skeleton, and gravel with the same mixture. Wash the ground with Battlefield Brown mixed with Brown Ink and lots of water. Heavily drybrush the wood with Bloodtracker Brown.

### COLORS USED

	Armor Wash
	Bastion Grey
	Battlefield Brown
	Beast Hide
	Bloodtracker Brown
	Brown Ink
	Coal Black
	Cygnus Yellow
	Exile Blue
	Ordic Olive
	Thornwood Green
	Thamar Black
	Thrall Flesh
	Traitor Green
	Umbral Umber



3) Drybrush the stone with Menoth White Highlight and the wood and skeleton with 'Jack Bone. Wash the gravel with a mixture of Ordic Olive, Exile Blue, and lots of water, and then drybrush it with a mixture of Beast Hide and 'Jack Bone. Highlight the vines with a mixture of Ordic Olive and Cygnus Yellow.

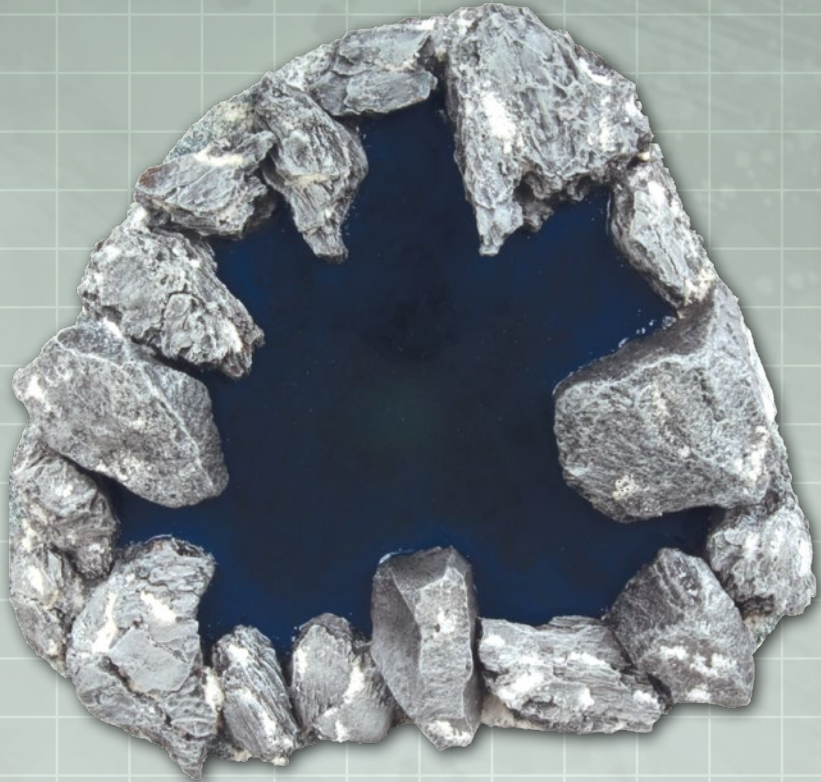


4) Coat sections of the ground and branches with wood glue and sprinkle Woodland Scenics® Mixed Turf from a distance of about six inches. Sprinkling small amounts at a time will cause the turf to have a more natural edge than if you were to simply cover the glue with turf. Keep in mind this step also acts as highlighting for the ground. After applying the water effects, apply fine turf around the edges of the EnviroTex® to represent floating scum.

## WATER EFFECTS

EnviroTex Lite® is the most realistic water effect available for miniatures.

- 1) Read the EnviroTex Lite® label and put on protective eyewear and gloves.
- 2) Following the instructions on the label carefully, mix equal parts resin and hardener. Stir the mixture very thoroughly with a flat edged, flat bottomed mixing tool, being sure to scrape the edges and bottom. It is important to not churn the EnviroTex® and to mix slowly in order to prevent bubbles from forming.
- 3) For added effect, mix a small amount of paint or ink into to EnviroTex®. For the fetid bog, add a few dabs of Thornwood Green.
- 4) Sacrificing an old paintbrush, apply the EnviroTex® to the areas you wish the water effect to reach. This creates a barrier of surface tension that will guide the EnviroTex®.
- 5) Very slowly, pouring small amounts at a time and allowing each dose to fully settle before pouring another, fill the area up to a minimum depth of a couple millimeters.
- 6) After about fifteen minutes, gently hit the surface with a heat gun to dissipate the bubbles. Use short, controlled blasts so as not to ruin the paint job. Let the piece cure on a level surface in a dust-free environment. Covering the piece with a cardboard box will ensure a clean finish.



## CONCLUSION

These pieces have been an absolute joy to work on. They come together quickly and will make an excellent addition to your WARMACHINE and HORDES terrain. It is always important to remember building terrain is an organic process—just as no battle plans survive contact with the enemy, no piece of terrain comes together precisely as the concept in your head. Be ready to implement new ideas as they come to you and don't be afraid of experimentation.

# WAR-TORN ALLIANCES

# OLGUNHOLT



Rules by David "DC" Carl & Jen Ikuta

The second season of War-Torn Alliances takes place near the small village of Olgunholt, a bastion of civilization carved out of the wilds that has stood since the days of the Orgoth. The tide of darkness threatens to engulf this enclave inhabited by believers of the One True Faith. Will you stand beside Olgunholt's protectors or join the ranks of those who seek to extinguish the flame? Rally your forces and bring Wrath down upon your foes. Call upon your allies for a Walk in the Woods. Be the aggressor and drive your opponent from the battlefield in Onslaught!

War-Torn Alliances: Olgunholt showcases some interesting faction pairings. What would possess the Tharn to ally with Cryx? Why would the Retribution of Scyrax come to the aid of the Protectorate of Menoth? Find out in Ancient Enmity by Will Shick.

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

## 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.



BLOODRUNNER  
INFILTRATORS

### DAHKEY FALCHIN OF OLGHINHOLT

DAHKEY

**CIRCULAR VISION** – This model's front arc extends to 360°. **BLEAVE** – When this model 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. This model can gain only one additional attack from Cleave each activation. **PARRY** – This model cannot be targeted by fire strikes. **STONE-AND-MORTAR STANCE** – During its activation, this model can forfeit its movement or action to gain +5 ARM. The affected model cannot be knocked down. Stone-and-Mortar Stance lasts for one round.

Illustration: Matthew Briggs, Sculpted: Alexander & Wendy Allan art: UK of Privateer Press, Inc.

SPD	STR	MAT	RAT	DEF	ARM	CHD
6	7	8	4	13	16	9

POW	P+S	VIGIL
7	14	



### CASPIAN BLADE KNIGHT COMMAND

**ATTACHMENT [SWORD KNIGHTS]** – This attachment can be added to a Sword Knight's unit.

**OFFICER**

**DEFENSIVE LINE** – While this model is B2B with one or more models in its unit, it gains +2 ARM.

**DRIVE: PRONTO** – This model can attempt to Drive each warjack under its control in its command range. To Drive a warjack, this model must make a command check at any time during its activation. If the check succeeds, the warjack immediately makes a full advance. If the check fails, the warjack does not benefit from Jack Marshal this turn.

**FLANK FACTION WARPAKCI** – 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.

**GRANTOP: CLEAVE** – While this model is in play, models in its unit 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 per activation.) **PENETRATING STRIKE** – After hitting a warjack or warbeast with this model's melee attacks, you can choose to have it suffer 1 damage point instead of a normal damage roll.

**TACTICS: OVERTAKE** – Models in this unit gain Overtake. (When a model with Overtake destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1")

**STANDARD BEARER** – While this model is B2B with one or more models in its unit, it gains +2 ARM.

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SPD	STR	MAT	RAT	DEF	ARM	CHD
6	6	6	4	13	14	9

POW	P+S
4	10



### BLOODBANE WRAITH

**BLOODBANE WRAITH**

**BRIGHT SPRIND (F ACTION)** – Remove all fury points from this model. Enemy models within "1" of this model for each fury point removed suffer a POW 8 damage roll. Add an additional die to the damage roll for each focus or fury point on the enemy model.

**MALEVOLENCE** – When a living enemy model ends its activation within this model's command range and this model has fewer than 3 fury points, this model gains 1 fury point.

**MECHANO-BLADES** – Gain an additional damage die against a living model.

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SPD	STR	MAT	RAT	DEF	ARM	CHD
7	4	6	0	14	12	3

POW	P+S
5	7



### 4TH RESULT LEGION UHLANS

**LEADER & GRUNTS**

**COMBAT RIDER** – During a combat action it did not make a charge attack, this model can make one melee attack with its Mount. **RELENTLESS CHARGE** – This model gains Pathfinder during activations it charges. **CONCUSSION LANCE** – This weapon can be used only to make charge attacks. When this model charges, this weapon gains Ready until the charge is resolved.

**WARHEAD** – Causes a 4" AOE on a model directly hit by this attack. Models in the AOE are hit and suffer a POW 10 D6s damage roll. This damage is not considered to have been caused by a melee attack. On a critical hit, models in the AOE are knocked down. This model is not affected by Warhead.

**SHORT SPEAR** – This model cannot make an initial attack with this weapon during an activation; it charged at least 3". **CRITICAL KNOCKDOWN** – On a critical hit, the model hit is knocked down.

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MODEL A'S DAMAGE	MODEL B'S DAMAGE	MODEL C'S DAMAGE	MODEL D'S DAMAGE	MODEL E'S DAMAGE
12	10	10	10	10

SPD	STR	MAT	RAT	DEF	ARM	CHD
8	6	4	4	12	18	9

POW	P+S
10	16





### MADELYN CORBEAU, ORKIDIC COURTESAN

**MERCENARY** – This model will work for Cygnar, Crux, Khador, the Protectorate, the Retribution, Talion, and Scarstone.

**MADLYN**

**FIELD ADVISOR** – When a friendly Jack marshal begins its activation in this model's command range, each marshaled warjack in the Jack marshal's command range gains 1 focus point.

**INTRIGUE** – If one or more enemy models are in this model's command range during your Maintenance Phase, one friendly warrior model in this model's command range can advance up to 3".

**SUCKER** – If this model is directly hit by an enemy ranged attack, choose a friendly non-incorporeal warrior model within 2" of it to be directly hit instead. That model is automatically hit and suffers all damage and effects.

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SPD	STR	MAT	BAT	DEF	ARM	CMD
7	6	4	4	4	14	12
9						

MADELYN CORBEAU, ORKIDIC COURTESAN  
MERCENARY CHARACTER SOLO

FA 3  
PC 2  
DAMAGE

### ISSYEN'S CHARGERS

**LEADER & GRUNTS**

**LINE BREAKER** – This model gains an additional die on impact attack rolls.

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

**FAN BLADE**

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

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SPD	STR	MAT	BAT	DEF	ARM	CMD
8	6	7	6	13	17	9
9						

ISSYEN'S CHARGERS  
RETRIBUTION DAWNGUARD DESTOIN'S CAVALRY UNIT

LEADER & GRUNTS

FA 1  
PC 11  
DAMAGE

MODEL A'S DAMAGE	MODEL B'S DAMAGE	MODEL C'S DAMAGE	MODEL D'S DAMAGE	MODEL E'S DAMAGE
10	7	13	7	10

POW 10  
MOUNT

FANE BLADE  
POW 7

### HIGH PRIESTESS CASIDHE

**CASIDHE**

**HEART ENEMY** – This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse tokens at a time. It can spend corpse tokens during its activation to boost an attack or damage roll or to make an additional melee attack at one token per boost or additional attack.

**PREY** – After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10" of its prey, it gains +2" movement that activation. When the prey is destroyed or removed from play, choose another model/unit to be the prey.

**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.

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

**THROWN JAVELIN**

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

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SPD	STR	MAT	BAT	DEF	ARM	CMD
7	7	8	7	15	12	9
9						

HIGH PRIESTESS CASIDHE  
CIRCLE NUALA THE HUNTRESS CHARACTER SOLO

CASIDHE

FA 3  
PC 3  
DAMAGE

POW 10  
P-S 3

FIGHTING CLAW

THROWN JAVELIN  
RNG RGF AOE POW 7 1 - 3

### PLAINS RIDERS

**PLAINS RIDERS**

**STAMPED ORDER** – Affected models can make trample power attacks and must run, charge, or make a trample power attack this activation. A trampled model suffers a damage roll with POW equal to the current POW of this model's Mount. After a model in this unit resolves a trample power attack, that model can make one normal melee attack.

**CAVALRY AXE**

**BRUTAL CHARGE** – This model gains +2 to charge attack damage rolls with this weapon.

**MOUNT**

**CRITICAL KNOCKDOWN** – On a critical hit, the model hit is knocked down.

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SPD	STR	MAT	BAT	DEF	ARM	CMD
7	7	7	4	12	17	9
9						

PLAINS RIDERS  
TROLLBLOOD TROLLKIN LONG RIDER CAVALRY UNIT

LEADER & GRUNTS

FA 1  
PC 11  
DAMAGE

MODEL A'S DAMAGE	MODEL B'S DAMAGE	MODEL C'S DAMAGE	MODEL D'S DAMAGE	MODEL E'S DAMAGE
14	5	12	5	14

POW 14  
MOUNT

CAVALRY AXE  
POW 5

**WAR TORN ALLIANCES: CYGNAR**

- LANCER: AUGMENTED BOILER**  
Lancer light warjacks' War Sprays gain Brutal Charge. (A model gains +2 to Charge attack damage rolls when attacking with a weapon with Brutal Charge.)
- DEFENDER: STORM CAPACITOR**  
Defender heavy warjacks beginning their activations within 3" of a friendly faction model with Immunity: Electricity gain +2 STR until the end of their activations.
- HAMMERSMITH: VULNERABILITY REACTOR**  
Hammersmith heavy warjacks gain Opportunist. (Models with Opportunist can charge damaged living models without spending focus or being forced.)

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**BLOODRUNNER INFILTRATORS**  
SKORNE PAINGIVER BLOODRUNNERS UNIT

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

**ASSASSIN'S BLADE**

POW	P+S
5	8

FA 2  
PC Leader and 5 Grunts

**BLOODRUNNER INFILTRATORS**

**LEADER & GRUNTS** — You can choose not to deploy this unit at the start of the game. If it is not deployed normally, you can put it 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 in this unit in formation within 3" of the chosen table edge.

**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.

**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.

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**BLIGHTBLOOD INCUBUS**  
LEGION INCUBUS SOLO

INCUBUS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	8	7	3	12	15	6

**PARALYTIC CLAW**

POW	P+S
2	10

FA 2  
PC 5 Incubi

**BLIGHTBLOOD INCUBUS**

**HOST** — Incubi models do not begin the game in play. When a friendly living non-incubus, non-warlock, small-based faction warrior model is destroyed, you can mark its center point and remove that model from play. You can only mark up to one point for each incubus you have that has not been put into play or removed from play. During your next Maintenance Phase, put one Incubus model into play within 2" of each point marked. If there is not room to place an Incubus model, remove the marker from the table and remove from play one Incubi that has not been put into play. This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

**SOULLESS** — This model does not generate a soul token when it is destroyed.

**PARALYTIC CLAW**

**CHAIN ATTACK/WIDE LOOK** — If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against that model. If the additional attack hits, it does not deal damage. Instead, the model hit suffers -2 DEF and for one round cannot advance while in this model's melee range.

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**FARROW HIGHWAYMEN**  
MINION UNIT

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

**PIG IRON**

RNG	ROF	AOE	POW
10	1	—	12

**CLUB**

POW	P+S
4	10

FA 2  
PC Leader and 9 Grunts

**FARROW HIGHWAYMEN**

**MINGON** — These models will work for Blindwater Congregation, Circle, Legion, Skorne, and Trollbloods.

**LEADER & GRUNTS**

**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.

**HOG WILD** — Models in this unit can make one ranged attack before this unit makes its normal movement. After their normal movement, models in this unit that make combat actions can only make melee attacks this activation.

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WAR TORN ALLIANCES: RETRIBUTION OF SCYRAH

- ASPIE: REACTIVE DYNAMO**  
Aspie light myrmidons gain Resilience. (Once per turn when a model with Resilience suffers damage, it heals 1 damage point.)
- HYDRA: UNSTOPPABLE FORCE CANNON**  
Hydra heavy myrmidons gain Implacable. (When a model with Implacable forfeits its movement to aim, it can immediately advance 2".)
- PHOENIX: HALO COMPENSATOR**  
Phoenix heavy myrmidons' Halo Cannons gain Reliable. (Once per turn after making a die roll for a weapon with Reliable, you can reroll one of the dice rolled.) TIP: This includes the deviation roll.



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WAR TORN ALLIANCES: CRYX

- DEFILER: OOZING CARAPACE**  
Defiler heljacks gain Vitriol. (If a model with Vitriol is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Corrosion continuous effect unless the model with Vitriol was destroyed or removed from play by the attack.)
- CORRUPTOR: SLUDGE ACCELERATOR**  
Corruptor heljacks gain Quick Shot. (At the start of the activation of a model with Quick Shot, the model's ranged weapons can suffer -4 RING to gain +1 ROF.)
- HARROWER: SOULREAPER MODIFICATION**  
Harrower heljacks gain Circular Vision. (The front arc of models with Circular Vision extends to 360".)



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WAR TORN ALLIANCES: HARROD

- BERSERKER: VIAD'S VETERANS**  
Berserker heavy warjacks gain base MAT 6.
- KODIAK: IMPALEMENT SPIKES**  
Kodiak heavy warjacks gain Take Down. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by a model with Take Down are removed from play.)
- MARAUDER: ORGOOTH RELIC RETROFIT**  
Marauder heavy warjacks do not suffer the effects of crippled systems. TIP: They are still disabled when all of their damage boxes are marked.



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WAR TORN ALLIANCES: PROTECTORATE OF MENOOTH

- REPENTER: FLAMEWAVE FORMATION**  
Repenter light warjacks can reroll missed Flame Thrower attack rolls during their activations if B2B with one or more friendly Repenter light warjacks. Each attack roll can be rerolled only once as a result of Flamewave Formation.
- CRUSADER: BURNT OFFERING**  
Crusader heavy warjacks gain Take Down. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by a model with Take Down are removed from play.)
- RECKONER: MENOOTH'S GRACE**  
Reckoner heavy 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.)



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**WAR TORN ALLIANCES: LEGION OF EVERBRIGHT**

- SHREDDER: BLOODED PREY**  
Shredder lesser warbeasts gain Opportunist. (Models with Opportunist can charge damaged living models without spending focus or being forced.)
- TERAPH: COUNTERBLASTER**  
Teraph light warbeasts gain base CMD 9.
- RAVAGORE: FIREWORKS**  
Ravagore heavy warbeasts' Blight Blasts 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.

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**WAR TORN ALLIANCES: GIGGLE ORBOROS**

- GORAX: CORNERED ANIMAL**  
Gorax light warbeasts do not suffer the effects of crippled aspects. **TIP:** They are still disabled when all of their damage boxes are marked.
- SHADOWHORN SATYR: SUPERIOR BREEDING**  
Shadowhorn Satyr heavy 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.)
- WOLDWARDEN: RUNES OF FATE**  
Woldwarden heavy warbeasts' Rune Fists 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 Chain Attack. Smiter roll.

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**WAR TORN ALLIANCES: TROLLBOOBS**

- PYRE TROLL: EXTRA-FLAMEY CLAWS**  
Pyre Troll light warbeasts' Claws gain Flame Burst. (When a model boxes an enemy model with a weapon with Flame Burst, enemy models within 1' of the boxed model suffer the Fire continuous effect.)
- TROLL BOUNCER: EXTENDED CHAIN**  
Troll Bouncer light warbeasts' Ball & Chain weapons gain Chain Strike. (Weapons with Chain Strike have a 4' melee range during their models' activations.)
- EARTHBOREN DIRE TROLL: RAPID SHIFTING**  
Earthborn Dire Troll heavy warbeasts gain Resilience. (Once per turn when a model with Resilience suffers damage, it heals 1 damage point.)

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**WAR TORN ALLIANCES: MERCENARIES**

- VANGUARD: CHARGE PISTONS**  
Vanguard light warjacks' Guisarmes gain Brutal Charge. (A model gains +2 to charge attack damage rolls when attacking with a weapon with Brutal Charge.)
- GHORDSON DRILLER: SERICSTEEL DRILL**  
Ghordson Driller heavy warjacks' Drills gain Reliable. (Once per turn after making a dice roll for a weapon with Reliable, you can reroll one of the dice rolled.)
- MULE: SKULLCRUSHER**  
Mule heavy warjacks gain Take Down. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by a model with Take Down are removed from play.)

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
## WAR TORN ALLIANCES: MINIONS

- GUN BOAR: GUN LINE**  
Gun Boar light warbeasts gain Implacable. (When a model with Implacable forfeits its movement to aim, it can immediately advance 2.")
- BLACKHIDE WRASTLER: NEVER SAY DIE**  
Blackhide Wrastler heavy warbeasts do not suffer the effects of crippled aspects. TIP: They are still disabled when all of their damage boxes are marked.
- SWAMP HORROR: CROAK-BRED TERROR**  
Swamp Horror heavy warbeasts gain Vitriol. (If a model with Vitriol is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Corrosion continuous effect  unless the model with Vitriol was destroyed or removed from play by the attack.)

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## WAR TORN ALLIANCES: SHORDE

- CYCLOPS SHAMAN: SHAMAN ELDER**  
Cyclops Shaman light warbeasts gain base CMD 9.
- RHINODON: SAVAGE BEATINGS**  
Rhinodon heavy warbeasts gain Drop & Stomp. (After performing a Head-but power attack, models with Drop & Stomp can make a normal melee attack with each weapon with Open Fist  without spending focus or being forced.)
- TITAN GLADIATOR: OVEREATER**  
Titan Gladiator heavy warbeasts gain Steady. (Models with Steady cannot be knocked down.)

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# TAKE FLIGHT CHALLENGE

With the release of the Skorne Archidon this past February and the Cygnar Minuteman this coming April, it seems that WARMACHINE and HORDES models are taking to the air like never before—and that's what this challenge is all about. We want to see your models take flight! How you represent that flight is up to you. You could craft a specialized base, add wings to a heretofore flightless warbeast (or rocket boosters to a flightless warjack), or even hang your model from wires. Feel free to interpret the challenge in the way that inspires you most.

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 05/01/12**

See the winner of the All Your Base challenge  
from *No Quarter* #39 on page 94!



# 2012 PRIVATEER PRESS FORMULA P3 GRANDMASTER PAINTING COMPETITION

Show up at Gen Con Indy, fill out an entry form at the Privateer Press booth, and drop off your entries on Thursday starting at 10:00 a.m., anytime Friday or Saturday from 10:00 to 11:00 a.m. All entries must be received by Saturday, August 18, 2012 by 11:00 a.m.

## THE CATEGORIES & PRIZES

### WARJACK/WARBEAST

A single light or heavy warjack or warbeast. **1st Place Prize: \$500 US**

### WARRIOR MODEL

A single trooper, solo, warlock, or warcaster. **1st Place Prize: \$500 US**

### BATTLEGROUP

A warcaster/journeyman and 2-5 warjacks or a warlock/lesser warlock and 2-5 warbeasts. Solos attached to the warcaster/warlock are permitted. **1st Place Prize: \$500 US**

### UNIT

A unit of at least the minimum number of models allowed and no more than the maximum number of models allowed. Unit Attachments and Weapon Attachments may be included.

**1st Place Prize: \$500 US**

### DIORAMA

A scene from the Iron Kingdoms, made up of components that do not exceed 12" wide x 12" tall x 12" deep. **1st Place Prize: \$500 US**

### MASSIVE MODEL

A battle engine or colossal. **1st Place Prize: \$500 US**

## GRANDMASTER

Selected from the winners of the above categories.

**Grand Prize: \$2,000 US**

The Grandmaster will win **\$2,500 US**: \$2,000 US for the Grand Prize and \$500 for the category that qualifies him or her.

## AWARDS:

Each entry in the competition will be judged based on its own merit irrespective of the other entries and categories. Judges may award a gold, silver, or bronze medal based solely on the quality of the entry. For example, in a category with 30 entries, there might be 4 gold, 5 silver, 13 bronze, and 8 entries with no award.

We feel this system enables participants to judge the progress of their work from year to year without regard to what other competitors may enter. This also ensures each entry is recognized for the individual effort of the contestant despite his or her entry 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 five categories.

## 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. Resin bases and hobby miniature terrain accessories, including but not limited to brass etched parts, resin columns, grass tufts, flock, and pre-made trees made by third party companies who do market and/or promote table top miniature games are allowed. Entries containing terrain/accessories from other miniature gaming companies will result in a disqualification.
- All entries must be modeled and painted by the person entering. The person entering must personally hand in the entry at the specified time. Entries must also 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. The form must be filled out correctly and clearly. Competitors will be issued a numbered ticket when they hand in their miniatures. In order to collect their entry at the end of the show, competitors must present this ticket and a valid ID in person.
- Competitors can enter each category only once. However, competitors can enter as many of the categories as they choose.
- All entries must be presented on the appropriate size base for which the model was designed, but 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 will not be 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 entries 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. Winnings will be paid in US Dollars with a US check.
- The judges' decisions are final in all cases.



# PLAYER GALLERY

## ALL YOUR BASE CHALLENGE

The Painting Challenge in *No Quarter* #39 asked you to turn that boring disc of turf and sand beneath your model's feet into something truly inspiring. We wanted to see bases that really brought their models to life, and once again you guys delivered. We were inundated with photos of fantastic bases of all shapes and sizes, and here are the awesome results!

### WINNER: ANDY KAISER

Andy Kaiser's Arcantrik Force Generator and its crew have been through the wringer. Gone is the shiny white, fresh-from-the-factory look, and in its place is a grubby, battle-scarred machine of war!



Check out page 92 for the next **Modeling & Painting Challenge**

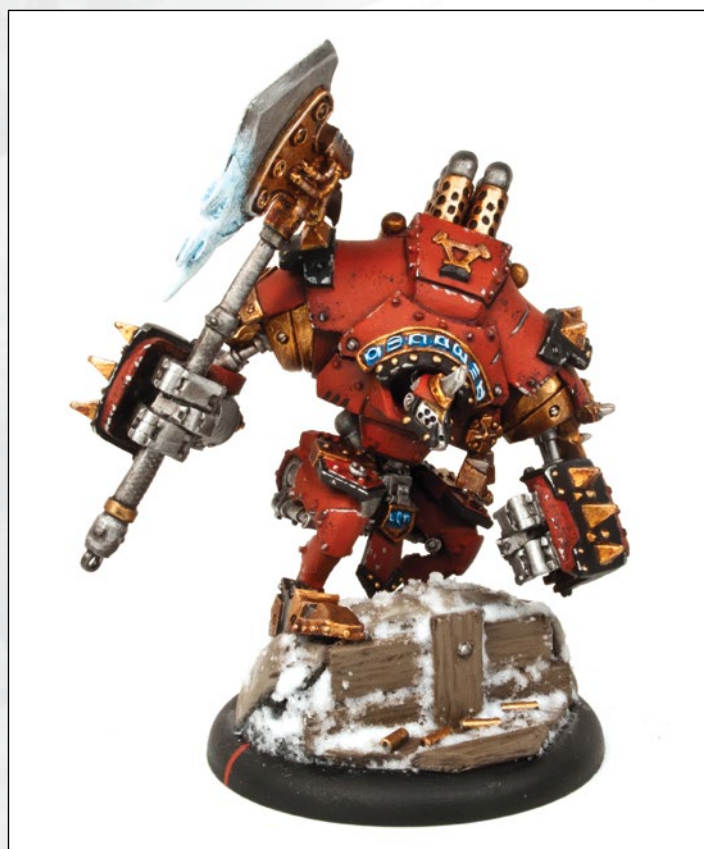


## RUNNER-UP: CHAD ERWAY

Chad's Trollkin Runeshaper is doing what Runeshapers do best: piling up a big chunk of stone to hurl at an opponent. We hope this Runeshaper climbs down off his pedestal before he throws that Rock Hammer, though.



## HONORABLE MENTIONS



"JUGGERNAUT" BY ERIC FESTA

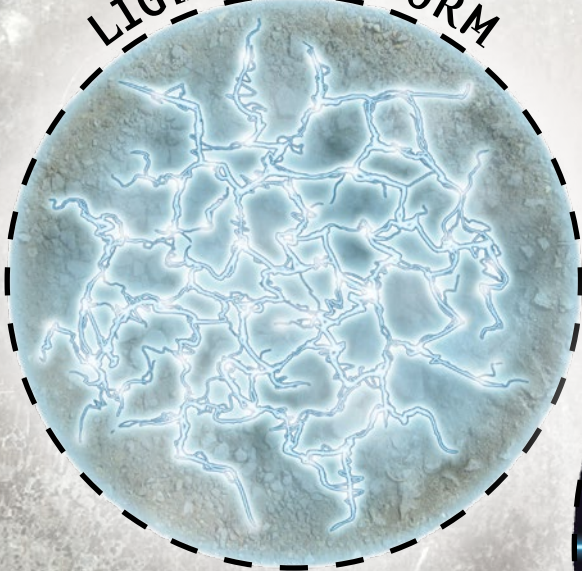


"BALDUR'S BADASS BASE" BY JAMES RATTRAY

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