

Privateer Press



# NO QUARTER

ISSUE N° 42  
May 2012

MAGAZINE™



## COLLOSSALS

### HEAVY METAL MAYHEM!

CRYX AND KHADOR SQUARE OFF IN A  
COLOSSAL-FUELED BATTLE REPORT

### IK RPG REVEALED

AN EPIC-SIZED PREVIEW OF THE NEW  
IRON KINGDOMS ROLEPLAYING GAME





# NO QUARTER™

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No Quarter #42 Special Edition Cover Available at Lock & Load GameFest 2012!

## ONE-MAN ASSEMBLY LINE

Hobby assistant Leo Carson is truly a one-man assembly line. When copious amounts of terrain, painted models, and other hobby bits are needed for a convention, a new diorama, or even an epic battle report, Leo springs into action. The sheer amount of material he produces in a given week is staggering, and as you can see here, it is not uncommon to see Leo hunched over a growing horde of terrain and models, brush in hand, busily painting away. Sheesh! I can't even get an entire battlegroup painted!



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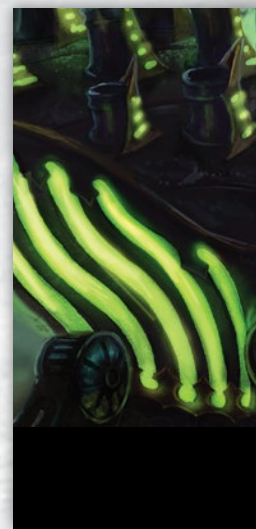
WARMACHINE: *Colossals* by Andrea Uderzo



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# COMING ATTRACTIONS

To say it's been busy around Privateer Press HQ these past months is a bit of an understatement. We've had our collective noses to the grindstone working on what are—in my humble opinion—some of Privateer Press' coolest releases to date. Very soon you'll be reaping the benefits of our hard work in the form of shiny new games and miniatures. However, we're all about getting the jump on things here at *No Quarter Magazine*, and this issue offers up tasty previews on four exciting upcoming Privateer Press releases.

First, we turn the lights up and give you a chilling glimpse into the terrifying world of LEVEL 7 [ESCAPE]. Next, we demonstrate colossal-on-colossal mayhem in the battle report and reveal some of the special rules that make these mammoth machines so devastating on the battlefield. Then it's off to a guided tour of the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*, where we pull out all the stops and give you some real nitty-gritty details on the new face of Full Metal Fantasy. And last, but certainly not least, Concept Carnage reveals the Trollblood gargantuan, the Mountain King, in all its glorious enormity.

As if all those awesome previews weren't enough, *No Quarter* #42 also features a super-sized edition of the Gavyn Kyle Files on Karchev the Terrible and a fascinating treatise on Iosan technology in *Guts & Gears*. Of course, this issue also comes complete with the standard array of new releases; modeling, painting, and strategy articles; plus Privateer Press tournament and event news.

So turn the page and learn a bit more about the next "must-have" Privateer Press game coming your way in 2012!

Aeryn Rudel  
Editor-in-Chief



Battle Report: Colossal Clash

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# NEWS FROM THE FRONT

## SMOGCON 2012

By Jon Webb

February 24th saw the start of three days of gaming, painting, and hobbing, as the UK held its first all-WARMACHINE and HORDES convention, SmogCon, at Firestorm Games in Cardiff. Competitive events ran through the weekend with ten qualifier rounds, including Steamroller, Hardcore, and tier tourneys, as well as the UK's first Midnight Madness event. After three days of intense battle, Aaron Boyan won the SmogCon championship with his Retribution of Scyrath army. Martyn Jenkins placed second with Circle Orboros, and Brett Wilkie rounded out the top three with Legion of Everblight.

On the painting front, the convention held a series of speed-painting rounds, culminating in a Sunday final that was won by Pete Buxton. Over the weekend, a ship's crew of Sea Dogs was painted in all manner of paint schemes.

Alongside the speed painting, a master painter competition allowed top painters to challenge themselves in four categories. Best in show was awarded to Russ Charles' superb Captain Gunnbjorn, which also took best in the single figure category. Other winners included Nick Roberts, Matt Hart, Conrad Gonsalves, and Chris Cawthorn.

Rounding out the painting element of the convention, there were several award-winning painters on hand to give painting advice. Painters could pick up tips on blending, battle damage, and even get some sculpting advice.

Casual players and those not wanting to compete in the tournaments could play pick-up games in the SmogPit. Twelve open-play tables gave everyone a chance to grab a game and win some glory for their factions. Sam Sedgi proved he was the master of the SmogPit, playing 18 games over the course of the weekend.

An Iron Kingdom's quiz rounded out the weekend, with quiz-master Chris Cawthorn befuddling participants with questions dug from the deepest depths of western Immoren lore.

SmogCon also held a raffle to raise money for Macmillan cancer charity, in honor of Matt Cole and his wife and newborn son. The convention raised £374 and gave away signed WARMACHINE and HORDES books, models, and the much-coveted pink Privateer Press bandanas. A massive thank you to Privateer Press, Cerberus, everyone else who donated prizes to the charity drive, and to all our players who supported the fund raising.

With year one proving such a success, SmogCon 2013 is already in the planning stages. Keep an eye on the Privateer Press forums for details on next year's event, as well as more photos from the weekend.



# NEW RELEASES

**SKORNE PLASTIC  
BATTLGROUP STARTER**  
GAME: HORDES / SKORNE  
SCULPTORS: SEAN BULLOUGH,  
GREGORY CLAVILIER,  
BRIAN DUGAS, & EDGAR RAMOS  
RELEASE: MAY  
PIP 74056 • \$49.99



**CANNONEER/GLADIATOR/SENTRY  
HEAVY WARBEAST PLASTIC KIT**  
GAME: HORDES / SKORNE  
SCULPTORS: SEAN BULLOUGH &  
GREGORY CLAVILIER  
RELEASE: MAY  
PIP 74057 • \$34.99

# NEW RELEASES

**TROLLBLOOD PLASTIC  
BATTLEGROUP STARTER**  
GAME: HORDES/TROLLBLOODS  
SCULPTORS: BENOIT COSSE &  
BRIAN DUGAS  
RELEASE: MAY  
PIP 71057 • \$49.99



**SIEGE ANIMANTARAX  
BATTLE ENGINE**  
GAME: HORDES/SKORNE  
SCULPTORS: SEAN BULLOUGH,  
BENOIT COSSE, & BOB RIDOLFI  
RELEASE: MAY  
PIP 74064 • \$94.99







**DESECRATOR/HARROWER/LEVIATHAN  
HEAVY WARJACK PLASTIC KIT**  
 GAME: WARMACHINE/CRYX  
 SCULPTORS: BEN MISENAR  
 RELEASE: MAY  
 PIP 34077 • \$34.99



**CIRCLE ORBOROS PLASTIC  
BATTLEGROUP STARTER**  
 GAME: HORDES/CIRCLE ORBOROS  
 SCULPTORS: BENOIT COSSE, BRIAN DUGAS, &  
 STEVE SAUNDERS  
 RELEASE: MAY  
 PIP 72056 • \$49.99

**WARMACHINE MODELS  
NOW AVAILABLE IN FULL-SIZE UNITS**



**HORGENHOLD  
FORGE GUARD UNIT**  
 GAME: WARMACHINE/  
 MERCENARIES  
 RELEASE: MAY  
 PIP 41101 • \$64.99

# NEW RELEASES



**LEGION OF EVERBLIGHT**  
**PLASTIC BATTLEGROUP STARTER**  
GAME: HORDES/LEGION OF EVERBLIGHT  
SCULPTORS: FELIX PANIAGUA, JOSE ROIG, &  
STEVE SAUNDERS  
RELEASE: MAY  
PIP 73056 • \$49.99



**CYCLOPS RAIDER**  
GAME: HORDES/SKORNE  
SCULPTORS: SEAN BULLOUGH,  
BRIAN DUGAS & EDGAR RAMOS  
RELEASE: MAY  
PIP 74060 • \$18.99



**ROAD HOG**  
GAME: HORDES/MINIONS  
SCULPTOR: JASON HENDRICKS  
RELEASE: JUNE  
PIP 75034 • \$47.99



**INFERNAL CONTRAPTION:**  
**SECOND EDITION**  
GAME: BODGERS  
RELEASE: JUNE  
PIP 60005 • \$21.99

**STORMWALL COLOSSAL**

GAME: WARMACHINE/CYGNAR

SCULPTORS: BEN MISENAR &

JEFF WILHELM

RELEASE: JUNE

PIP 31050 • \$134.99



**CAPTAIN FARILOR & STANDARD**

GAME: HORDES/LEGION OF EVERBLIGHT

SCULPTOR: PATRICK KEITH

RELEASE: JUNE

PIP 73063 • \$22.99



**ARTIFICER GENERAL NEMO EPIC WARCASTER &**

**STORM CHASER ADEPT CAITLIN FINCH SOLO**

GAME: WARMACHINE/CYGNAR

SCULPTORS: BRIAN DUGAS & JULIE GUTHRIE

RELEASE: JUNE

PIP 31093 • \$21.99

TOP SECRET

December 23rd, 1954

MEMORANDUM OF CONFERENCE WITH THE PRESIDENT

December 22nd, 1954 9:15 A.M.

Others Present: Vice President Nixon  
Dr. Bush  
Admiral Hillenkoetter  
General Twining  
General Taylor  
General Monatgue  
Secretary Wilson  
Dr. Hunsaker  
Secretary Gray  
Dr. Menzel  
Dr. Bronk  
Dr. Berkner  
General Cook  
Dr. ██████████

After the ██████████ Committee briefed the President on the proposed Project ██████████, General Cook introduced the President to one of the ██████████ scientists called Dr. ██████████. The President expressed his regrets for keeping Dr. ██████████ and ██████████ confined at the Groom Lake facility for the past ██████████. He explained it was a necessary precaution; the United States government needed to fully understand the intentions of the ██████████ to ensure the safety of the American people.

General Cook, the commanding officer at the Groom Lake facility, said that Dr. ██████████ had cooperated with the twelve thus far and that he and the rest of the ██████████ had been forthcoming with certain beneficial technologies. These technologies could prove highly valuable to the future security and progress of the United States of America.

Dr. ██████████ thanked the President for the charity shown ██████████. He promised the ██████████ would continue to supply the U.S. government with technology if the President would provide political sanctuary and the funds and facilities necessary to continue his research on finding a cure for the plague afflicting ██████████.

Vice President Nixon advised Dr. ██████████ that arrangements could be made for a secret facility, and the ██████████ specimens Dr. ██████████ required for his research would be made available. However, Vice President Nixon also stated that in order for the U.S. government to spend the money and resources necessary to meet Dr. ██████████ needs, the ██████████ must make available weapons technology. Vice President Nixon stressed that such technology was vital to maintaining a decisive edge over the U.S.S.R. and the other communist states that threatened U.S. sovereignty.

TOP SECRET

TOP SECRET

- 2 -

Dr. [redacted] assured the President and Vice President Nixon that he and [redacted] would aid the U.S. government in developing new military equipment based on [redacted] technology in return for access to [redacted] samples for his research. However, he advised that his research could pose certain risks to the [redacted] specimens he required.

The President said he understood, and he went on to state that any risks inherent in Dr. [redacted] research were acceptable when compared to the potential devastation of a war with the U.S.S.R.

Dr. [redacted] stated that the proposed arrangement was agreeable and that he would begin providing [redacted] access to certain [redacted] technology and instruction in its use as soon as the U.S. government provided a dozen specimens as a show of good faith.

The President asked General Cook if he would handle Dr. [redacted] request. General Cook said that a team had already been assembled to [redacted] and that he could have the specimens required by Dr. [redacted] within the week. The President then asked Dr. Bush if the designs for the facilities to house the [redacted] were in process.

Dr. Bush stated that designs for multiple facilities, including one in the [redacted] desert, were underway. He advised the President that with the aid of Dr. [redacted] comfortable living conditions could be created for the [redacted] within these facilities.

Dr. [redacted] asked Dr. Bush if it were possible that the proposed facilities be constructed beneath the surface. Secretary Gray answered this question, stating that while possible, the cost of constructing a subterranean base of the type needed would be extraordinarily expensive in both resources and manpower.

General Twining agreed with Secretary Gray's assessment but also stated that the expense of a subterranean base might be offset by its security. Such a base would be nearly impossible to spot with even the most advanced aerial reconnaissance. In addition, it would be much easier to keep the facilities secret from [redacted], an issue of paramount importance.

The President assured Dr. [redacted] that a subterranean design would at least be considered. He then thanked the [redacted] scientist for his cooperation and expressed hope that their arrangement would prove beneficial to the [redacted] and the United States of America. Dr. [redacted] offered the President his hand and the President shook it. General Taylor then escorted Dr. [redacted] from the room.

After Dr. [redacted] left the meeting, there was some discussion of Project [redacted] and the funds required to make it a reality. The President concluded the conference by asking for a full financial report on Project [redacted] within the week.

*Charles E. Wilson*  
Charles E. Wilson  
Secretary of Defense, USA

TOP SECRET

LEVEL 7  
(ESCAPE)

# PRIVATEER PRESS EVENTS AT GEN CON 2012



Privateer Press' action-packed tournaments and Iron Arena open play return to Gen Con this year with new prizes, achievements, and formats. Iron Arena will feature themed days to offer players a chance to earn more skulls, which can be redeemed for prizes. Our tournament scene is again full to the brim with WARMACHINE and HORDES action and includes a new tournament style to challenge your skills.

## IRON ARENA

10:00 a.m. through the end of Gen Con  
(Casual – Unlimited)

**Format:** Step into the Iron Arena and experience casual gaming that rewards you for playing your favorite Privateer Press games against new friends from all over the globe. The more games you play, the more Skulls you earn. Turn in your Gen Con event ticket at PRIVATEER PRESS Organized Play HQ to sign up. Show us your Skulls to claim awesome prizes!

**Prizes:** Too many to describe here!

## TOURNAMENTS

THURSDAY, AUGUST 16TH

### RITE OF PASSAGE

WARMACHINE/HORDES Tournament  
(Qualifier – 128 players max)

10:00 a.m. – Registration begins

**Format:**

- 50-point SR 2012 tournament.
- SR 2012 Appendix Rules: 2 lists required, Divide and Conquer, 5-round event, Death Clock.

#### Prizes:

- 1st, 2nd, and 3rd place prizes.
- **Rite of Passage Drawing:** Prize drawing every round for players using the standard and epic version of the same warcaster/ warlock.
- **Fully Painted Drawing:** Prize drawing at the end of the event for players that used at least one fully painted army list.
- **Best-Painted Battler Award:** Best-painted battle engine or battlegroup (consisting of 4 models minimum) selected by PRIVATEER PRESS staff judge.

**Qualification:** Top 4 individual players after 5 rounds qualify for the WARMACHINE/HORDES Masters on Saturday.

**Iron Arena:** Players that complete the tournament will earn the Rite of Passage veteran title (12 Skulls).

### TRIPLE THREAT

**WARMACHINE/HORDES Tournament**  
(Qualifier – 64 players max)

11:00 p.m. – Registration begins

#### Format:

- 35-point SR 2012 tournament.
- **SR 2012 Appendix Rules:** 3 lists required, 4-round event, Death Clock.

#### Prizes:

- 1st, 2nd, and 3rd place prizes.
- **Triple Threat Drawing:** Prize drawing at the end of the event for all players that completed the event and lost 3 or more games.
- **Fully Painted Drawing:** Prize drawing at the end of the event for players that used at least one fully painted army list.
- **Best-Painted Battler Award:** Best-painted battle engine or battlegroup (consisting of 4 models minimum) selected by PRIVATEER PRESS staff judge.

**Qualification:** Top 4 individual players after 4 rounds qualify for the WARMACHINE/HORDES Masters on Saturday.

**Iron Arena:** Madness Challenges will be issued each round. Tempt fate each round to earn piles of Skulls (once per round, 4 Skulls will be awarded to the first player to complete a TO-specified task in his or her match).

Players that complete the tournament will earn the Triple Threat veteran title (12 Skulls).

### FRIDAY, AUGUST 17TH

### HARDCORE

**WARMACHINE/HORDES Tournament**  
(Qualifier – 64 players max)

10:00 a.m. – Registration begins

#### Format:

- 50-point SR 2012 tournament.
- **SR 2012 Appendix Rules:** 1 list required, 4-round Event, Hardcore time limits, Death Clock, Hardcore painting required, Scenario: Close Quarters, assassination scoring.

#### Prizes:

- Mage Hunter (fastest 'caster kill), Executioner (most opponent army points destroyed) and Master Craftsman (best-painted army) medals awarded after the completion of round 4.
- Vanquisher (best overall record) medal decided by two more rounds of play among top 4 players.

**Qualification:** Top 4 individual players after 4 rounds qualify for the WARMACHINE/HORDES Masters on Saturday.

**Iron Arena:** Players that complete the tournament will earn the Hardcore veteran title (12 Skulls).

### LAST RITES

**WARMACHINE/HORDES Tournament**  
(Qualifier – 64 players max)

12:00 p.m. – Registration begins

#### Format:

- 50-point SR 2012 tournament.
- **SR 2012 Appendix Rules:** 2 lists required, 4-round Event, Death Clock, Artifice: Kill Box.

#### Prizes:

- 1st, 2nd, and 3rd place prizes.
- **Last Rites Drawing:** Prize drawing every round for the first player to destroy the opposing warcaster/ warlock with his own warcaster/ warlock.
- **Fully Painted Drawing:** Prize drawing at the end of the event for players that used at least one fully painted army list.
- **Best-Painted Battler Award:** Best-painted battle engine or battlegroup (consisting of 4 models minimum) selected by PRIVATEER PRESS staff judge.

**Qualification:** Top 4 individual players after 4 rounds qualify for the WARMACHINE/HORDES Masters on Saturday.

**Iron Arena:** Players that complete the tournament will earn the Last Rites veteran title (12 Skulls).



## WHO'S THE BOSS

WARMACHINE/HORDES Tournament  
(Challenge – 32 players max)

11:00 p.m. – Registration begins

**Format:**

- 35-point SR 2012 tournament.
- **SR 2012 Appendix Rules:** 1 list required, Death Clock.
- Build a 40-point list (35+5 WJ/WB points) with no warcaster/warlock. Your army's Boss will be randomly determined each round.

**Prizes:**

- 1st, 2nd, and 3rd place prizes.
- **Who's the Boss Drawing:** Prize drawing every round for the first player to destroy the opposing warcaster/warlock with his own warcaster/warlock.
- **Fully Painted Drawing:** Prize drawing at the end of the event for players that used at least one fully painted army list.

**Iron Arena:** Players that complete the tournament will earn the Who's the Boss? veteran title (12 Skulls).

## SATURDAY, AUGUST 18TH

### GEN CON MASTERS

WARMACHINE/HORDES Tournament  
(16 qualified players)

8:00 a.m. – Registration begins

**Format:**

- 75-point SR 2012 tournament.
- **SR 2012 Appendix Rules:** 3 lists required, 4-round event, Death Clock.

**Prizes:**

- 1st, 2nd, and 3rd place prizes.
- **Fully Painted Drawing:** Prize drawing at the end of the event for players that used at least one fully painted army list.
- **Best-Painted Battler Award:** Best-painted battle engine or battlegroup (consisting of 4 models minimum) selected by selected by PRIVATEER PRESS staff judge.

**Iron Arena:** Players that complete the tournament will earn the Masters veteran title (12 Skulls).



## BLOOD, SWEAT AND TIERS

WARMACHINE/HORDES Tournament (Challenge Event  
– 32 players max)

9:00 a.m. – Registration begins

**Format:**

- 35-point SR 2012 tournament.
- **SR 2012 Appendix Rules:** Theme Force tier 1 list required, basic painting required, 5-round event, Death Clock.

**Prizes:**

- 1st, 2nd, and 3rd place prizes.
- **Blood, Sweat & Tiers Drawing:** Prize drawing every round for players using at least one tier 4 army list.
- **Fully Painted Drawing:** Prize drawing at the end of the event for players that used at least one fully painted army list.
- **Challenge Event:** Drawing for a prize at the end of the event for players that completed all rounds and did not win any other prizes.

**Iron Arena:** Players that complete the tournament will earn the Blood, Sweat and Tiers veteran title (12 Skulls).





## GEN CON MONSTERPOCALYPSE MASTERS

Monsterpocalypse Tournament (32 players max)

10:00 a.m. – Registration begins

**Format:**

- Single monster constructed, 3 lists required with a different monster from the same Agenda in each list, each list must be played at least once, 5-minute timed turns.

**Prizes:**

- 1st, 2nd and 3rd place prizes.

**Iron Arena:** Players that complete the tournament will earn the Monsterpocalypse Masters title (12 Skulls).

## MIDNIGHT MADNESS 2: DEATH RACE!

WARMACHINE/HORDES Tournament (Challenge Event – 64 players max)

11:00 p.m. – Registration begins

**Format:**

- 25-point SR 2012 tournament.
- **SR 2012 Appendix Rules:** 1 list required, Scenario (Gauntlet), assassination scoring, Death Clock.

**Prizes:**

- 1st, 2nd, and 3rd place prizes.
- **Speed Demon Award:** Players are awarded points based on the order of their match's completion in the field (lower is better). The player who wins at least half his games and has the lowest combined order of finish.
- **Intimidator Award:** Player that destroys the most enemy Army Points throughout the tournament.
- **Fully Painted Drawing:** Prize drawing at the end of the event for players that used a fully painted army list.
- **Endurance Drawing:** Prize drawing at the end of the event for players that completed all rounds and did not win any other prizes.

**Iron Arena:** Madness Challenges will be issued each round. Tempt fate each round to earn piles of Skulls (once per round, 4 Skulls will be awarded to the first player to complete a TO specified task in his or her match).

Players that complete the tournament will earn the Death Race veteran title (16 Skulls).

SUNDAY AUGUST 19TH

## GEN CON TEAM TOURNAMENT

WARMACHINE/HORDES Tournament (Challenge Event - 16 teams, 48 players max)

8:00 a.m. – Registration begins

**Format:**

- 35-point SR 2012 tournament.

Players must register as part of a team of 3 players. All team members must be physically present in order to register.

- Teams will be matched against other teams each round. The team that wins the majority of individual matches will win the team match. In the case of a tie in an individual match, the higher ranked outcome breaks a match tie.
- Teams must rank their players according to skill level (Captain, 1st Lieutenant, and 2nd Lieutenant). Each player will be matched against an opponent of the same rank in team matches.
- **SR 2012 Appendix Rules:** 2 lists required, Divide and Conquer, 4-round event, Death Clock

**Prizes:**

- No team may win more than one award. Next ranking team will win if the highest-ranked team has already won an award.
- **Best Overall Team (Tournament Points).**
- **Best Faction Team Award:** Team members all use the same faction (Tournament Points).
- **Best-Themed Team Award:** Team members use Theme Forces for all lists. Additionally, at least one list must be fully painted (basic painting required) (Tournament Points).
- **Best Team Uniform:** Selected by a PRIVATEER PRESS staff judge.
- **Fully Painted Drawing:** All players that use at least one fully painted army list.
- **Best-Painted Battler Award:** Best-painted battle engine or battlegroup (consisting of 4 models minimum) selected by a PRIVATEER PRESS staff judge.

**Challenge Event:** Drawing for a prize at the end of the event for players that completed all rounds and did not win any other prizes.

**Iron Arena:** Players that complete the tournament will earn the Team Tournament veteran title (15 Skulls).



# 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**

### BATTLEROUP

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.



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# M&P STUDIO SECRETS

MODELING & PAINTING

## AIRBRUSH BASICS

BY MATT DIPIETRO

With the introduction of battle engines, and with colossals on the horizon, finding solutions for painting larger models is on many painters' minds. The best tool for painting projects of this size is an airbrush. An airbrush excels at laying down quick basecoats and highlights on large models so that they can be easily finished using hand-painting techniques.

### TYPES OF AIRBRUSHES

At this point, if you don't already own an airbrush, you're probably wondering what type of airbrush to buy. Maybe you've already looked at airbrushes and been discouraged by the myriad of choices available. It is important to realize that airbrushes are used in a vast number of applications,

ranging from auto painting to cosmetics application. Thus, many of the brushes on the market are unsuitable for miniature painting.

For miniature painting, the best type of airbrush is a dual-action gravity-feed airbrush with a high-capacity reservoir. Gravity-feed brushes are quicker to clean and have fewer parts compared to the alternative suction-feed models. A dual-action trigger lets you to control the flow of air and paint more precisely, allowing for increased precision and a wider variety of techniques. A larger paint reservoir is handy for larger projects like battle engines and colossals. You should avoid any cheap plastic or beginner airbrushes; a few more dollars spent will give you better results and save you hours of frustration.

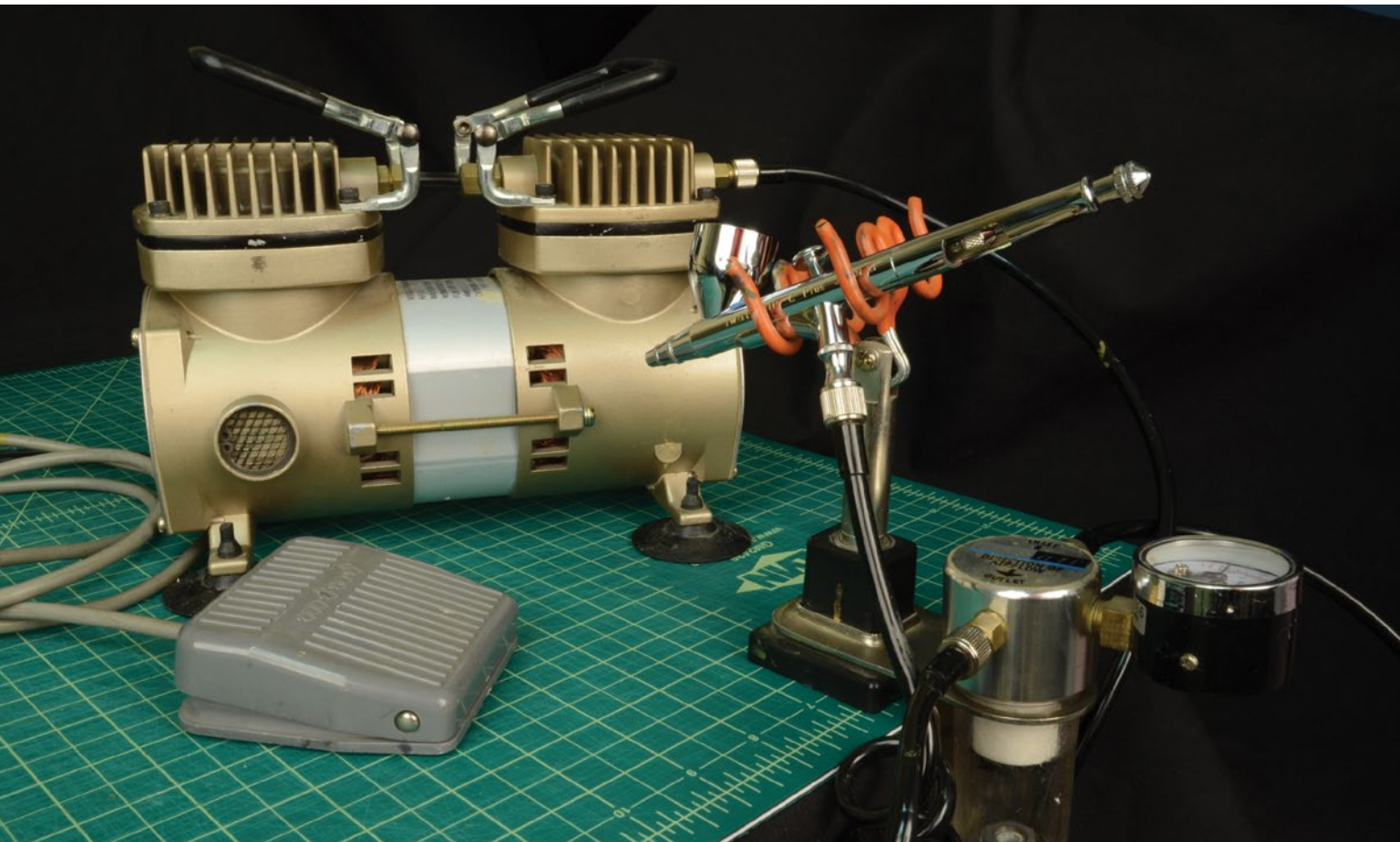




## AIR COMPRESSORS

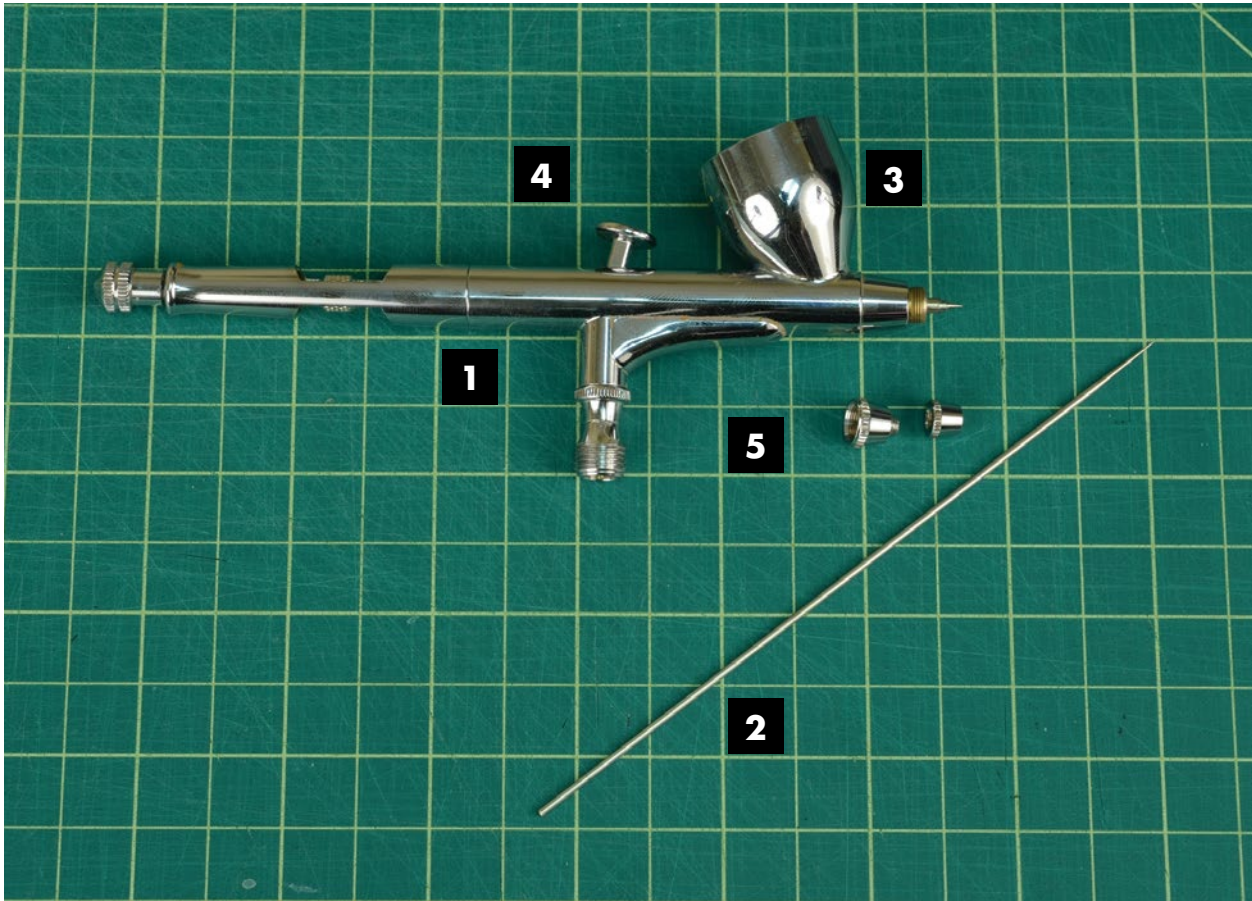
Airbrushes shoot paint onto your model using compressed air, so you'll need an air compressor to use your airbrush. When shopping for a compressor pay attention to online consumer reviews and be prepared to spend as much on a compressor as on the airbrush itself. You'll also want to get a compressor that includes a pressure regulator and moisture trap. A good example of the type of compressor you want is shown below.

Some readers may have air compressors in their shops at home, but these usually operate at a higher PSI and are less suitable for airbrush applications. The money-conscious may be drawn in by cheap cans of compressed air that are marketed for use with airbrushes. You should avoid these, however, as they get very cold during use, causing the pressure in the can to drop. This means you will have to adjust the paint flow on your airbrush often, which is far from ideal when you're painting. Remember, you won't notice a bad compressor until it starts giving you problems, so do some research and get one that will serve for years of happy painting.



# PARTS OF THE AIRBRUSH

Pictured here is a partially disassembled airbrush. I've labeled the major parts, and I've briefly described their functions below.



**1) Housing:** The inner workings of your airbrush are contained within a solid metal housing. Usually, the housing unscrews in the middle, allowing you to fully disassemble the brush in case of a rare fault or for the occasional complete cleaning.

**2) Needle:** A finely machined needle runs the length of the airbrush and serves as the brush's "firing mechanism." The needle will need to be removed when you clean the airbrush after each use. The point of the needle is extremely sharp and easily bent, which can ruin the part. For this reason, you should treat the needle with special care and have a package of replacement needles on hand.

**3) Reservoir:** On a gravity-feed airbrush, the reservoir sits on top of the brush instead of being slung underneath or attached to the side like a suction-feed airbrush. It is usually integrated into the housing and serves to hold your paint mixture.

**4) Dual-Action Trigger:** This part moves in two directions to controls the flow of air and paint. Pulling back on the trigger will modulate the airflow, and pushing down on the trigger will release the paint, allowing the airbrush to fire.

**5) Shroud:** This part screws on to the end of the brush and directs the spray of paint. It also protects the needle.

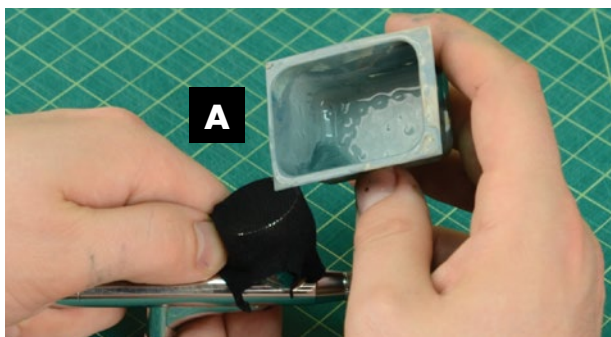


# PREPARING YOUR FORMULA P3 PAINT

Formula P3 paint is easy to use with your airbrush. Due to its liquid pigment formula, your paint will go on silky smooth and you'll encounter less clogging than with other paints. However, there are two quick steps you need to take to prepare your Formula P3 paint for use with your airbrush.

First, you need to mix your paint with an airbrush medium so it has the proper surface tension. For Formula P3 paint, the best medium is just a simple 50/50 mixture of water and blue window cleaner. I store this medium in a spent mixing medium bottle so I can easily add it to my paint.

The other thing that you should do after you've mixed your paint with the airbrush medium is strain your paint through a fine metal or nylon mesh **A** as you add it to the airbrush reservoir. This process removes any dried paint particles that may clog the airbrush.



# APPLYING PAINT

Learning to apply paint using an airbrush is relatively easy when compared to hand painting. Here are some basic techniques I used on the Mountain King.

**1) Basecoating:** Basecoating with an airbrush couldn't be easier. Just use it like a more-accurate spray primer. In this case, apply a basecoat of Trollblood Base to the skin of the Mountain King by setting the PSI to 25-30 and pulling the trigger back all the way. Position the brush about 10" to 12" from the model, and apply the paint by spraying while moving slowly over the surface. It takes multiple passes to get solid coverage.

**2) Highlights:** Applying highlights to the model is trickier. First, apply a generalized highlight. Mix some Trollblood Highlight into the base color, set the PSI at 20-25, and pull the trigger back most of the way. Position the brush about 10" from the model and spray the model while moving the brush slowly, following the lines of the model. Spray only from high angles so you get the impression of light falling on the model from above.

**3) Detail Highlights:** The next step is to apply detail highlights. Add more Trollblood Highlight to the previous mixture and refill the reservoir. For applying details you want to get in close with the airbrush; this will make the area you are painting much smaller and more precise. Being close-in with the airbrush carries the risk of overloading an area, so be careful of pulling back all the way on the trigger without also moving the brush quickly over the model. A good trick is to depress the trigger and then pull back until you are getting the desired flow.

**4) Final Details:** Use standard hand-painting techniques to complete the model with washing and highlighting.



# CLEANING THE AIRBRUSH

The importance of thoroughly cleaning your airbrush after every use cannot be stressed enough. An airbrush can be damaged by lack of cleaning, and clogs can occur that will stop your painting dead if you don't do a thorough job.

- 1) Start by emptying your reservoir of any left-over paint. Fill the reservoir with clean water and shoot it through your airbrush at 60 PSI.
- 2) Next, fill the reservoir half-full with paint solvent and shoot it through your airbrush. Be sure you have adequate ventilation, and use a respirator approved for organic solvents for this stage.
- 3) Partially disassemble the airbrush and thoroughly clean the shroud, needle, and reservoir with a pipe cleaner and solvent.
- 4) Use small round cleaners like those used to clean your gums to clean the holes leading off the reservoir and the front nozzle that the needle fits into.

## CONCLUSION

This tutorial covered the basic of airbrushing and should get you started in the right direction if you want to add an airbrush to your miniature-painting repertoire. In future articles, we'll cover more advanced airbrushing techniques and how they integrate and support standard "hand-painting" techniques. Until then, give these basics a try and have fun with experimentation.



# CONCEPT CARNAGE

## MOUNTAIN KING

BY CHRIS WALTON AND ROBERTO CIRILLO

*The announcement of colossals for WARMACHINE has sparked much speculation among HORDES players. The question that is asked the most is of course, "Will HORDES be getting its own version of colossals?" The answer is a resounding yes, and we confirmed the names of the four HORDES gargantuans in No Quarter #41. Here in No Quarter #42, we're going to show you the concept art for one of those gargantuans in all its enormity. Feast your eyes on the Trollbloods Mountain King!*

While the nations of the Iron Kingdoms have hammered, riveted, and bolted together their immense engines of war in the shape of colossals, the factions of HORDES have not been idle. Living engines of destruction, the gargantuans are being prepared and harnessed for war. These mighty behemoths will test flesh, fang, and claw against metal, fire, and steam, and they will not be found wanting. One of the first gargantuans to be unleashed is literally a living mountain of muscle and fury—the Trollbloods Mountain King.

The original brief for the Mountain King called for an enormous troll that embodied the prehistoric origins of all troll-kind. These are legendary creatures long ago deemed too dangerous to be unleashed upon the world; they've been chained and hibernating for centuries. But their time has come once again, and these mammoth creatures have awoken, broken their chains of captivity, and now fight alongside the united kriegs. We asked the talented Roberto Cirillo to take the lead in drawing these monsters of a time long forgotten. Roberto has poured on the detail, creating a design for a monster worthy of forming the centerpiece of an entire army.

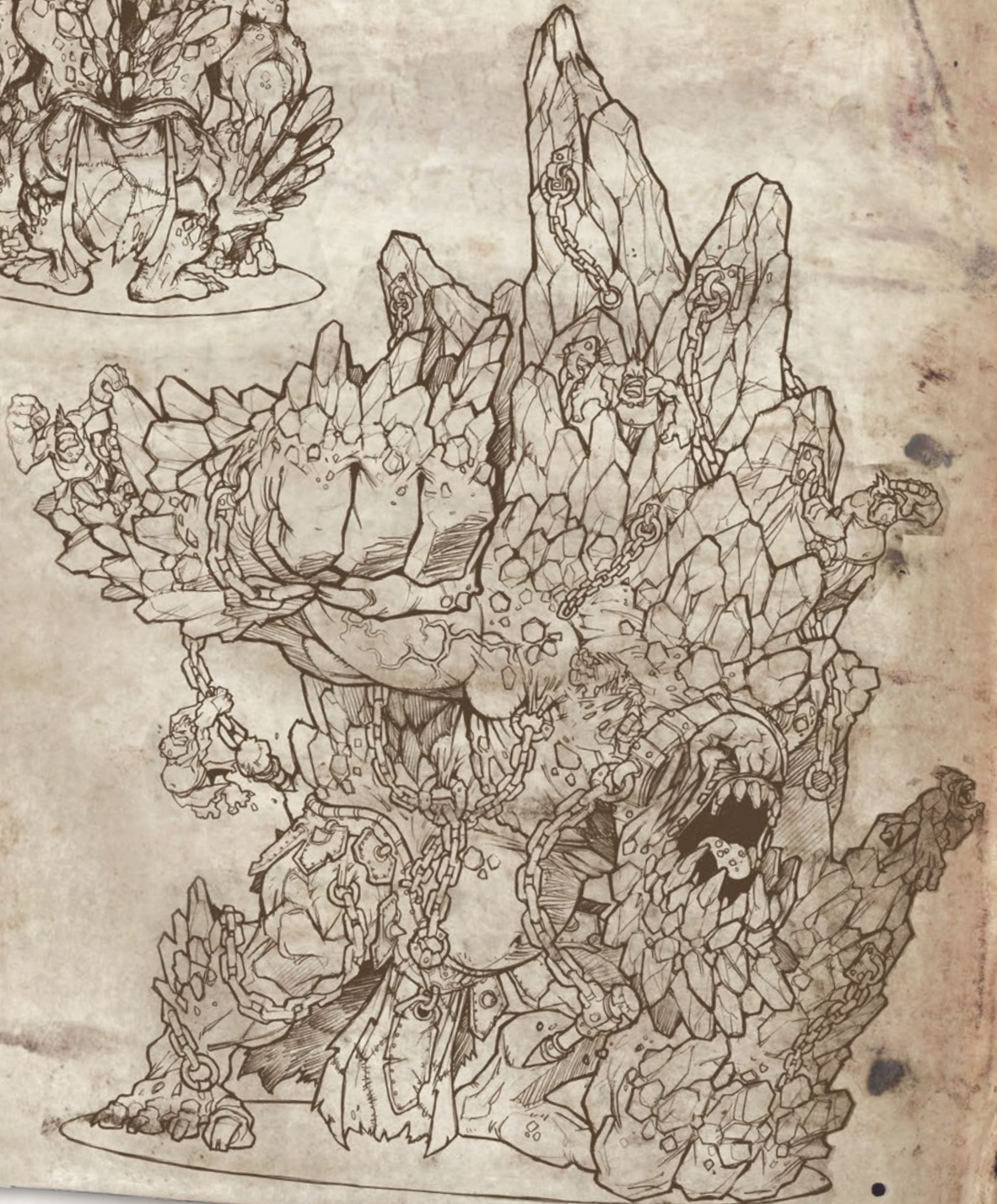
Mountain Kings are more than just enormous trolls. These creatures have slumbered for so long their very skin has taken on the texture and shape of the mountain ranges that imprisoned them. We wanted to fuse elements that would ordinarily be bone or enamel with stone and rock. The Mountain King, as a model, perfectly illustrates primitive fury smashing through civilized attempts to constrain it.

The Mountain Kings are so massive that even the act of shedding skin produces whelps. The giant troll is covered in the diminutive creatures, pushing out from its skin and playing amongst the crags along its back.

At the end of the day, I really think Roberto hit it out of the park on this one. He managed to walk the razor's edge between fun and unrelenting fury that is the hallmark of the Trollbloods faction. This model is going to make an awesome centerpiece to any Trollbloods army, and its destructive power in-game is just icing on the cake!







# UNDE-FEAT-ABLE CHALLENGE

Without doubt, some of the most powerful and awe-inspiring spectacles in WARMACHINE and HORDES are the mighty feats of warcasters and warlocks. These game-changing abilities can destroy enemies, empower allies, and even change the very landscape of the battlefield. You've all used feats, and now we'd like to see them. That's right; this issue's challenge is to illustrate a model or a group of models under the effects of a warcaster's or warlock's feat. No feats are off limits; just make sure we can actually see the feat taking place.

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*.

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)

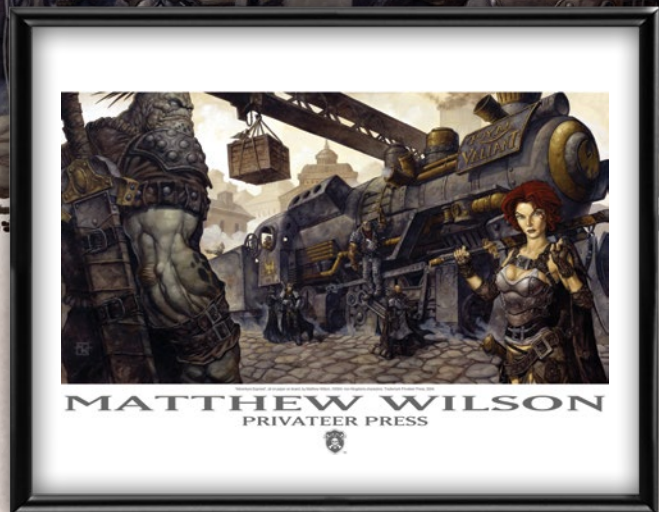


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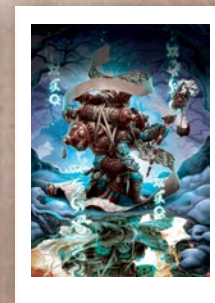
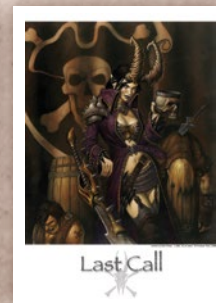
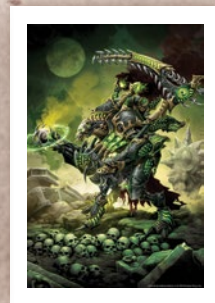
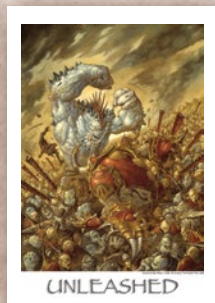
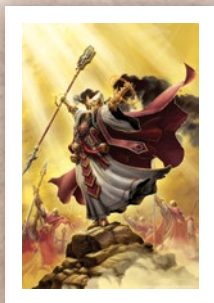
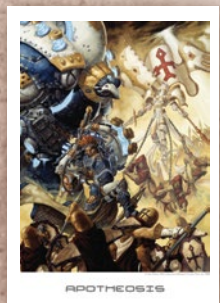
See the winner of the Upgraded challenge from *No Quarter #40* on page 94!



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GUTS & GEARS

# HOUSE VYRE MYRMIDONS

BY WILL SHICK • ART BY CARLOS CABRERA & ALBERTO DAL LAGO

Myrmidons have been a staple of the Iosan military since House Shyeel constructed the first Manticores in 315 AR. It was not long until Shyeel's rivals within House Vyre also mastered the fabrication of their own myrmidons, approaching the task from a very different perspective and creating their own unique designs. The myrmidons employed by House Vyre have changed and evolved over the years, particularly after the War of the Houses, but certain fundamentals remain. House Vyre considers their machines every bit as powerful and capable on the battlefield as those built by House Shyeel, if not superior in some respects. Regardless of their respective merits, the Retribution of Scyrah benefits from the war machines of both houses as they join the sect's soldiers in battles abroad.

Both Shyeel and Vyre myrmidons are powered by long-standing arcanikal principles, forgoing the simple and grossly inefficient steam power of human warjacks. Instead, myrmidons rely on a self-sustaining power plant that utilizes an arcane condenser to siphon latent energy from the surrounding environment. This naturally occurring energy is accumulated into powerful storage cells, which are distributed throughout the myrmidon's frame. This energy can be released as needed to drive the myrmidon's limbs or to power its weapon systems and other devices. This, however, is where the internal similarities between the myrmidons of House Shyeel and House Vyre end.

House Shyeel specializes in protective field generation systems that use the myrmidon's stored energy to create and shape powerful energy fields. These energy fields serve primarily to provide ample defense but can be manipulated to create bursts of offensive firepower. House Vyre looked to utilize a myrmidon's power reserves to augment its unusual and innovative weapons systems, considering a defensive power field an unnecessary waste of energy better turned to offense.

One major drawback of the Shyeel field dependant design is the delicate apparatus required. The bulk and space required for these complex systems leave little room for system redundancies or heavy armor plating. Once the protective field of a Shyeel myrmidon is breached, its systems become quite vulnerable to sustained enemy attack. Vyre myrmidons, however, contain none of the delicate field generator mechanisms of their Shyeel counterparts. This allowed Vyre arcanists to build a more robust machine, utilizing the space saved for increased armor and system redundancies.

The durability of this design over the Shyeel myrmidons remains a hotly contested issue between the two houses. Shyeel arcanists are quick to point out that their field technology often eliminates the need for post-battle

repairs on myrmidons that suffered light fire, as damage to the field can simply be recharged. Conversely, Vyre myrmidons exposed to similar levels of enemy fire may require extensive maintenance and the replacement of parts or armor plating. Despite the debate, both designs have proven to be deadly and effective in the crucible of combat.

While the difference in the internal mechanisms of Vyre and Shyeel myrmidons is substantial, it is the external differences that are most immediately apparent between the two chassis. The Vyre myrmidons' asymmetrical shoulder casings house specialized mechanisms designed to generate the unique distorted energies that empower their weaponry. By creating an imbalance within the stored arcane energies, a variety of warped fields can be produced, each with unique destructive capabilities and secondary effects. Rather than projecting these fields at range, Vyre myrmidons imbue these fields into the physical projectiles fired from their shoulder-mounted cannons.

While those among House Vyre are loathe to admit it now, many of their unusual field projectors had their start in the occult studies of their former Lord Ghyrrshyld. By expanding upon the principles of the earliest Vyre myrmidon designs, Ghyrrshyld and his cohorts crafted devices that could create energy fields to enhance a projectile's physical damage and even distort the fabric of reality. As Ghyrrshyld fell deeper into madness and the study of forbidden occult lore, the weaponry of House Vyre became more incomprehensible to their peers yet also more effective, capable of producing effects that seemed to defy all predictions and expectations. Only a few of House Vyre's most intelligent and talented arcanists could claim to understand the principles behind these weapons.

Following the end of the War of the Houses, the once influential House Vyre found itself in disgrace. There was nothing that did not bear the vile stain of its disposed lord. As part of the reconciliation following the brutal conflict, House Vyre underwent a massive purge to rid itself of the worst criminals and dark occult apparatuses. It was also required to deconstruct its existing colossals by order of the victorious houses. In addition to deconstructing these great machines, House Vyre willingly submitted its existing myrmidons to extensive redesign. While motivated primarily by a true desire to rid themselves of dangerous occult influences, the effort also answered a real political need. It was vital that House Vyre demonstrate a concerted effort toward expunging any remnants of Ghyrrshyld's legacy. At the same time, secretly and privately, House Vyre sought to preserve as much of their existing lore and technology as possible, albeit taking certain measures to secure this information so it could not be abused.

House Vyre could not afford to sacrifice its tremendous trove of accumulated occult knowledge. The house's status among the hallytyr and their very essence as a people was defined by their mastery of the arcane. Surviving leaders knew that not all the knowledge gained during Ghyrrshyld's reign had been tainted by madness. Even lore that was the direct result of Ghyrrshyld's studies had provided unexpected gains and insights, and many believed it could be cleansed and made useful. House arcanists saw the need to maintain certain arcanikal weaponry that might prove vital to the defense of Ios. After a review, only lore determined unredeemable was destroyed. The remainder was locked away in a great forbidden library vault where only the most powerful and trusted arcanists would be allowed access. Armed with this knowledge and driven by the need to redeem their house, a new surge of innovation began in the years following the war, made evident with the next generation of Vyre myrmidons.

The Daemon is an older myrmidon design from House Vyre, and was the first machine to challenge the monopoly of the Shyeel in the early days of myrmidon development. The original Daemon's vortex cannon imbued its projectile with crushing forces that hindered targets caught in the blast. Utilizing breakthroughs in the understanding of metaphysics and the nature of the veil that separates Caen from the Veld, the original technology of the vortex cannon was refined and its effects amplified. The discordant energies produced by the Daemon's shoulder mechanisms imbue its ammunition with the power to actually warp reality for a brief moment and create an intense gravitational pull.

Little is understood about the processes that take place in the immediate area where this weapon strikes. Some have postulated that lingering energies from these explosions could have lasting and unforeseen consequences. Given the cataclysm that happened after the collapse of the Bridge of Worlds, Iosans are sensitive to the perils of meddling with the barrier between the Veld and Caen, and if this weapon was better understood it would likely invite censure. Lord Arcanist Ossyan has dismissed this risk as miniscule, having thoroughly tested the distorting energies used by the weapon. Despite this, he continues to refine the vortex cannon as more first-hand data is collected from its battlefield use. The undeniable power of the Daemon will likely see it become one of the foremost weapons of the Retribution of Scyrah now that House Vyre has joined the sect.

Oldest among the current Vyre myrmidons, the Sphinx remains a visible reminder of the dark past and the horrors unleashed within Ios during the civil war. When war broke out between the houses of Ios, the Sphinx

was deployed at the forefront of nearly every major engagement. Thanks to the ingenious nature of its runespear cannon, the Sphinx was a perfect complement to Vyre arcanists. By creating a trail of latent magical energy, a runespear's projectiles acts as magical conduits to guide arcane attacks. Easy to produce and maintain, the Sphinx is an elegant testament to the effectiveness of Vyre principles.

The newest myrmidon to emerge from House Vyre after the redesign effort was the Banshee. The Banshee was the first with weaponry that actively utilized theories established under Ghyrrshyld's reign, redesigned to disguise that origin. During Ghyrrshyld's experimental attempts to understand elven souls, it was discovered that proper application of arcane force could create a field that was anathema to any creature's metaphysical essence. The Banshee empowers its void blades with this soul-shredding field. The few living creatures that survive a blow from a void blade are left with horrific wounds that are extremely slow to heal and suffer from a deeper malaise that may arise from damage to their very souls. Many senior arcanists among House Vyre whisper that the power of the void blade could sever a soul from its host without killing the target, leaving the unfortunate victim as the Soulless. However, like many of the new Vyre myrmidons, the Banshee has yet to see extensive time on the battlefield, and the arcanists of House Vyre have every reason not to explain the theories behind their weapons to outsiders. That they are devastating to enemies of the Retribution is enough.

While the destructive potential of its blades is impressive, they are not the Banshee's only weapons. By focusing discordant energies through a specially designed arcantrik relay, the Banshee can produce a deafening sonic wail. In addition to making verbal communication nearly impossible, the unique magical frequencies achieved actually disrupt the shaping of arcane power by enemy spellcasters.

This breakthrough in arcanika was developed by Lord Arcanist Ossyan and his peers shortly after the great purge. Ossyan was working on the arcane device to empower the next generation of Vyre myrmidon cannons. Fascinated by research done by Ghyrrshyld on the nature of magical energy and his theories on how specific types of energy could interfere with the working of magic, Ossyan began work to create a magical dissipater. After several months of work, Ossyan created a sonic field generator. As power began to flow into the device, a low hum became audible before building into a high-pitched wail that shattered every window within thirty feet of his laboratory. He and several other arcanists immediately discovered amid the sonic aftermath they

could not manifest their magic as spells. Satisfied with these results, Ossyan worked to refine the apparatus and turn the sonic energies into an offensive weapon. After several more months of refinement, the myrmidon that would become known as the Banshee was completed.

While still haunted by the shadows of its dark past, House Vyre has already begun to prove itself as an invaluable

asset to the Retribution of Scyrrah. As the Retribution's influence within Ios continues to rise, the stars of those houses aligned with it will ascend as well. The arcanists and mechaniks of House Vyre are determined to rebuild and redeem their house and eventually stand preeminent in Ios for their lore, arcane power, and technology.



# HOUSE VYRE MYRMIDON TACTICS

BY TIM SIMPSON

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With the escalation of hostilities across western Immoren and the increased activities of the Retribution of Scyrah, House Vyre brings much-needed firepower to the cause in the form of new heavy myrmidons. These myrmidons offer a wide array of new options and possibilities for Retribution players.

## A NEW HOUSE JOINS THE CAUSE

The newest myrmidons from House Vyre—the Banshee, Daemon, and Sphinx—offer a Retribution player many new tactical options, yet are vastly different from their House Shyeel counterparts. At SPD 5, House Vyre's myrmidon's are a bit slower than House Shyeel myrmidons and lack the protective force field common to the Shyeel chassis. However, House Vyre myrmidons compensate for these differences in other ways.

First, Vyre myrmidons are tougher, boasting an additional point of ARM over Shyeel myrmidons. This small increase may not seem like much, but it can mean the difference between a crippled system and a fully functional myrmidon. And although they don't have a force field to absorb the first several hits, Vyre myrmidons do boast additional hull damage boxes beyond that of the Shyeel models. Additionally, in spite of an increased ARM, Vyre myrmidons are still quite nimble, retaining the standard DEF 12 seen on other Retribution heavies.

Second, House Vyre myrmidons have a unique set of melee weapons, a defining trait of these new machines of war. Each myrmidon has a heavy melee weapon in its left hand and a lighter version of the same weapon in its right. A POW of 2 or 3 separates the heavy and light weapons, but both have the same basic abilities. This dual weapon combination provides the Banshee, Daemon, and Sphinx a unique appearance and lets them take on a variety of opponents.

The Banshee's Void Blades come with Critical Grievous Wounds, which can be a great asset against HORDES armies since the ability denies warlocks or warbeasts the ability to heal damage. The Daemon's twin Rune Fists have Blessed, allowing them to bypass any spell effects that increase DEF or ARM, such as Defender's Ward or Iron Flesh. The Sphinx is the most basic of Vyre myrmidons, lacking any special abilities on its Force Claws. However, it has two open fists, so two-handed throws and locks are still viable. Additionally, at 7 points, the Sphinx is the least cost-intensive heavy myrmidon, an impressive trait for a warjack with Reach and a ranged attack.

Finally, like the Shyeel myrmidons, Vyre myrmidons have a potent magical ranged attack in addition to their two melee weapons. Each of these attacks also carries with it a unique ability that allows the myrmidon to take on a distinct battlefield role. Use the Banshee's Force Cannon to provide Retribution forces with an alpha strike or board control by slamming small- or medium-based models and knocking down large-based models. The Daemon's Vortex Cannon can be used to clear out tightly packed infantry or key support models with its Vortex Blast ability. Vortex Blast works similarly to Wraith Witch Deneghra's Hellmouth spell, pushing nearby models into the target model and inflicting a POW 12 damage roll to all affected models. The Sphinx's Runespear Cannon can be used to reduce an enemy's DEF by 2 against magic attack rolls, effectively increasing the Magic Ability or Focus stat of Retribution magic users. While someone like Adeptis Rahn will only need the help against particularly high-DEF targets, the House Shyeel Battle Mages and Artificers can come up to Rahn-level accuracy with a bit of help from a Runespear Cannon.

## IN TASK FORCES OF THE RETRIBUTION

The new myrmidons from House Vyre are potent weapons of war, and each one offers something different to the Retribution's warcasters.

- Garyth, Blade of the Retribution can use his Mirage Spell to provide an extra 2" of range to any House Vyre myrmidon. This is particularly useful with the Daemon, allowing it to open gaps in the enemy lines with its Vortex Cannon. A Sphinx is also worth considering in a Garyth list, as it can make his Death Sentence spell much more accurate.
- Kaelyssa, Night's Whisper loves a Banshee. In fact, what Retribution player wouldn't love a myrmidon with a gun that can slam or knock down enemy models yet ignores LOS, concealment, *and* cover when making attacks?
- Between Adeptis Rahn's Polarity Shield, which prevents charges against the affected model, and Telekinesis, which provides an additional 2" of threat range, a well-placed Banshee or Sphinx can easily get the drop on any enemy model with their Reach melee weapons. Alternately, use Rahn's Force Blast or Telekinesis spell to set up a beautiful Vortex Cannon shot with a Daemon, obliterating whole formations of enemy troops.





- Ravyn, the Eternal Light, has many options for House Vyre myrmidons. She can use Locomotion to give a myrmidon an additional 3" of threat range, either with melee or ranged attacks. She can also use Snipe to bolster the ranged weapons of House Vyre myrmidons. That takes the Daemon's basic range from 10" to 14", enhancing its total threat range to 19"! And her Fire Storm feat will boost all myrmidon ranged attack rolls as well as granting them Swift Hunter for the turn.
- Dawnlord Vyros will want one or two House Vyre myrmidons in his strike force. His Bird's Eye ability makes their signature ranged attacks even better since it allows the myrmidons to ignore cloud effects, forest terrain, and intervening models when determining LOS. His Mobility Spell is also very handy for Vyre myrmidons, granting them effective SPD 7 for superior threat range to enemy warjacks.
- Lord Arcanist Ossyan of House Vyre gets special consideration when building his battlegroup. Not only is it thematic to take Vyre myrmidons with him, he also has a character heavy myrmidon from House Vyre called Hypnos. Hypnos has an arc node, fists that cause Mechanical Seizure, and cannot be targeted by enemy spells, but his most impressive trait is Ossyan's alone. Affinity [Ossyan] grants Hypnos' AOE Phase Gun the mighty Void Lock, which prevents forcing, channeling, and allocating focus for any warbeasts/warjacks hit. Ossyan's Chronomancer, Admonisher, and Quicken spells make him a great fit with Hypnos and the other Vyre myrmidons, and his Gravity Well feat makes for phenomenal ranged support as always.

# HOUSE VYRE STRIKE FORCE

BY TED BURGESS



## WHAT YOU NEED

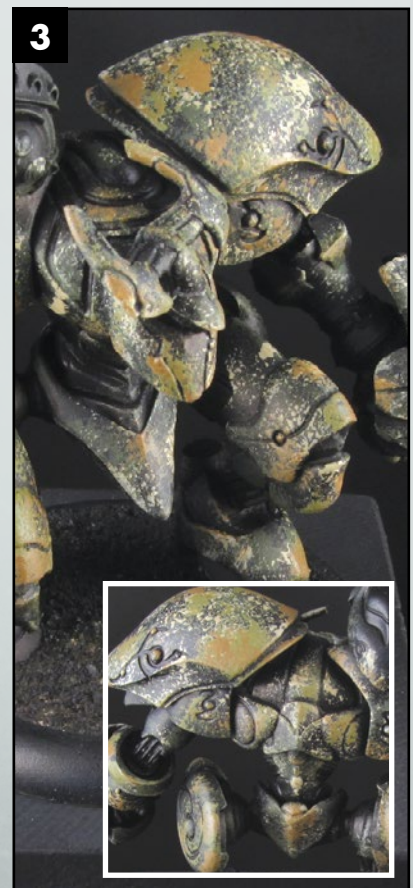
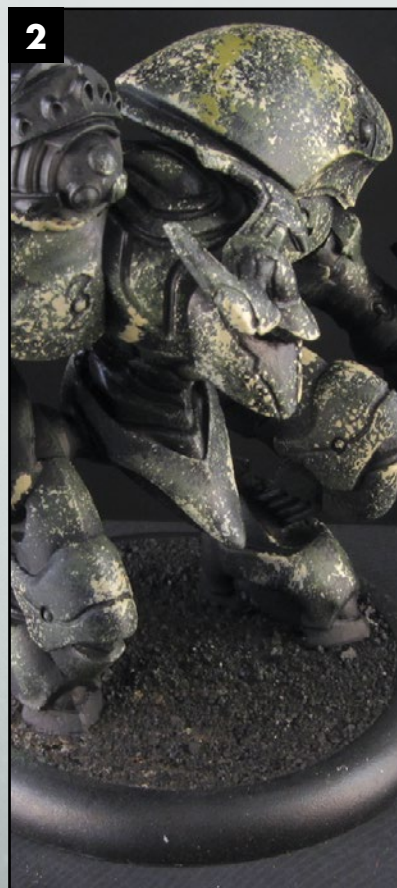
-  Arcane Blue
-  Battledress Green
-  Battlefield Brown
-  Beast Hide
-  Exile Blue
-  Frostbite
-  Gnarls Green
-  Gun Corps Brown
-  Hammerfall Khaki
-  Pig Iron
-  Radiant Platinum
-  Ryn Flesh
-  Thamar Black
-  Thornwood Green
-  Traitor Green
-  Trollblood Highlight

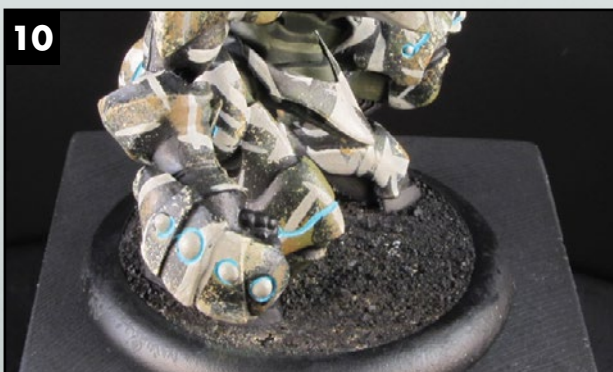
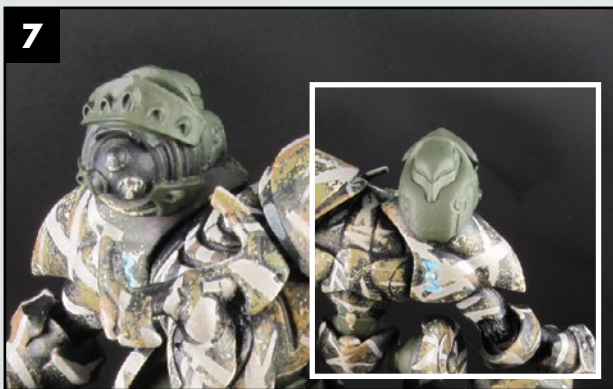
This tutorial will show you how to do a simple, yet effective, camouflage paint scheme for your Retribution army. As we've covered in articles past, the paint scheme of your army can help tell the story you want to tell with your army. The techniques discussed within this tutorial will not only help you create a very unique and complex camouflage paint scheme, but it will also show you how to do it quickly and easily.

## DAEMON

Before we get started with this simple paint scheme, I'd like to point out a couple of things we're going to do on this myrmidon. First off, it can be very tricky to make camouflage look realistic. It is entirely dependent on scale. Big, chunky blobs of paint on the model will not look convincing. Having smaller, sharp edges in your camo pulls the effect off much better. For this reason, we will be using a piece of blister foam to create the "random" pattern of the camo and to create small, in-scale shapes. After we are done creating the random pieces, we will go in with a detail brush and produce a pattern, using light-colored paint, to help add some contrast and make the camo pattern look a little more "busy." We are fortunate to be working with the Retribution warjacks because they have such large, flat surfaces. Without further adieu, let us begin!

**Colors Used:** Arcane Blue, Battlefield Brown, Gnarls Green, Gun Corp Brown, Hammerfall Khaki, Pig Iron, Radiant Platinum, Thornwood Green, Traitor Green, Trollblood Highlight





1) Prime the model using Formula P3 Black Primer.

Cover all bare plastic areas with Tamar Black. Be very thorough about this (it is very important for the upcoming steps).

Begin to create the camouflage by ripping a triangle shape out of the corner of the blister foam. Mix 1:1 Gnarls Green and Thornwood Green and lightly dab it on the model with the piece of foam (be sure not to have too much paint on the foam. You want this technique to produce tiny little individual spots).

2) Next, do the same thing as in step 1, except do it with Hammerfall Khaki. Be a little more sparing with this color.

Do the same thing as in step 1 again, but use Traitor Green this time. Make sure there is some black still showing through.

3) Finally, apply Gun Corps Brown in the same way as steps 1 and 2.

4) As demonstrated on the Daemon's legs, create the light streaks with a fine detail brush loaded with Trollblood Highlight. Make quick slashes in random directions. This will be the framework for the design.

5) As demonstrated on the pauldrons of the Daemon, flesh out the streaks with a wetted fine detail brush loaded with Trollblood Highlight. Smoothly fill in each slash.

6) Begin filling all the small crevasses with arcane blue. Be sure to water the paint down and let it flow.

For added effect, you can add a little white to your Arcane Blue to give it more of a glowing look.

7) Basecoat the shoulder weapon using the same 1:1 mix of Gnarls Green and Thornwood Green you used before. If you like, you can also paint under the chassis using this color. It can help break the monotony of the camo effect a little.

8) Highlight the shoulder weapon wherever the light hits it most directly by adding a dab of Traitor Green to your 1:1 mix of Gnarls Green and Thornwood Green. Mix it all with some mixing medium and apply thin layers.

Finish off the shoulder weapon by filling in the remaining part of the orb with Pig Iron. Highlight it using a 1:1 mix of Pig Iron and Radiant Platinum.

9) Fill in all the remaining half spheres around the model with Trollblood Highlight.

10) Finish off the base with a basecoat of Battlefield Brown and then a drybrush it with a 1:1 Battlefield Brown-to-Gun Corps Brown mix.

# HEAVY RIFLE TEAM

These two models present us with some challenges. First, they are much smaller than the myrmidon; the nice, big light streaks just won't look the same on these small models. Also, there isn't nearly as much flat surface to work on; somehow, we will have to break up the pattern so all the details on the model aren't lost.

We will be varying the pattern of the camouflage a bit to create some separation between the armor plates and the fabric of the uniforms. We will also be using some solid colors for backpacks, knife sheaths, and other small details to pull out some of the shapes on the models. The whole thing really comes down to color balance. If you feel like your eye is being overly drawn toward one area of the model, do your best to balance it with one of the other colors.

**Colors Used:** *Arcane Blue, Battledress Green, Battlefield Brown, Beast Hide, Exile Blue, Frostbite, Gnarl's Green, Gun Corp Brown, Pig Iron, Ryn Flesh, Tamar Black, Thornwood Green, Traitor Green, Trollblood Highlight*

1) Prime the model using Formula P3 Black Primer.

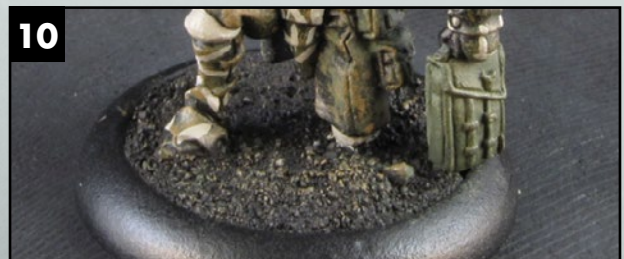
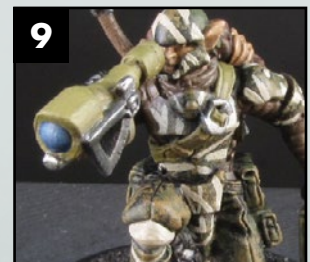
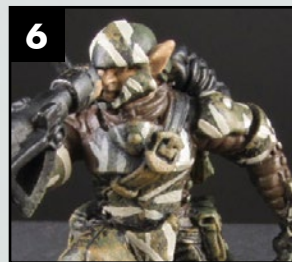
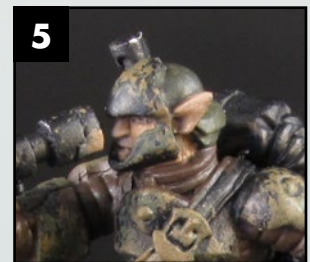
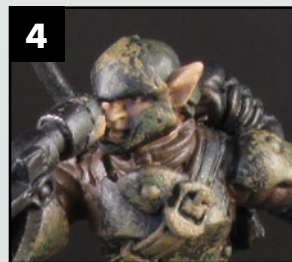
Once the primer has dried, go over the whole model with Tamar Black and be sure to cover any areas the primer missed.

Start by painting the corded fabric using Battlefield Brown. Highlight it with a 1:1 mixture of Beast Hide and Battlefield Brown.

2) Using a triangle ripped from the corner of the blister foam and lightly dab a mix of 1:1 Gnarl's Green and Thornwood Green. Make sure you allow plenty of the black on the armor to show through. Do this to the legs, chest, helmet, and arm plates.

3) Using Gun Corps Brown this time, repeat step 2. Again, be sure to lightly dab the paint on.

4) Start painting the flesh tone by base coating in Beast Hide.



Take a 2:1 mixture of mixing medium-to-Battlefield Brown and wash over the face and ears. Be very light with this; we only want to tint the skin.

5) Using a 1:1 mix of Ryn Flesh and Beast Hide, highlight the tops of the ears and cheekbones.

6) Going back to the armor, take a fine detail brush with some Trollblood Highlight, and begin making quick, light slashes at the armor plates. Be sparing with this.

Once you feel the Trollblood Highlight slashes are balanced across the model evenly, slowly trace the slashes with a fine detail brush full of Trollblood Highlight. Be very smooth and steady.

7) Bring some of the model's equipment out by basecoating the bag in his left hand with a 1:1 mix of Gnarl's Green and Thornwood Green. Do the same to the back of the helmet. Use a little bit of Traitor Green mixed in with the original mix to create a highlight color.

8) Do the backpack and scout scope in Battledress Green. Shade it using a 2:1 mix of mixing medium and Battlefield Brown. Make sure it is a light application; you only want the wash to tint the basecoat color slightly.

Highlight the backpack and the scope using a little dab of Ryn Flesh mixed in with the Battledress Green. Use it sparingly and try to blend it as much as you can.

9) The scope lens should be done using a base coat of Exile blue, followed by a gradual blend of Exile Blue and Frostbite mixed with mixing medium.

10) Finish the details of the bag by painting the bedroll using Battlefield Brown and the cords using Beast Hide. Blend the bedroll using a 1:1 mixture of Battlefield Brown and Beast Hide mixed with some mixing medium.

Finish the model by doing the base in Battlefield Brown and then drybrushing it with a 1:1 mix of Battlefield Brown and Beast Hide.



## CONCLUSION

So now we've covered an easy, yet effective way to paint camouflage. If you're feeling brave or want to take this technique to the next level, try bringing a more complicated detail pattern to the scheme. Whenever I am painting camouflage, I tend to go online and research camouflage patterns from around the world. It is very important that you keep the color palette rather limited when you're painting camouflage. A unit that requires a woodland camo pattern isn't going to wear bright red or blue pants underneath their camouflaged armor, they're likely going to have some kind of brown, tan, or green clothing. Keeping all these things in mind, allow yourself some freedom to explore and try new combinations of colors. It could be the difference between an average-looking army and one that gets lost among your houseplants!



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 Chippy, Mariusz Gandzel, Matthew D. Wilson & Sam Wood

## KARCHEV THE TERRIBLE

The infamous warcaster Alexander Karchev, now commonly known as Karchev the Terrible, is a testament to Khadoran ingenuity, and more importantly, the never-say-die attitude (quite literally in Karchev's case) that defines Khador as a nation. Beyond the obvious, what makes Karchev such a fascinating subject is that he has personally experienced some of the most pivotal events of the last century, and at nearly 140 years of age, he is by far the oldest living human warcaster.

Alexander Karchev stands apart from other Khadoran warcasters not simply by the fact that he has lived so long—but because of *how* he has lived so long. After a devastating injury nearly a century ago, Karchev's life is sustained (some may say unnaturally so) by mechanical augmentation, a remarkable feat of engineering.

Karchev's preservation poses some interesting questions. The money and resources required to keep him alive, plus build and maintain his numerous warjack bodies, are staggering, especially when said resources have been spent for the benefit of a single individual. Khador has lost a score of warcasters in battles across the same span of time, so what makes Karchev so important that the High Kommand would spare no expense to keep him alive?

The other obvious question one must ask concerns why innovations learned in this process have not been replicated. Certainly the integration of a living man with powerful mechanika has tremendous potential, both on and off the battlefield. Why have we not seen this technology used to preserve the life of other important national figures?

Karchev has certainly proven he can still contribute to the Motherland as well as any of her favored sons, and he was and is a powerful warcaster. With over a century of battlefield experience, Karchev has been an instrumental fixture in Khador's military. Some of Khador's enemies like to compare Karchev to another infamous warcaster, Orsus Zoktavir, the Butcher of Khador. Both have reputations for extreme patriotism as well as brutality; and both have been used to "punish" the enemy on various occasions. However, beyond these qualities, these two warcasters have almost nothing in common. Where many in the High Kommand consider the Butcher a loose cannon, Karchev has an unequalled record of reliability and almost inhuman discipline. Repeatedly, Khadoran documents referring to Karchev describe his intelligence and wealth of tactical knowledge from more than a century of warfare. Combined with his warcaster abilities, this experience makes him an invaluable resource in any military campaign. It is certainly no coincidence that Supreme Kommandant Irusk has so frequently relied upon Karchev as a cornerstone of his campaigns.

The following dossier should shed some light on the man in the machine and provide some answers to the many enigmas that define Alexander Karchev.

— G.K.—



## Alexander Karchev Summary

**Born:** 469 AR; information on Karchev's childhood is scant at best, and it is unclear whether he was an orphan or whether records of his parentage were systematically eliminated. Records indicate his arcane talents manifested at a young age, and it is possible there was an incident of uncontrolled sorcery that prompted him to become a ward of the state, a common practice in this era.

**Military Training:** 483 AR; at an earlier age than normal, Karchev enters the Druzhina, the elite Khadoran military academy in Korsk. He was assigned special mentorship under a koldun of the Greylords Covenant to discipline his powerful sorcery. In 484 AR he became an uchenik (apprentice) of the Covenant, and it is likely his warcaster talent was recognized at this time.

**Greylords Covenant:** 488 AR; after perfecting his warcaster abilities and completing officer training, Karchev attains the arcane rank of rastovik within the Greylords Covenant. He is given krollor status in 489 AR and sent on tour with the 3rd Border Legion with a small battlegroup. After a successful two year tour, Karchev was accredited as a full magziev and kommander in 491 AR. He rose to respect and acclaim within the Covenant alongside the 1st and 5th Border Legions.

**King Vygor Ascends:** 499 AR; Karchev is embraced by the new king and becomes an instrumental figure in Vygor's ambitious military campaigns. During this period, Karchev gains a reputation for tactical brilliance and masterful control of his warjacks, along with unflinching willingness to obey the sometimes-harsh dictates of the king and his kommandants.

**Thornwood War:** 510-511 AR; Karchev, now a highly decorated warcaster, is considered King Vygor's most powerful weapon in the war against Cygnar. He is responsible for a number of crushing victories as Khador battered through border defenders and proceeded deep into the Thornwood, fighting toward the Dragon's Tongue River.

**Battle of the Tongue:** 511 AR; Karchev leads a vanguard kommand in this final battle. He is drawn into an ambush and gravely wounded. Karchev battles on and eventually kills Cygnaran warcaster Colonel Drake Cathmore, although his body is nearly destroyed in the process. Karchev somehow survives his injuries and is sent back north.

**Life Support Mechanika:** 511-513 AR; the High Kommand decides to preserve Karchev's life. A mechanical life-sustaining "vivification housing" is created for his ruined body.

**Mechanika Experimentation:** 514-520 AR; in an effort to make use of Karchev's still potent mind and sorcerous ability, the Khadoran Mechanik's Assembly attempts to integrate his body into a customized warjack chassis. Adjusting cortex housing to receive instructions from a living mind proves exceedingly difficult, resulting in many failed attempts.

**Man in the Machine:** 521 AR; the Khadoran Mechanik's Assembly successfully integrates Karchev's vivification housing into a warjack chassis, providing the warcaster with a fully mobile mechanical armature. However, it would be nearly a decade before Karchev's warjack frame is deemed fully battle ready.

**Border Skirmish:** 530 AR; Karchev leads a small battlegroup against a Cygnaran border outpost. Reports from Cygnaran field officers after the battle mention a terrifying warjack with the ability to command other machines.

**Upgraded:** 535 AR; Karchev's warjack frame is upgraded based on the redesigned Juggernaut chassis.

**Border Skirmish:** 538 AR; Cygnaran Reconnaissance agent successfully identifies Karchev leading a force near Deepwood Tower. This is the first recorded use of "Karchev the Terrible," in reference to the fact that he was previously presumed dead.

**Upgraded:** 545 AR; Karchev's warjack frame is upgraded with a steam engine similar to that employed by the new Kodiak chassis.

**Upgraded:** 570 AR; after suffering significant damage, Karchev's warjack frame is overhauled. The experimental arcane turbine is part of the upgrades included in the repairs. Karchev's physical body had atrophied considerably and there was a marked reduction of lower torso mass.

**Upgraded:** 585 AR; Karchev's warjack frame is upgraded per his specifications to the Khadoran Mechanik's Assembly, including greater range of motion for his arms.

**Llaelese War:** 604 AR; Karchev and a force of damaged and aging warjacks attack the Cygnaran fortified castle of Northguard to keep the First Army garrisoned there occupied while Khadoran forces launched an offensive against Llael. 605 AR; the High Kommand orders Karchev unleashed upon Riversmet. He destroys the city's defenses and slaughters its remaining inhabitants.

**First Attack on Northguard:** 606 AR; under Kommandant Irusk, Karchev leads the initial assault against Northguard. Although Khador fails to take the castle, Karchev personally destroys many enemy warjacks and slaughters scores of Cygnaran troops. In the wake of this attack, Cygnar had difficulty resupplying the fortress to its former strength.

**Second Attack on Northguard:** 607 AR; Karchev is instrumental in the success of Supreme Kommandant Irusk's second attack on Northguard. After the castle falls, Karchev personally kills General Hagen Cathmore, the Earl of Bloodsbane, Lord of Northguard, and a descendant of Colonel Drake Cathmore.

**Battle of Point Bourne:** 608 AR; Karchev joins in the two attacks on Point Bourne; he is credited for the breach in the wall that leads to the seizure of the northern battlements. Circumstances after this are unclear, but Cryx seems to have invaded behind Khador, during which Karchev disappears. His ruined warjack frame is found after the battle, with no sign of Karchev himself.



As always, I find it best to start at the beginning by researching my subject's origins, however humble they may be, to gain a better understanding of his motivations. However, records of Karchev's early life are scant at best, and virtually nothing exists regarding his family lineage. I find this odd. Certainly the history of a man considered a Khadoran national treasure is worth preserving.

The first records I can find of Karchev come from the Druzhina in Korsk, the elite Khadoran military academy responsible for the training of many of the nation's best officers and warcasters. Karchev was enrolled in the Druzhina at the age of fourteen, very young for a cadet. I have seen records of similar circumstances, however. In cases where Khadoran youths were involved in spontaneous and destructive bursts of arcane ability, it was customary for them to become wards of the state and to enter military service under the supervision of the Greylords Covenant. Records indicate his warcaster talents quickly manifested. Specific names of Greylord mentors or any other family connections are conspicuously absent.

Karchev was formally inducted into the ranks of the Greylords Covenant as a rastovik at the age of nineteen and given authority as a warjack kontroller in the following year. I again could not find reliable information regarding his exploits during this two-year probationary period, although I did confirm he spent this tour with the 3rd Border Legion. This opened him up to any possibility of conflicts along the borders as well as defending the Khadoran interior. Given his age, the nature of this assignment suggests the Covenant's high regard for his superlative skill with warjacks, a skill he has retained to this day.

Records proved far more reliable as Karchev began to take a more active role in Khador's military. By the time King Vygor takes the throne in 499 AR, Karchev is a full magziev within the Greylords Covenant and a well-respected warcaster and kommander with a reputation for effectively controlling a large number of warjacks simultaneously. Apparently, King Vygor favored Karchev, appreciating his tactical skill and the unwavering brutality he had shown to the enemies of the Motherland. Not surprisingly, Karchev prospered under Vygor's rule and was instrumental in many of the conquest-minded king's military endeavors.

The following report from a Khadoran officer after a Cryxian incursion near Skrovenberg aptly illustrates Karchev's ability.

— G.K.—

**Date:** Glaceus 14th, 503 AR  
**To:** Kommander Malko Petrok  
**From:** Kapitan Yakov Dvora  
**Subject:** Cryxian Incursion

Kommander,

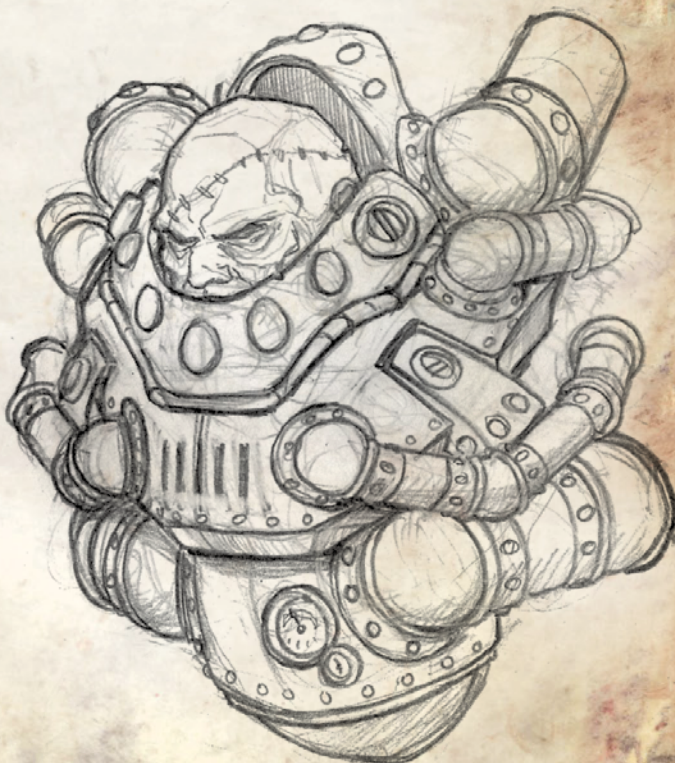
Skrovenberg is secure and the Cryxian invaders have been destroyed. Regrettably, Kovnik Vykos Levnik was slain in the initial attack, leaving us unable to draw upon his warjacks for much of the battle. Had reinforcements lead by Magziev Kommander Alexander Karchev not arrived when they did, I fear we would have been overrun.

I had heard that Kommander Karchev was a renowned warcaster, but I had never fought beside him. When he arrived, the magziev had with him four warjacks of his own, two Juggernauts and two Berserkers. However, he also commandeered Kovnik Levnik's three Berserkers, which had gone inert after the kovnik's death. I've never seen or even heard of a single warcaster so aptly controlling seven warjacks at the same time, but Kommander Karchev seemed undaunted as he lead what remained of our troops in a fierce offensive against the Cryxian raiders.

Kommander Karchev used his warjacks as an impenetrable screen that drove into the Cryxian forces in a brutal charge. The magziev's warjacks acted in perfect unison, slaughtering the Cryxian abomination in waves. Our troops followed behind, supporting the warjacks with rifle and artillery fire, while the kommander used his sorcery to shatter scores of thralls with blasts of force that ripped the very earth asunder. Within minutes, the enemy had been completely annihilated, and we sustained no further casualties. Kommander Karchev's reputation is certainly well deserved, and any citizen of the Motherland should be proud that he serves among us.

I have assumed command of the garrison here in Skrovenberg, and I will keep things in order until Kovnik Levnik's replacement arrives.

*Kapitan Yakov Dvora*



As anyone with even a passing knowledge of history knows, King Vygor initiated hostilities with Cygnar in 510 AR, leading to the Thornwood War. By this time, Karchev was one of the king's most trusted military leaders and was perhaps Khador's mightiest warcaster. As such, Karchev was integral to Khador's battle plans both on and off the field, and he was personally responsible for a number of crushing victories against Cygnaran forces early in the war, most notably at the Battle of Thornfall and the Battle of Deep Gulch.

Karchev was at the height of his abilities by this point, and at forty winters he had twenty years of battlefield experience to complement his fearsome martial and arcane prowess. However, even Karchev's considerable talents could not undo the damage caused by King Vygor's dubious tactical decisions. Despite his king's failings, Karchev remained unquestionably and brutally effective, inflicting heavy casualties on the Cygnarans in each engagement.

The Battle of the Tongue, the last and greatest battle of the Thornwood War, is one of the most pivotal moments in recent history and is without doubt the most significant event of Karchev's long life. The battle took place near the banks of the Dragon Tongue River, and Karchev and his battlegroup were sent to secure the great stone bridge that spanned it. When Karchev arrived at the bridge, it was held by a token force of Cygnarans, and the magziev immediately engaged them in battle. Apparently unable to stand before the superior Khadoran force, the Cygnarans feigned retreat.

Colonel Drake Cathmore and those Cygnaran forces arrayed to stall Vygor's army ambushed Karchev and his troops on the other side of the river. Whether Karchev was actually fooled by this ambush or simply believed he could put a decisive end to the battle is unknown, but he gave chase rather than waiting for the rest of his vanguard. Although he was terribly outnumbered, Karchev battled fiercely, inflicting heavy casualties on the Cygnaran troops before taking grievous injuries. Undeterred by his wounds or the hopelessness of his position, Karchev made a final offensive push to engage Cathmore directly. No one is certain what exactly transpired in this battle, but the best theory is that Karchev expected to die of his wounds and sought to take his enemy with him. Whatever his reasons, he unleashed such a tremendous blast of arcane power that it consumed both of them. Cathmore was slain, but Karchev somehow survived.

The following letter was written shortly after the Battle of the Tongue. It was sent from the senior field medic present after the battle and is addressed to the head of the Hospice of the 3rd Army in Korsk, the most advanced medical facility in Khador at the time. It gruesomely illustrates the nature and extent of Karchev's injuries.

— G.K.—



**Date:** Cinten 17th, 511 AR

**To:** Kovnik Viktor Derova

**From:** Kapitan Yuri Medveyd

Kovnik,

Magziev Kommander Alexander Karchev lives and will shortly be on his way to you. However, to put it bluntly, he should be dead. His injuries are nothing short of catastrophic, and I believe there is little that can be done for him beyond what aid we have already provided.

The most pervasive and immediately apparent of Karchev's injuries were caused by an intense arcane blast that inflicted both severe burns and tremendous concussive force upon his body. Both arms were torn from his torso—his right arm at the shoulder and his left just above the elbow. His right leg was burnt so badly we removed it at the hip. His left leg had been crushed by debris to the point that we could not save it, and it, too, was removed at the hip. It is possible you may need to excise additional necrotic flesh.

Karchev's other wounds include second- and third-degree burns over most of his torso, significant internal injuries due to multiple gun shot wounds, including a punctured lung and a perforated liver. Magziev Karchev also suffered a skull fracture and many of the bones in his face were all but pulverized. His eyes were spared, somehow. Menoth be praised for small mercies.

Any one of the injuries I described above is more than sufficient to kill a man. That Karchev sustained them all and yet somehow clings to life is a testament to the gods' cruelty or the kommander's own immense desire to remain among the living. I do not expect him to live much longer. Should he manage to survive the trip back to Korsk, it is important that you understand that your duty is to keep him comfortable and make the passing of this great hero as painless as possible. I suggest you consult with the clergy to ascertain whether the grace of Menoth can ease the kommander's passing.

*Kapitan Yuri Medveyd*

3rd Khadoran Medical Corps

Despite the extent of his injuries, Karchev lingered, and records indicate that he regained consciousness roughly six months after being transferred to the Hospice of the 3rd Army in Korsk. This prompted a flurry of correspondence between the High Kommand and Kovnik Viktor Derova, the senior officer at the hospice. The contents of these letters are fairly pedestrian, and most express the High Kommand's commitment to keeping Karchev alive despite the considerable cost of his care. The following letter, however, is quite intriguing and is the first indication that Karchev was much more than a helpless invalid.

— G.K.—

**Date:** Khadoven 4th, 511 AR

**To:** Kommandant Kohan Rostov

**From:** Kovnik Viktor Derova

Kommandant,

Kommander Alexander Karchev's status has not changed. The majority of his wounds have mended—as much as they can be mended—but he remains in considerable pain. We have done all we can to make him comfortable, but there are limits to what I can do. However, he is having trouble accepting his new circumstances.

Most soldiers in the kommander's condition can do nothing but rage impotently at the gods, at the Motherland, at themselves; a rage that typically passes, leaving behind a resigned stoicism. Karchev, however, was and is a powerful arcanist, and his rages are far from impotent—he needs neither hands nor legs to manifest his magic. Almost daily, his anger is unleashed via his sorcerous abilities, giving rise to blasts of concussive force resulting in damage to the facility and injuries to my staff. In fact, I have turned to sedating the magziev from fear someone may be killed by his outbursts.

I think much of the kommander's rage stems from his inability to contribute to our great nation. It is obvious he still retains much power. Additionally, his mind and tactical knowledge have not been diminished. Perhaps Magziev Kommander Karchev can still be of some use to the military, and I would urge you to at least consider this possibility.

### *Kovnik Viktor Derova*

As the document above illustrates, Karchev had command of his arcane powers from the moment he regained consciousness. However, it was unclear whether or not he retained the ability to link with and command warjacks. As it turns out, Karchev himself provided the answer to this question when he petitioned (demanded, really) the High Kommand to reinstate him and allow him to resume his duties as a warcaster.

Obviously, the High Kommand had its doubts whether a man as crippled as Karchev could be of any use on the battlefield, but Karchev commanded enough respect and sympathy from the military leaders of the day that his request was seriously considered. Karchev was granted an audience with the High Kommand.

Interestingly, since Karchev was considered quite the heroic figure at the time, Dmitri Marovich, a prominent historian, was allowed access to Karchev's hearing and recorded the events therein in his greatest work, *Heroes of the Motherland*. I was able to locate a copy of this obscure book, and what follows is an excerpt from this propaganda-laced tome that describes how Karchev made his case to the High Kommand.

— G.K.—

Despite the terrible wounds that diminished him, Magziev Kommander Karchev's spoke as if commanding upon the battlefield, and the council sat rapt as he recounted his various victories and contributions to the Motherland. There was anger in his voice, and it seemed the very foundations of the earth trembled beneath his passionate oration. Great Karchev demanded that his skill, power, and knowledge once again be used for the betterment of our nation and to strike fear into our enemies. When at last he finished speaking, I saw tears in the eyes of the great men in the council chamber, and I, too, could not help but be moved by this noble hero's impassioned appeal.

Yet still the council was not convinced, and Supreme Kommandant Kohan Rostov asked the magziev to provide some proof that he was still a capable and effective military leader. Kommander Karchev's response was immediate and shocking. A Juggernaut warjack stood outside the great hall, its furnace fired and ready; its sole purpose was to allow the magziev a way to demonstrate that he still retained the ability to command the mighty machines of war.

I saw Karchev close his eyes, felt the energy gather in the air, and then, with a tremendous crash, the Juggernaut burst through the doors of the great hall, hammering them from their frames with the hurtling mass of its body. It did not break stride and charged forward in a billowing cloud of smoke, its massive axe held high. The Kommandants leapt away from their chairs of office as the Juggernaut barreled toward them, yet they were not its targets. The warjack's axe crashed down upon the huge stone table at which the High Kommand had sat for a dozen generations, splitting the granite in twain and plowing into the marble floor beneath it. The warjack then yanked its axe free and moved to stand next to Karchev, towering above the disfigured invalid that was its master.

All assembled in the hall that day drew the same conclusion—Alexander Karchev was not a man to be dismissed by something so paltry as his own battered flesh.

Although the above account is likely highly embellished—as was common in Marovich's "historical" writings—I do believe this hearing took place. Karchev did prove to the High Kommand that he could still ably command warjacks and harness his battle sorcery. However, the fact remained that he was all but helpless and immobile. If Karchev was to resume his place among Khador's warcasters, this obstacle had to be overcome.

Enter the Khadoran Mechanik's Assembly, who were tasked with finding a way to get Karchev back on the battlefield and sustain him there. The following letter and schematics from a senior mechanik describes the solution—and its risks—devised by the Mechanik's Assembly.

— G.K.—

**Date:** Rowen 21st, 513 AR

**To:** Kommandant Sergei Baikov

**From:** Senior Mechanik Vadim Ostyvik

Although it has taken many hours and much experimentation, we believe we have devised a way to sustain Kommander Alexander Karchev's life without need of constant support from medical attendants. We have designed a mechanical life-sustaining apparatus that will enclose the former kommander's body, regulate his biological functions, and provide a steady supply of restorative and pain-deadening salves to exposed flesh, helping to prevent bleeding sores. The housing need only be maintained once per day by flushing out the waste collections systems, replenishing medicinal stock, and ensuring various functions are running properly.

Ultimately, we hope to modify the housing to interface with other mechanical systems, namely those used to control warjack mobility. We believe that once a suitable housing is devised, Magziev Karchev could in a very real sense act as the cortex for a fully functional warjack chassis. Obviously, we have much to do and many months, even years of hard work ahead of us to achieve this goal. However, we do not believe it is beyond our grasp.

Despite the successes we have had with the initial design, I must offer a word of caution. This technology is highly experimental and the integration of flesh and mechanika on this scale had never been attempted. There is the very real possibility that Kommander Karchev would not survive the extensive surgical procedures necessary to connect his biological systems to the housing. Even if the integration is successful, we have no idea what it might do to his mind—we simply do not know if man and machine can be so closely amalgamated without provoking a mental break. However, the kommander's will is strong, and if anyone could survive this process, it is certainly him.

*Sr. Mechanik Vadim Ostyvik*



I consulted with a number of knowledgeable and trustworthy mechanical engineers, all with experience replacing lost limbs with mechanika prosthetics. To a man, they agreed that the process described in the document above, based on the included schematics, would result in a painful death for anyone in good health subjected to it, let alone someone with severe injuries. Obviously, Karchev survived, so it is possible the Khadoran Mechaniks Assembly greatly improved their integration methods before they attempted the process on Karchev. However, if I have learned anything about Alexander Karchev while compiling this dossier, it is that he possesses an irrepressible will, and he may have survived the procedure because he simply would not let himself die.

One other thing to note is that the High Kommand obviously had no reservations about gambling with Karchev's life in an experimental procedure with a high chance of catastrophic failure. Certainly, such technology, if viable, would be incredibly valuable. Perhaps the High Kommand believed Karchev's death was an acceptable risk for the promise of mechanical advancement.

— G.K. —

Although, the Khadoran Mechaniks Assembly promised to supply Karchev with a powerful warjack body that would allow him to once again command upon the battlefield, it was over a decade before they would produce a successful design. My research has revealed nearly three dozen designs for warjack bodies produced between 514 and 520 AR. I doubt most of these made it beyond the schematics stage, and what records I can find about those that were built indicated many failures.

Success came not through the design of an entirely new warjack body but through retrofitting older technology. In 521 AR, Karchev's housing was successfully integrated into a modified Berserker chassis. The older mechanical relays used by these venerable warjacks proved more receptive to Karchev's mental commands than those used by modern warjacks of the day.

Although the first successful integration occurred in 521 AR, Karchev was unsatisfied with the performance of his new body and demanded frequent changes and even complete overhauls. By the time he took to the battlefield again in 530 AR, however, his modified warjack chassis was a terrifying melding of man and machine.

The following report after a Cygnaran outpost near Merywyn was destroyed is the first documentation I can find regarding Karchev's return to active duty. The Cygnaran lieutenant who authored the report and interviewed the survivors had an interesting theory on who or what had attacked the outpost.

— G.K. —

**Date:** Katesh 5th, 530 AR

**To:** Captain Garian Kendricks

**From:** Lieutenant Zander Redgrave

Sir,

As ordered, I have interviewed the survivors of the attack on Fort Lastings, and honestly, I don't quite know what to make of their statements. We have confirmation of Khadoran warjacks from all witnesses, and there is no question that Khador initiated the attack without provocation. However, every witness states the attack was carried out solely by warjacks. There were no troops or a warcaster present.

If the lack of living forces wasn't strange enough, a number of witnesses state that one of the warjacks was actually leading and commanding the attack. Descriptions suggest a Berserker of some sort. One witness even said that he could see a face—a human face—within the chassis of the machine, but I don't know what to make of that.

The witnesses were all good soldiers, and I do not think they would lie to me. I am left with only the facts as they were presented.

As ludicrous as it may seem, is it possible that Khador has developed a warjack with enough autonomy to lead others of its kind into battle? A terrifying thought to be sure.

*Lt. Zander Redgrave*

After 530 AR, Karchev was once again at the forefront of Khadoran military action. Although there were no major conflicts at this time, he took every chance possible to take the field, leading battlegroups against Cygnaran defenders in border skirmishes, repelling Cryxian raiders off the Khadoran coast, and even battling troll kriels in the Scarsfell. The CRS correctly identified Karchev in 538 AR, a prospect that apparently concerned them even more than the notion of an autonomous leader of other

warjacks. It was from these reports that Karchev derived his appellation "the Terrible" and gained a reputation as having achieved immortality through the sheer power of hatred.

Ceaseless combat supplied Karchev with ample opportunity to improve and upgrade his warjack body, and he was often the beneficiary of the newest warjack designs. Additionally, his chassis was severely damaged on a few occasions, necessitating a complete overhaul.

Reports regarding Karchev's mechanical upgrades are copious, and I won't bore you with the tedious details. However, I did uncover one interesting document. This log entry from one of Karchev's mechanics is intriguing because it details an instance where Karchev's warjack chassis and his vivification housing were almost completely destroyed. Yet he survived, again.

— G.K.—



**Date:** Katesh 16th, 570 AR

I have completed the repairs to Kommander Karchev's vivification housing, and it has been sent to the facility where he currently resides. I took the opportunity to make a number of minor improvements, primarily to the waste disposal systems—the odor was becoming quite strong—and the cortical pathways. The improved housing should keep the kommander much cleaner and allow him finer control of his warjack armature.

One further note. The damage to the old housing was extensive—apparently the kommander took a direct hit from a Defender heavy cannon—and it had failed completely. This left Kommander Karchev without the support of the mechanikal systems that are supposedly keeping him alive for nearly thirteen hours. What's more, when they recovered his body we discovered his torso has atrophied considerably, and surgeons had to remove considerable sections of his withered body.

### *Lieutenant Vladin Trovick*

In addition to the fact that Karchev survived without mechanikal aid, it should be noted that he was over one hundred years old at the time of this report. I think it is fair to speculate that something about his vivification housing was doing more than keeping him alive and allowing him mobility on the battlefield—it was (and is) obviously extending his natural life span. Additionally, it appears that Karchev was able to survive without the aid of his housing for an extended period. The mystery of this may give some indication as to why this technology has never been successfully repeated. How much of Karchev's survival is singular to the man, and how much to the machine?

— G.K. —

In recent years, Karchev has played a major part in the wars that have consumed western Immoren, always at the heart of each conflict, inflicting death and devastation upon the enemies of the Motherland. He has become somewhat of a Khadoran bogeyman, his very presence striking fear into the hearts of all who stand against him.

There are volumes upon volumes of reports covering Karchev's recent military endeavors, but I will simply summarize Karchev's involvements in the major conflicts of the last decade.

During the initial attack that triggered the Llaeese War, Karchev played a pivotal role in keeping Cygnar from sending vital reinforcements to its beleaguered ally. To occupy the First Army at Northguard, Karchev was given command of over two dozen damaged and aging warjacks and a token number of troops and sent to lay siege to that great castle. This was more ruse than practical attack, but the appearance of Karchev and so many warjacks had the desired effect, and the First Army divisions there were kept occupied long enough for Khador to initiate their offensive against western Llael.

Later in the war, Karchev was given an opportunity to showcase his brutality upon the citizens of Riversmet. Several previous battles had been conducted in the vicinity of this

town, initially with the goal of taking the city with as little damage as possible. When the heavily fortified northeastern city of Leryn remained defiant against the occupiers, including the esteemed alchemists of the Order of the Golden Crucible, Riversmet was singled out for punitive measures. Karchev was given the command to obliterate the city and everyone who lived within as a lesson to the defenders at Leryn. Karchev and an overwhelming force of warjacks and infantry, smashed through Riversmet's defenses, slaughtering thousands in the process. In the aftermath of this battle, the city of Leryn surrendered to Khador without a single shot, their morale broken. As brutal as this attack is remembered, it is deemed one of the greatest strategic successes in the war, given Leryn's reputation for unassailable fortifications.

After the fall of Merywyn, Kommandant Irusk launched the first of two attacks on the northern Cygnaran fortress of Northguard. Although the first attack was unsuccessful, it cost the Cygnarans dearly, largely due to the initial offensive lead by Karchev. Reports indicate he personally destroyed half-a-dozen Cygnaran warjacks and slaughtered scores of trenchers and storm knights before quitting the field and retreating with the rest of the Khadoran army. This initial attack cost the Khadoran army heavily in terms of casualties, but ultimately the empire's ability to recuperate proved greater than Cygnar's.

Irusk again attacked Northguard less than six months after the previous failed attempt to take the fortress. This time, he was successful, and again Cygnar lost thousands of troops in the siege. Interestingly, the lord and general of Northguard was Earl Hagen Cathmore, a descendent of Drake Cathmore, the warcaster with whom Karchev fought his famous duel at the Battle of the Tongue. Despite the fact that Karchev had killed a number of Drake Cathmore's descendants over the years, Earl Hagen Cathmore stood his ground when the castle was taken and refused to surrender. For his bravery, Karchev slew the man shortly thereafter, proving his thirst for vengeance had not been slaked.

— G.K. —

After the fall of Northguard, Khador's next significant offensive against Cygnar was the recent battles at Point Bourne. Here again, Karchev is unleashed upon the enemies of Khador to devastating effect. During the initial attack, Karchev fought through the nearly impenetrable defenses of Point Bourne and managed to breach the outer wall. Khador used this breach in a subsequent attack to overwhelm the defenders of the portion of the city north of the river.

The exact circumstances in Point Bourne are still not well known or reported by either side, but it seems as though Khador successfully seized the city but was then interrupted by the arrival of a massive Cryxian army behind them. Unfortunately, reports from the city since this time have been scant.

I did manage to locate a document that mentions Kommander Karchev and the aftermath of the Cryxian attack. Dated days after Karchev disappeared, it is from a senior battle mechanic who volunteered to join a small mobile force to look for evidence of Karchev and provide repairs if they could locate him. What he found was quite chilling.

—G.K.

**Date:** 608 AR

**To:** Kovnik Kutzov

**From:** Battle Mechanik Chief Mitri Druiz

**Re:** Kommander Karchev

We found the hull of Kommander Karchev's warjack chassis near the river. It had been completely disassembled, the vivification housing removed and then stripped of its most vital components. Of the kommander we saw no sign, but Cryxian necrotechs had been in the area; we found the gruesome leavings of their handiwork much in evidence. I fear even to write what it is I am thinking, but I can see no other outcome. I believe Cryx has taken Kommander Karchev, and I believe their necrotechs are keeping him alive; for what purpose, I cannot begin to understand.

I fear all we can do now is pray the kommander does not survive long. Morrow have mercy on him.

*Chief Mitri Druiz*

Chief Druiz's report is the last piece of information I could find regarding Kommander Karchev, and I must agree with his conclusion. Alexander Karchev has sown much death and discord in western Immoren, but I cannot help but feel some sympathy for the man. Morrow only knows what horrors he may be enduring at the hands, hooks, and talons of Cryxian necrotechs and neurosurgeons.

However, I will say this. Kommander Karchev has weathered more pain and personal hardship than any man I have ever encountered. He has survived against incredible odds time and time again, largely because he simply refuses to die. Should he survive and be returned to Khador to once again terrorize the battlefields of the Iron Kingdoms, I for one would not be overly surprised.

— G.K.—



# COLOSSALS

## RULES

INTRODUCTION BY DAVID "DC" CARL

ART BY  
ANDREA UDERZO

### COLOSSALS

For the first time in centuries colossals tower over the battlefields, dwarfing men and warjacks alike. Centuries of mechanical progress have birthed modern colossals that make their predecessors seem primitive in comparison. The colossals of the present day utilize sophisticated cortexes and some of the most advanced and experimental weaponry ever seen in the Iron Kingdoms, making these machines the most powerful weapons in a warcaster's battlegroup.

A colossal is a **huge-based** (120 mm) warjack.

### HUGE BASE

A huge-based model occupies the space from the bottom of its base to a height of 5".

### FACING & LINE OF SIGHT

A colossal's front arc is marked on its base. Its front arc is further divided into two 90° **fields of fire**. These fields of fire determine which models a colossal can target with its weapons depending on their location. Weapons located on a colossal's left side (L) can target only models in its left field of fire. Weapons located on a colossal's right side (R) can target only models in the colossal's right field of fire. Weapons with locations "S" or "—" can target models in either field of fire. If any part of a model's base is on the line separating the left and right fields of fire it is considered to be in both fields of fire.





## TARGETING A COLOSSAL

A colossal never gains a DEF bonus from concealment, cover, or elevation.

## CLOUD EFFECTS AND FOREST TERRAIN

Cloud effects and forest terrain do not block line of sight to a colossal.

## TARGETING A COLOSSAL IN MELEE

A model targeting a colossal with a ranged or magic attack does not suffer the target in melee attack roll penalty. If a ranged or magic attack misses a colossal in melee, that miss is not rerolled against another model. It misses completely.

A colossal can be targeted by combined ranged attacks while it is in melee.

## PREDEPLOYMENT

Colossals must be placed before normal deployment. If both players have models to predeploy, they predeploy their models in standard deployment order.

## MASSIVE

A colossal cannot be slammed, pushed, thrown, knocked down, or made stationary.

## COLOSSAL MOVEMENT

A colossal can only advance during its normal movement and cannot be placed.

## PATHFINDER

Although the icon does not appear on their stat lines, all colossals have the Pathfinder advantage.

## CONTROLLING A COLOSSAL

Colossals must be assigned to a battlegroup and cannot begin the game under the control of a 'jack marshal. If a 'jack marshal reactivates a colossal, the colossal becomes autonomous instead of coming under the 'jack marshal's control.

Your opponent can never take control of your colossal by any means.

## GREAT MACHINE

A colossal never suffers Disruption.

A colossal can never gain Advance Deployment, Incorporeal, or Stealth.



## COLOSSAL COMBAT RULES

### RANGED ATTACKS WHILE IN MELEE

A colossal can make ranged attacks while in melee. A colossal never suffers the firing in melee penalty when targeting a model it is in melee with.

A colossal cannot gain the aiming bonus while engaged.

### COLOSSAL MELEE RANGE

Colossal melee weapons and colossal melee attacks have a 2" melee range unless otherwise noted. This includes all power attacks made by a colossal.

### COLOSSAL POWER ATTACKS

A colossal can make all the power attacks available to a warjack. In addition, it can make two power attacks available only to colossals: power strike and sweep.

#### POWER STRIKE

A colossal making a **power strike** power attack uses the force of its tremendous melee power to send a smaller-based model flying. A colossal must have at least one non-crippled Open Fist to make a Power Strike power

### SLAM POWER ATTACK REVISITED

Smaller-based models hit by a slam power attack made by a colossal are moved an additional 2".

attack. Its target must be in the Open Fist's field of fire and have a smaller base than the colossal.

The colossal makes a melee attack against the target. If the attack hits, the target is slammed  $d6 + 2$ " directly away from the colossal. The POW of the slam damage roll and the POW of collateral damage rolls resulting from the slam are equal to the STR of the colossal.

#### SWEEP

A colossal can use its arms to scythe through models within its reach. A colossal must have at least one non-crippled melee weapon to make a sweep power attack. This model makes one melee attack with the weapon against each model in the weapon's field of fire that is within the model's 2" melee range. Models hit suffer a damage roll with a POW equal to the colossal's STR.

## DAMAGING A COLOSSAL

Colossals have two damage grids—right and left—but otherwise suffer damage like a smaller warjack.



When a colossal is damaged, the damage grid to be marked is determined by the origin of the damage suffered. If the origin of damage is in the colossal's right field of fire, the attack will damage the colossal's right damage grid. If the origin of damage is within the colossal's left field of fire, the attack will damage the colossal's left damage grid.

If the colossal suffers damage from an attack and the attacker is in the colossal's back arc or any part of the attacker's base is directly in front of the colossal, the attacker

chooses which damage grid takes the damage. If the origin of damage is in the colossal's back arc or directly in front of the colossal and the source of the damage was not an attack, randomize which damage grid takes the damage.

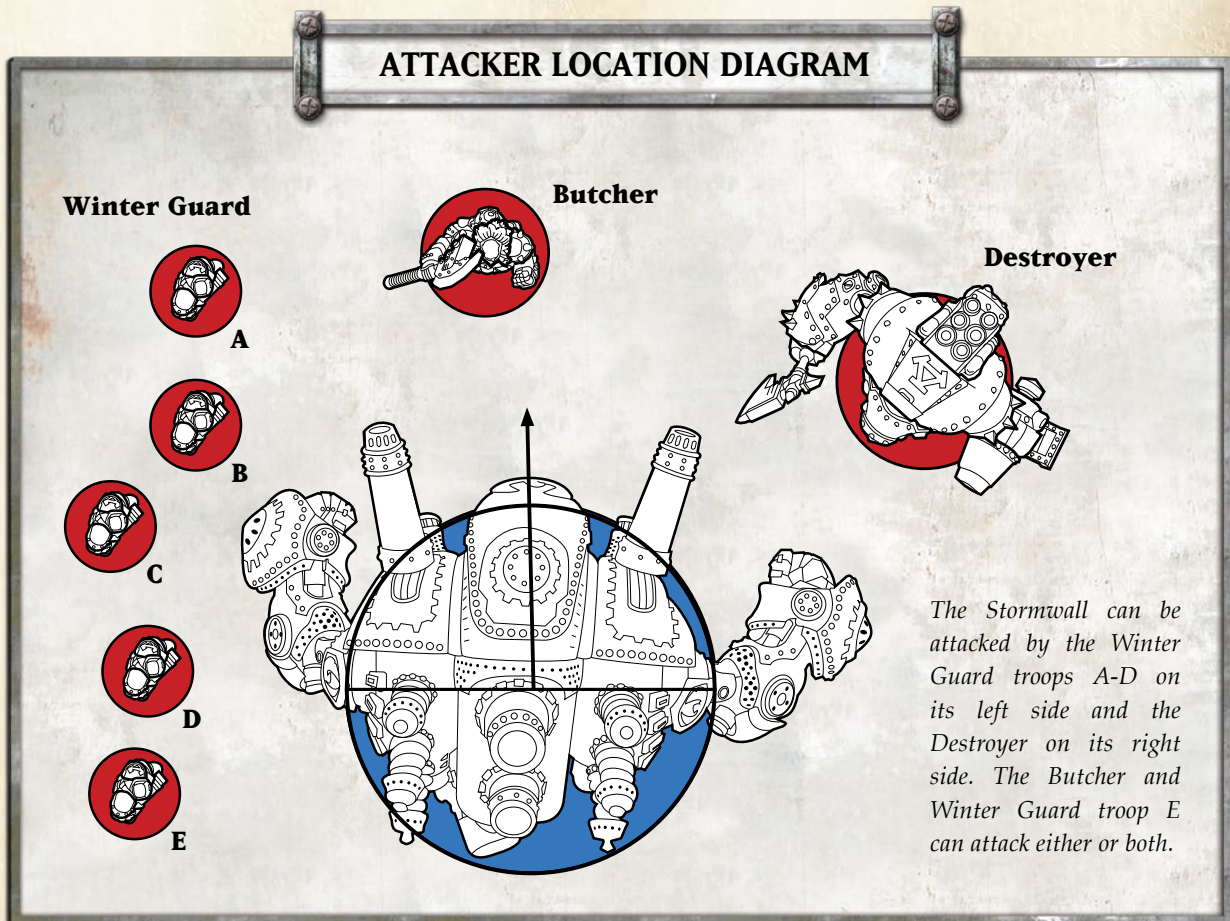
When a colossal suffers damage without a point of origin, such as from a continuous effect, roll a d6 to determine which damage grid takes the damage. On a roll of 1-3 the damage is marked on the colossal's left damage grid. On a roll of 4-6 the damage is marked on the colossal's right damage grid.

Once the damage grid taking the damage has been determined, randomize which column takes the damage.

If all the damage boxes in column 6 of a colossal's damage grid are filled, continue recording damage in column 1 or the next column that contains an unmarked damage box within that same grid. If all the damage boxes in a colossal's grid are filled, continue recording damage on the other grid. Roll a d6 to determine where to apply this damage.

Note that on a colossal, the L and R system locations refer not only to the arm on that side but rather to the entire suite of weapons on that side. For example, if the R system is crippled, all weapons located in location R suffer the effects under Crippled Weapon.

### ATTACKER LOCATION DIAGRAM



The Stormwall can be attacked by the Winter Guard troops A-D on its left side and the Destroyer on its right side. The Butcher and Winter Guard troop E can attack either or both.

# GARGANTUAN GRUDGE

BY ED BOURELLE & WILL SHICK • CHRONICLED BY AERYN RUDEL • ART BY MARIUSZ GANDZEL & ANDREA UDERZO



With the release of *WARMACHINE: Colossals* just a few short months away, many of us around the office have been itching to put a colossal or two through its paces in a real game. The first two people at Privateer Press HQ to fully paint their own colossals were business director Will Shick and creative director Ed Bourelle. As a reward for being first across the painting finish line, I invited them to take part in the first colossal-fueled battle report.

Ed and Will, who have crossed one another on the battlefield many times, readily agreed and began putting together 75-point armies to really let their colossals shine. Ed chose the Witch Coven of Garlghast & Egregore to lead his Cryx army and its terrifying Kraken into battle. Will, on the other hand, tapped brave Kommander Harkevich to unleash the full fury of the Conquest upon the enemies of the Motherland.

The stage is set for a truly epic confrontation, and as you read on, I guarantee you'll get to see the colossals doing what they do best—making the enemy wish he was someplace else!

## Scenario Rules

In an effort to get more bang for their buck out of an already catastrophically destructive battle, Ed and Will decided to use the Demolition scenario from this year's Steamroller rules. So, in addition to trying to score the first colossal-kill on an enemy warcaster, they'd have the chance to score control points and occasionally let their caster's lob high explosives at one another

## The Battlefield

Ed and Will created an interesting battlefield that would let their colossal- and battle engine-backed armies move unimpeded toward each other and a satisfyingly explosive end. Here's a quick rundown of the terrain chosen for the game.



**1. Cryxian Smoke Stacks:** These industrial labyrinths of smoke-belching stacks were treated as forests.

**2. Piping:** This large rusting pipe was treated as a linear obstacle.

**3. Explosives Cache:** The explosives cache was set upon a low hill. The rules for the explosives cache are listed under the scenario rules below.

**4. Objective Zones:** Instead of the circular objective zones listed under the scenario rules, Ed and Will opted for more natural-looking zones of roughly the same size.

### Demolition (Objective Scenario)

**Special Rules:** Players attempt to control an objective and a zone on the opponent's side of the board. Center an objective (Explosives Cache) and mark two zones (8"-diameter circles) in accordance with the diagram below.

#### Artifice: Interactive Objectives

At the end of each player's turn, starting on the second player's second turn:

- A player earns 1 control point if he controls the zone on his opponent's side of the board.
- A player earns 1 control point if he controls the objective.

**Victory Conditions:** The first player to earn at least 3 control points and have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined in "Victory & Tiebreakers." For the 3rd tiebreaker, count only the army points within the zone on the opponent's side of the board or within 4" of the objective.

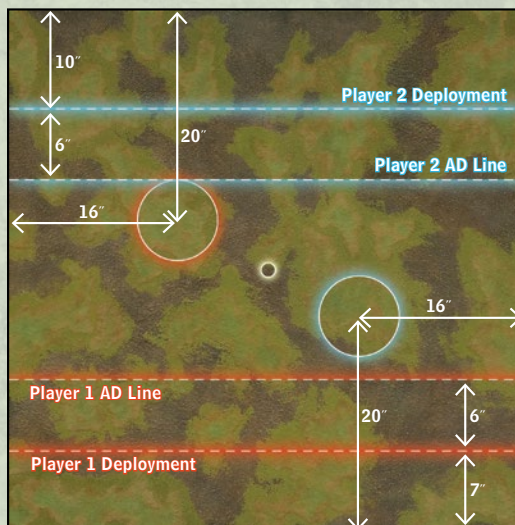
**Explosives Cache:** Steamroller Objective Structure

**Base Size:** Large

**Manual Activation** – This structure can activate when it is controlled by a warcaster or warlock.

**Warded** – This structure cannot be damaged

**Demolish** - During this structure's activation a 5" AOE can be placed within 4" of its controlling warcaster / warlock. Models within the AOE suffer an unboostable POW 14 magical damage roll and are knocked down.



## Khador Army Construction - Will



Choosing an army for the first-ever colossals battle report was no simple task. The Conquest is an awe-inspiring model both in its physical presence and its battlefield power. With P+S 22 on its fists, it can smash apart just about anything but another colossal with ease. Add in two juicy new power attacks, sweep and power strike, and woe to any who find themselves within its reach. As cool as its face-smashing powers are, though, it's the massive amount of firepower the Conquest can bring to bear that really stands out. Boasting one of the most powerful ranged weapons in the game, its Main Guns are pure nightmare fuel for anyone staring down

those double barrels. With a stat line on its Main Guns of RNG 15, AOE 4, POW 15 with Critical Devastation, there are few places the Conquest cannot reach. Add to its primary ranged attack two Secondary Batteries, which can each fire twice against the same target or use Creeping Barrage to lay down multiple POW 6 AOE's.

With a desire to maximize my firepower, I chose Kommander Harkevich to lead the army. Harkevich's host of warjack enhancing spells and abilities makes him a solid choice to lead the Conquest's first official outing, but it's the Broadsides spell that really has me wringing my hands with evil glee. One shot from a Conquest's Main Guns is brutal. Two is absolutely soul crushing!

To fill out Harkevich's battlegroup, I gave him his signature warjack Black Ivan and the Behemoth. I love the Behemoth, and while some may question its status as king of warjacks with the coming of colossals, trust me when I say the Behemoth is a colossal's worst nightmare. Armor piercing P+S 12 fists mean that even against the most heavily armored



**Model/Unit**

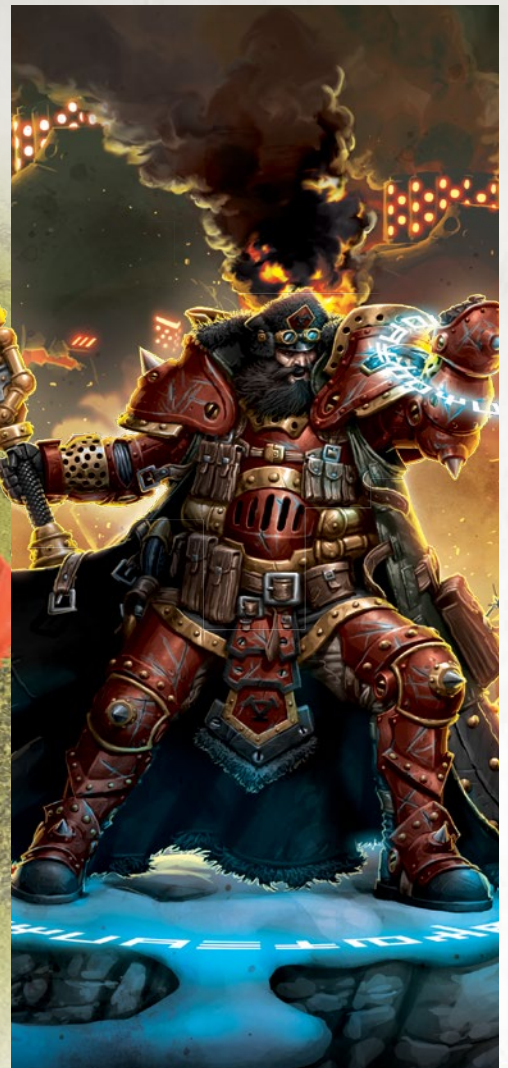
**Points**

<b>H</b>	<b>Kommander Harkevich +5 warjack points</b>	
<b>C</b>	<b>Conquest</b>	19
<b>B</b>	<b>Behemoth</b>	13
<b>BI</b>	<b>Black Ivan</b>	10
<b>WG</b> <b>WG</b>	<b>Winter Guard Infantry (10) x2</b>	6 each
<b>WO</b> <b>WS</b>	<b>Winter Guard Infantry Officer &amp; Standard</b>	2
<b>KA</b>	<b>Kayazy Assassins (10)</b>	8
<b>KU</b>	<b>Kayazy Assassin Underboss</b>	2
<b>DR</b> <b>DR</b>	<b>Doom Reavers (6) x2</b>	6 each
<b>JG</b>	<b>Kovnik Jozef Grigorovich</b>	2
	<b>Total</b>	<b>75</b>

colossal, the Behemoth is still hitting at dice +2 for damage. Throw in 3 focus for five possible attacks, and the Behemoth will put more than a few dents in just about anything.

For units, I choose two full units of Winter Guard Infantry. One unit received the Winter Guard Officer and Standard attachment. Along with Kovnik Grigorovich, this unit would provide excellent screening support for my warjacks as well as a solid unit to contest or capture scoring zones. The second unit is primarily there to act as a speed bump and possibly to bait Ed's Kraken into charge range for the Behemoth or the Conquest. Life is cheap in the cold north.

Next, I grabbed a full unit of Kayazy Assassins with the Underboss and two units of Doom Reavers. The Doom Reavers would help me deal with all the Incorporeal nonsense I knew Ed would be bringing with him. I expected at least one Pistol Wraith (I've never seen Ed leave home without one) and likely Blackbane's Ghost Raiders. Even if some parallel-universe Ed showed up to our game without any Incorporeal models, the Doom Reavers would still pose an excellent threat to his army.



## Cryx Army Construction - Ed



The Kraken is a monster on the battlefield and picking an army to support it was an exciting exercise. On its own, the Kraken sports both deadly ranged firepower and unrelenting melee capabilities. The large

Hellblaster mounted on its upper carapace has the longest range in the Cryx arsenal, and its AOE 4, POW 14 stat line is only the start. The weapon also gains +1 to damage rolls for each corpse token on the model, giving it POW 7 +3 on blast damage rolls when fully loaded. The rapid-fire Flayer under the Kraken's head is great against lightly armored targets, especially with up to four shots per turn. On the melee side of things, the pair of Harvesters boasts a 4" reach during the Kraken's activation and hit at P+S 18. Thanks to Meat-Fueled, the Kraken gains +1 STR for each corpse token, so each attack only gets more powerful. Kill Shot allows it to combine melee and ranged by granting a once-per-activation ranged attack

after the Kraken kills a living enemy model with a melee attack. I'm sure Shick will have plenty of tasty troops to provide corpse tokens after a few melee attacks, which will bump up the damage on the Hellblaster, which can then take a free shot. I love it.

Cryx has so many great options to complement the Kraken that picking a warcaster to run it was a tough choice. In the end, the Witch Coven of Garlghast won out thanks to their high Focus stat, the Infernal Machine spell (+2 MAT and SPD), and their feat Nightfall, which is one of the few ways to remove a colossal from an opponent's LOS. For the rest of the Coven's battlegroup, I chose a Seether for its focus efficiency and raw melee power, a Defiler for the arc node and ability to clear charge lanes with corrosive bile, and a Ripjaw for a second arc node and Armor Piercing against the Khadoran iron wall that Will was sure to have.

When it came to units, I started with my staple, a full unit of Mechanithralls along with three Brute Thralls. In large groups, these guys can wreck even Khadoran warjacks. I also added a unit of Bloodgorgers with Gerlak Slaughterborn to keep them on their feet. At ARM 15, these guys would be less susceptible to an onslaught of blast damage, and because of Tough, even a direct





Model/Unit	Points
<b>E H S W</b> Witch Coven of Garlghast and Egregore +5 warjack pts.	
<b>K</b> Kraken	19
<b>S</b> Seether	9
<b>D</b> Defiler	5
<b>R</b> Ripjaw	5
<b>BB GR</b> Blackbane's Ghost Raiders (6)	6
<b>BG</b> Bloodgorgers (10)	8
<b>MT</b> Mechanithralls (10)	5

Model/Unit	Points
<b>BT</b> Brute Thralls x3	1 each
<b>GS</b> General Gerlak Slaughterborn	3
<b>N ST</b> Necrotech and Scrap Thrall	1
<b>PW</b> Pistol Wraith	3
<b>SK</b> Skarlock Thrall	2
<b>WS</b> Warwitch Siren	2
<b>W</b> Wraith Engine	9
<b>Total</b>	<b>75</b>

hit wouldn't keep them from making formidable speed bumps. With Gang and two attacks, they're no slouch in melee either. My final unit selection was a minimum unit of Blackbane's Ghost Raiders to pull the attention of any pesky Doom Reavers away from my warjacks.

I then filled out the rest of my army points with solos and battle engines, starting with a Wraith Engine to take advantage of the souls that would be thrown around

the table and to give me another heavy hitter. The Wraith Engine would also prove valuable with Dark Shroud and its defensive synergies with my other Incorporeal models. I rounded out the list with a Pistol Wraith, a Skarlock Thrall, a Necrotech for its Repair ability, the accompanying Scrap Thrall, and a Warwitch Siren, which is quickly becoming one of my favorite Cryx solos.



## Predeployment

### Khador – Will

I won the roll for turn order and was immediately faced with a daunting decision. Seeing Ed's army, I knew he would attempt to close the gap as quickly as possible between his forces and mine. No one, and I mean no one, wants to weather a Conquest's Main Guns longer than absolutely necessary. Especially when those guns are firing twice a turn thanks to Broadside. Taking the second turn would likely guarantee my guns would be in range in the first round. It would also likely mean Ed would get the charge and possibly lock down my scoring zone, giving him control over the scenario. As I sat and pondered, the proud Winter Guard standard caught my eye and everything crystallized in my mind. Khador doesn't go second if it doesn't have to.

My plan was pretty straightforward. The Conquest would be placed slightly left of center so its guns would have excellent fields of fire over both the central objective and my scoring zone. With RNG 15

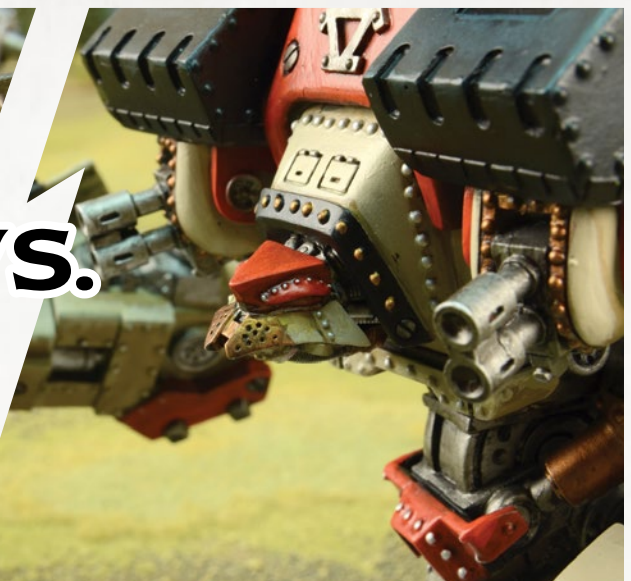
on the Main Guns, there were not going to be many safe places for Ed's models to hide. If he tried to gum up my zone with thralls or claim the central objective with one of his three warcasters, I'd happily show him what AOE 4, POW 15, and Critical: Devastation can do to Cryxian flesh. With the Conquest predeployed, I watched as Ed placed his Wraith Engine on the far left and the Kraken almost perfectly opposite the Conquest. Clearly, his walking mechano-squid wasn't interested in squaring off against Khadoran engineering. No problem there. The Conquest wasn't along to go Kraken hunting anyway. That's why I brought the Behemoth.

### Cryx – Ed

Not wanting to pit the Kraken colossal-on-colossal against the Conquest, I pre-deployed it to my left. With Infernal Machine, the Kraken would be SPD 7 and could close quickly on my scoring zone. On the right, not quite opposite the Conquest, I deployed the Wraith Engine to counter any rush Will might make for his own scoring zone.



**VS.**



## Deployment

### Khador – Will

For my regular deployment, I placed the Kayazy Assassins on the left to support the Conquest so they could use their dynamic host of abilities to sweep in and claim my scoring zone. I also wanted them as far away from the Kraken's Hell Blaster as possible. Kayazy may be tough to hit directly, but with the size and POW of the Kraken's Hellblaster, even a miss would ruin their day. I then placed the Winter Guard Infantry with their Officer and Standard (from here on known as A-squad) in the center of the board so they could lend support wherever needed based on Ed's deployment. Grigorovich went behind the Winter Guard and Harkevich, Black Ivan,

and the Behemoth went to the right of them, so they could stare straight at the enormous Kraken. Finally, I placed the last unit of Winter Guard Infantry (from here on known as B-squad) on the far right of my line. Depending on how the first couple of turns shook out, they were my designated speed bumps, and with any luck, Kraken bait.

### Cryx – Ed

I dropped the Incorporeal Ghost Raiders and the Pistol Wraith to the right of the Wraith Engine, where they could run straight through the forest of pipes and into Will's scoring zone. My hope was to pull a unit of Doom Reavers to the far flank during Will's advanced deployment. Moving left, I deployed a Ripjaw and the Mechanithralls with the Seether and Skarlock filling in the last bit of space between the Kraken and Wraith Engine. Behind those models, I deployed the Witch Coven in base-to-base contact with the Egregore so they would benefit from Stealth. To the left of the Kraken went the Bloodgorgers with Slaughterborn, and the far left flank wrapped up with the Warwitch Siren, the Scrap Thrall, and the Defiler.



## Advanced Deployment

### Khador – Will



I had brought the Doom Reavers for the specific purpose of ghost busting, and after seeing Ed's deployment, I knew one unit was going on the left where the Pistol Wraith, Wraith Engine, and Blackbane's Ghost Raiders

were. After some debate, I decided to place the second unit on the right so they could hopefully sink their Fellblades into some blighted trollkin or even put some early damage on the Kraken if the opportunity arose.

# Round 1

## Khador – Will



I knew what I was supposed to do this round: cast Escort, get as far forward as possible in preparation for next turn, and then bring the rain. But I wanted to make a statement. Sometimes psychological impact can be more important to victory than doing everything by the book. Plus, what I had in mind wouldn't significantly impact my next turn, so the risk was minor compared to the reward.

My course of action decided, I allocated 1 focus to the Conquest, 1 to the Behemoth's main cortex, and 1 to Black Ivan, leaving Harkevich with 3 focus. I had the two Doom Reaver units run upfield, ready to charge whatever came close next turn. The Conquest spent its focus point to run forward as far as possible toward the Mechanithralls. Winter Guard A-squad received the Bob and Weave order and advanced, ready to contest either the central objective or Ed's control zone. Black Ivan and the Behemoth then spent their focus points to run. I decided to reposition them a bit to get the Behemoth closer to the center, where Ed had placed his Seether and Kraken, as well as the Coven. With the Egregore granting the Coven Stealth, it made more sense to have the Behemoth in position to take pot shots at the Coven with their bombard, leaving Black Ivan available to use its auto boosted ranged attack rolls (from its Affinity with Harkevich) against non-Stealthed targets. Kovnik Jozef Grigorovich activated next, advancing up to stay behind Winter Guard A-squad. He then used Courage of the Forefathers to give the unit Tough and Fearless. I like



to imagine he provided a rousing story about how their great-grandfathers had wrestled giant squids with their bare hands uphill and never once complained about it.

The inspiring oratory complete, I had Winter Guard B-squad advance up the right, using the piping linear obstacle for cover just in case. I have to admit I felt bad for these guys. Considering all the awesome being heaped upon A-squad, and the fact that I planned on using them as Kraken bait, these guys were clearly that plucky group of misfits that many a movie plot centers around.

For my last activation before the opening gambit, I had the Kayazy Assassins run forward, being careful to keep them outside the Doom Reavers Abomination range. The last thing I needed was for my stone-cold Assassins to start the game by fleeing.

Now it was time for Harkevich to give Ed something to think about on his next turn. The Iron Wolf advanced forward and cast Broadside. The Conquest lobbed a shot with its Main Guns at the closest Mechanithrall. I knew I'd be short, but I had a 50% chance that the AOE would drift right into them with a good distance roll. Even if I only killed one, the fact that I was blowing up things in Ed's deployment zone would be the first thing on his mind next turn. As it turned out, the dice were not in agreement with my plan, and the shot deviated away from its targets. However, I could see just a trace of fear behind Ed's eyes. Not one to miss an opportunity, I made it blatantly clear that no matter what he did next turn, there were going to be two of those shots coming his way...



## Cryx - Ed

I woke up from the yawn-fest that was Will's turn just in time to wonder why he looked so proud of basically doing nothing. Typical Shick. To start my control phase, I moved the Wraith Engine up 2" from Apparition and opted to turn it Incorporeal via Wraith Walker. The Coven allocated 3 focus points to the Kraken, keeping 6 for themselves, and the Seether generated 1 focus point on its own thanks to Soul Drive. I was ready to go.

Out of the gate, I ran forward with the Mechanithralls to get up on the central hill and into Will's scoring zone on the right. I followed that up by advancing the Skarlock Thrall and having it cast *Infernal Machine* on the Kraken for +2 SPD and MAT.

It was time to release my now SPD-7 Kraken. I advanced the great machine and targeted a distant Doom Reaver with the Hellblaster, who turned out to be just beyond the 16" range. The AOE still clipped him after deviation but failed to kill him, even with a boosted damage roll. I rolled 4 shots for the Flayer's rapid fire and quickly dispatched two nearby Doom Reavers with boosted shots. With nothing else in range, the final two shots were wasted.

There wasn't a lot more I could do offensively, so I ran the Bloodgorgers and Slaughterborn up and in front of the Kraken. The Wraith Engine ran far right to avoid the incoming Doom Reavers. Blackbane's Ghost Raiders also ran, cutting through the forest of pipes, and the Pistol Wraith ran into the forest and hung back a little. In the center, I had the Seether run for free, and along my left side I advanced the Defiler up onto the hill behind the Bloodgorgers.



Helleana was the first of the Witch Coven to activate, advancing and casting *Occultation* on the Mechanithralls to give them and the Brute Thralls Stealth. The Egregore advanced into base-to-base contact with Helleana, and the remaining Coven members moved to the Egregore where they would be protected by its Black Mantle. Before ending her activation, Morgaen cast *Veil of Mist* to block some of the enemies' LOS.

The Warwitch Siren, Scrap Thrall, and Necrotech—my last remaining solos—ran, and the Ripjaw closed out my first turn with a short advance.

Maybe my first turn wasn't all that inspiring, but there were casualties on the sidelines now, and one thing was certain—the game was about to get bloody.

## Round 2

### Khador – Will

Okay, first blood belonged to the Kraken. Now it was time to show these Cryxians what real guns look like.

To be fair, by the end of Ed's turn, I had gone from the inspiring sight of a field of blasted-apart thralls to feeling slightly concerned about hurting him enough to slow his assault. During my Control Phase, Harkevich allocated 1 focus to the Conquest and kept 5 for himself.

It has to be said, I really hate Incorporeal models. More than that, I particularly hate self-regenerating Incorporeal units. Ed's Ghost Raiders have caused me more pain in the past than I care to remember. The look of sinister glee on his face as he replaces your model with his is a sight to behold. Today, however, sweet, sweet vengeance was going to be mine.

With a blood-chilling howl, the Doom Reavers on the left flank charged. I got two Doom Reavers into the Ghost Raiders, with the icing on the cake being one of them managed to charge Blackbane himself! Two more Doom Reavers charged into the now Stealthed Mechanithrall unit. My first Doom Reaver missed the Ghost Raider he charged. Not a great start. But the important attack was next. This time the dice came up good, and my Doom Reaver sent Blackbane screaming into the abyss. Berserk allowed him to attack another raider, who he also murdered (Can you murder a ghost? Survey says—YES!). He followed this by murdering the last Ghost Raider in reach with his final attack. The Doom Reavers who had charged the Mechanithralls had similar success, killing a total of three thralls between them. Unfortunately the dangers of Berserk reared its ugly head, and the Doom Reaver on the hill slaughtered his compatriot after butchering his charge target.

Feeling pretty good, I moved on to Black Ivan, who advanced and dropped a bombard shell on a Bloodgorger. The foul thing passed its Tough roll, and thanks to Gerlak wasn't even knocked down. Continuing the artillery barrage, the Behemoth advanced and fired its first bombard into the Mechanithralls. Occultation meant the shot would automatically miss, so I targeted the highest concentration of thralls I could, figuring I'd at least catch something in the blast. The first shot drifted away from the main body, landing on a Brute Thrall and the Kraken. I didn't even bother rolling on the Kraken since not even boxcars would scratch the



thing. I rolled well on the Brute Thrall, dealing three points of damage. I placed the second shot in the same spot, but this time rolled even worse for deviation—the shell landed squarely on the impervious Kraken. Not ideal. But I still had another shot coming up later.

Needing a bit of cheering up, I activated the second Doom Reaver unit and gave them the charge order. The first Doom Reaver charged up the hill and cut down a Mechanithrall, while the only other Doom Reaver in range of a charge target barreled right into the Bloodgorgers. Clearly out to prove which group was more terrifying, he proceeded to slaughter every Bloodgorger in reach, racking up an impressive three kills. It was almost sad that after such an impressive show he was going to be paste next turn.

My bloodlust up, I activated the Conquest. The massive warjack strode forward to get a bead on the Seether, who just happened to be in the middle of some Mechanithralls and about 5" in front of the Coven. With a roar, the Main Guns fired. Boosting the roll to hit, I let out a whoop as the dice came up 4,4,5. CRITICAL DEVASTATION! With the right roll I could throw a Mechanithrall and a Seether right into those blasted witches. Unfortunately, the dice came up with a lowly 1, but that still sent the injured Brute Thrall careening into the Kraken, squashing him like a bug on a windshield. The Seether took 4 points of damage from the blast and the two Mechanithralls caught in the AOE were also exterminated. I then had the Conquest use its Secondary Batteries to lay down

a Creeping Barrage, which let me drop four 3" AOE's completely within 12" (the range of the Secondary Batteries). Anything passing through or ending its activation in those clouds would take a POW 6 blast damage roll. The Kayazy Assassins then ran up to screen the left side of the Conquest from the Wraith Engine, thankfully passing the command check from ending within the Doom Reavers' Abomination ability. I was putting stock in their Duelist-enhanced DEF 16 to protect them from the Wraith Engine, and I needed them to get closer to my scoring zone. If I could grab a point next turn, I'd put the pressure on Ed to answer, and with the high concentration of my troops contesting his zone and the real threat of the Conquest making the Coven think twice about grabbing the central objective, I was in a good position to take the lead and keep it.

Winter Guard B-squad advanced again, taking up positions as speed bumps in front of Black Ivan, Harkevich, and the Behemoth. Winter Guard A-squad received the Bob & Weave order and advanced in

## Cryx - Ed

I was expecting most of what hit me that turn, but losing Blackbane hurt. I was really hoping to bolster the Ghost Raiders' numbers with Reanimation, and that wasn't going to happen now. As the dust settled from Will's turn, I formulated a risky plan. I'm a sucker for the early game alpha strike on an enemy caster, and whatever the result, I would have to be prepared to pay the price.

During my Control phase, I let all my upkeep spells expire, including Infernal Machine—the Skarlock Thrall would just recast it. The Coven then gave 3 focus to the Kraken and 2 to the Defiler, keeping 4 for themselves. The Seether generated its own focus and uses that point to shake knockdown. This turn, the Wraith Engine would be corporeal, and I used Apparition to advance it 2" up the field.

With a new unit commander, the three remaining Ghost Raiders (can't rightly call them Blackbane's anymore) got the charge order and killed a single Doom Reaver. It wasn't much payback, but it did put one very tormented soul on the Wraith Engine who used it to boost a fatal charge attack on a Kayazy Assassin. The Assassins passed their command check, and the Wraith Engine used the Kayazy soul to boost another attack and kill another Kayazy. With no more opponents in reach, the undead battle engine ended its activation with one soul token.

preparation to respond to Ed's next turn. Grigorovich advanced and used Courage of the Forefathers, continuing his speech about forefather-on-squid wrestling.

Finally, Harkevich activated. He cast Escort, advanced within 3" of the Behemoth to benefit from the +2 ARM bonus, and then cast Broadside. Black Ivan kicked things off by killing a Bloodgorger. The Behemoth fired into the Mechanithralls again, and this time got one on the deviation. Lastly, the Conquest turned its Main Guns on the Kraken. It was time to put a dent in that thing. I only needed a 6 to hit the Cryxian colossal and promptly rolled a 5, causing the shot to deviate harmlessly into the big machine. Still, looking across the field at the carnage, I couldn't help but ask:

"How do you like your Stealth now, Bourelle?"



The Bloodgorgers got the charge order, and most of them ran, although one blighted trollkin abomination did manage to take down a Doom Reaver. The Defiler then activated and moved into position to take out another Doom Reaver with boosted rolls.

The Kraken's path had been cleared.

## Cryx – Ed (continued)

The Seether charged and killed another Doom Reaver to make sure the Kraken wouldn't be taking any free strikes, and the Skarlock advanced and once again cast *Infernal Machine* on the colossal.

With 3 focus, *Infernal Machine*, and a clear path to some meaty living units, the Kraken made a 10" charge into a Doom Reaver. At MAT 8, the Kraken hit and gained a corpse token (and +1 STR from *Meat Fueled*). With a 4" reach, it lashed out and slaughtered an un-buffed Winter Guard for another corpse token (+2 STR) and bought an additional attack to do it again (+3 STR). With 2 focus left and Black Ivan within the Kraken's reach, two attacks at P+S 21 were very tempting, but I had my eye on another target. Because I had just killed a living model, I used the Kraken's *Kill Shot* ability to fire the *Hellblaster* at Harkevich. The boosted shot hit, and thanks to the corpse tokens, it was sitting at POW 17. The Kraken used its last focus to boost the damage and landed 9 points on the warcaster (and it would have been more if not for Harkevich's +2 ARM from *Escort*). The resulting POW 10 blast damage was also enough to take out two nearby Winter Guard, knock down a third (thanks to a successful *Tough* roll), and splatter the Behemoth with their viscera. With the gory deaths of five grunts and half a warcaster in one activation, I was feeling pretty good about the Kraken's turn, but it now stood face-to-face with Black Ivan and the Behemoth.

Hoping there would be something left of the Kraken for my next turn, I ran my *Necrotech* up behind the colossal in preparation to make some inevitable repairs.

The Mechanithralls charged, but only the Brute Thralls dared rush through the *Creeping Barrage* of the *Conquest*. Neither of them took damage and each was able to smash a Doom Reaver; one of the resulting souls was within range to go to the *Wraith Engine*. The other Mechanithralls drew up short of the *Creeping Barrage* AOE's in hopes of fighting again another turn.

The Ripjaw suffered 2 points of damage as it advanced into a *Creeping Barrage* and within 10" of the *Conquest*. With an arc node in place, each member of the Coven and the Egregore advanced one at a time into *Perfect Conjunction*. The last to activate was Morgaen who unleashed *Nightfall*, the Coven's debilitating feat, which reduced the LOS of all enemy models within 18" of the Egregore to 5" and caused them to suffer -2 MAT and RAT. She then cast a boosted *Stygian Abyss* on the *Conquest* with a critical hit causing *Shadow Bind* and effectively locking it down without the ability to move or see beyond 5". The boosted damage roll put 5 points of damage into the *Conquest's* left grid.

I advanced the *Warwitch Siren* and killed one last Winter Guard with *Venom* and closed my turn by running with the *Pistol Wraith*, *Scrap Thrall*, and *Gerlak Slaughterborn*.

Although the *Conquest* wouldn't be an offensive threat on Will's turn, I knew he would be out for blood, and my Kraken would be his primary target for payback.





## Round 3

### Khador – Will

So what the hell am I going to do this round?

I said I wanted to bait the Kraken with B-squad, but I hadn't expected it to be quite this soon. In addition, the Behemoth was just outside 5", meaning it wouldn't be charging thanks to the Coven's feat. The Kill Shot on Harkevich had been particularly painful, dropping him to half health. I needed to kill the Kraken this turn, or I wasn't going to get another round to do anything.

In addition to staring down one very angry and now fully Meat-Fueled colossal, my own colossal was pretty much locked down for the turn between the Coven's feat and Shadow Bind. The Wraith Engine was in prime position to charge the Conquest next turn, and to top it all off, the Coven's feat was going to stop my Kayazy from sweeping through and claiming my scoring zone. All in all, I was in a full state of damage control.

Job one was to kill the Kraken, no matter the cost. Thankfully, I had an ace in the hole—the Behemoth.

During my control phase, Harkevich spent 1 focus to upkeep Escort and allocated 3 to the Behemoth's main cortex and 2 to Black Ivan.

I decided to start things off with Winter Guard B-squad. I needed to get as much damage on the Kraken as possible if I had any hope of wrecking it this turn. The five plucky survivors of the squad advanced up within 5" of the Cryxian colossal, ready to prove themselves to everyone who had said they would never amount to anything. I had an effective RAT 8 firing against a DEF 10. How could I miss?

Turns out there's a reason these guys are on the B-squad.

Snake eyes. Firing at close range, at a 36-foot-tall colossal, they *missed*. Not an auspicious start to this turn.

I activated Harkevich next. With Kill Box in effect, there wasn't really any place for him to go, so he stayed put and popped his feat Hour of the Wolf. I'd need the +3 ARM buff next turn no matter how things turned out. Black Ivan went next. Thanks to Harkevich's feat, Black Ivan got off a bombard shot at the Kraken before charging and boosting the damage roll for a total of 5 damage to the Kraken's left grid. On Black Ivan's charge attack, I boosted the roll to hit, hoping beyond hope to pull off Critical Brutal with



its Bear Claw. The dice obliged, and I picked up four dice for the damage roll, laying in 10 more points of damage to the Kraken's left grid.

Next up was the Behemoth. It was at this point that the song *You've got the Touch* started playing in my head. Not being able to charge due to the Coven's feat, the Behemoth advanced 6" into melee with the Kraken thanks to the +2 SPD from Escort. At MAT 4 due to the Coven's feat, I needed sixes to hit. The first attack came up good. Thanks to the Behemoth's Armor Piercing attacks, I was at dice +2 on the damage roll. Ten more points went to the Kraken's right grid. The second attack was also good for 9 points. I spent my first focus point for an extra attack and promptly missed. I really couldn't afford another one of those.

Spending the Behemoth's second focus point, I let out a huge sigh of relief as the dice came up good. Unfortunately, my damage roll was less than impressive, and I wound up dealing 6 more points to the Kraken.

This was it: the moment of truth. I spent the Behemoth's final point of focus and picked up the dice. The first die showed a 1 and my heart sank. As if fate itself were toying with us both, my second die crashed off the table. I picked it up and re-rolled. A clamor exploded from both sides of the table as the dice stopped on a 6. I rolled my last damage roll and scored another 12 points of damage on the Kraken. After all that punishment, the Kraken's right grid was gone and its left had only 6 boxes remaining.

## Khador – Will (continued)

I activated Winter Guard A-squad and advanced as many individual infantrymen as possible within 5" of the Kraken. Thanks to the colossal rules, I could still CRA even though it was in melee. Eight sons of the motherland raised their blunderbusses and fired. I rolled the dice. I was an effective RAT 11 against a DEF 10. How could I miss?

Turns out, there's a reason these guys are on the A-squad.

They hit. My damage roll of 6 was just enough to turn Ed's Kraken into one giant wreck. It had taken half my army and a lot of luck, but the Kraken's reign of terror was over and Harkevich had a good chance to see round four.

The Kayazy Assassins on the left had limited targets thanks to the Coven's feat. Those that could see were mostly out of charge range, and the ones that were in range were not within the 5" LOS. I also had a very nasty soul-fueled Wraith Engine bearing down on my Conquest. I decided it was an all-in turn, so I had the three Kayazy charge the Wraith Engine, who thankfully passing the Terror check. The other Kayazy charged where they could, with those who had no targets running to get Gang bonuses where possible. All told, they managed to kill a Brute Thrall and deal 8 damage to the Wraith Engine. Not particularly impressive, but it was something. I then activated the remaining Doom Reaver who was still engaged with the last three Ghost Raiders. Three attacks later and the Ghost Raiders were no more. While it felt good to wipe that unit

off the map, I had really wanted to sink that Fellblade into the Pistol Wraith, who was already lining up shots on my Conquest.

The Conquest, with severely limited options, used Creeping Barrage to create some more AOE goodness around itself. I knew the Wraith Engine would likely be charging it next turn in its back arc, but I decided to keep it facing the main battle and specifically the blasted Witch Coven. At ARM 23, I wasn't worried about the damage the Wraith Engine would dish out. It'd take a lot more than a few attacks from the overgrown wraith to do any significant damage to the Conquest. Even while engaged, colossals can still choose to make ranged attacks, so having the Conquest in melee wasn't going to do anything to blunt its offensive potential.

Last but not least, Kovnik Grigorovich advanced and used Courage of the Forefathers on Winter Guard A-squad.

The Kraken was scrap, Harkevich was safe behind a wall of Tough Winter Guard, and his battlegroup had yet to see any significant damage. It's fair to say I left this turn feeling pretty damn confident about my position.

All that was left to do was wait and see how Ed was going to ruin it.



## Cryx - Ed

I had a glimmer of hope after the last attack from the Behemoth left the Kraken still standing, but I could hardly believe it when the Winter Guard finished the job. I was going to have to turn up the heat if I wanted to pull this out.

In my control phase, I allocated 1 focus to the Ripjaw and kept the rest on the Coven. The Seether gained 1 focus from Soul Drive, and the Wraith Engine went Incorporeal and used Apparition to move 2" toward Will's deployment zone and completely into the back arc of the Conquest.

To start things off, the Skarlock Thrall advanced and cast Curse of Shadows on the Winter Guard A-squad, hitting without a problem thanks to the Coven's FOCUS of 9.

Intending mostly to tie things up, the Mechanithralls charged in. To my amazement, my remaining Brute Thrall crushed a pair of DEF-16 Kayazy Assassins with its heavy steamfists. The remaining Mechanithralls managed to kill another Kayazy, and the final Doom Reaver on that side of the board. Only the Kayazy Underboss was spared the Mechanithralls' spectacular rolls.

I then activated Helleana, who cast Infernal Machine on the Seether and advanced to the left. With a current SPD of 8, I then ran the Seether through Winter Guard A-squad thanks to the effects of Curse of Shadows. At the end of its 16" run, the Seether was completely behind Harkevich and still within the Coven's control area.

Gerlak Slaughterborn charged forward into the last Winter Guard contesting the central objective and cut him down. He followed up with a 1" move from Killing Spree but missed his second attack on another of the Khadoran infantrymen. My arc nodes had fared well so far this game, and I ran the Ripjaw up on the central hill to get a clear LOS to Harkevich.

Not wanting the Conquest any closer than it already was, I moved the Pistol Wraith up and put three shots into the colossal, triggering Death Chill but inflicting no damage. The Conquest still had plenty of firepower, but anything to keep him from unleashing its full potential would be in my favor. The Wraith Engine was fully loaded with souls, and this would be my best opportunity to put some damage on the Conquest. I charged the battle engine into the colossal's back arc, knowing Death Chill would keep the mammoth warjack from turning around. The charge attack landed and put 9 points of damage into the Conquest's left grid. The Wraith Engine's next attack also landed, and I used a soul to boost damage for another 8 points. With two souls left, the Wraith Engine bought an



additional attack and boosted the damage, but failed to crack the Conquest's nearly impenetrable ARM 23.

Morgaen then activated and hit Harkevich with a boosted Stygian Abyss cast through the Ripjaw but failed to do damage or score the critical hit I was looking for. With 4 focus left, she cast the spell again and this time landed a critical Shadow Bind and 2 points of damage on the warcaster. Harkevich wasn't going anywhere. The Egregore then advanced into base-to-base contact with Helleana and Morgaen to grant them Stealth.

On the left, my Warwitch Siren advanced through the steam pipe forest and killed two of the three Winter Guard unlucky enough to fall under her Venom spray. On that same side, the Bloodgorgers charged, taking out the final Doom Reaver and landing a couple points of damage on Black Ivan despite the warjack's high armor.

Hoping to create a speed bump, the Necrotech charged the Behemoth but failed to inflict any damage. The Scrap Thrall ran once more, breaking through the steam pipe forest. Finally, the Defiler advanced.

Selene was all I had left, but I quickly realized that I had made my usual mistake of focusing on setting up the enemy warcaster and not doing enough to defend my own. The Egregore was a liability so close to Black Ivan and the Behemoth, so I would need to do something drastic if I wanted to survive the next turn. So, knowing it would be the death of her, I ran Selene up on the central hill within 4" of the explosives cache and her turn ended.

However, Selene's proximity to the cache allowed me to activate it and drop a 5" AOE on both warjacks and a pair of Winter Guard. The POW 14 rolls didn't scratch Black Ivan or the Behemoth and the Winter Guard made their Tough rolls, but all of them were knocked down. I could only hope that shaking the knockdown on the 'jacks would leave them focus-starved enough to give me one more turn.



## Khador – Will

Ed had me dead to rights next turn. With two fully functioning bonejacks, Curse of Shadows on A-squad, and a very wounded Harkevich under Shadow Bind, I didn't have enough resources to shut down every threat vector. Either the Seether would rip apart Harkevich or the Coven would spell blast him to dust. But in his excitement, Ed had left the Coven exposed for the first time all game. I intended to make him pay for that mistake or at least go down swinging.

Harkevich let Escort go. I didn't need it for what I had planned. What I needed was all 6 focus points. Two points went to the Behemoth, who used 1 to shake, 2 went to Black Ivan, who also used 1 to shake, and the final 2 focus points went to the Conquest.

Grigorovich went first and used For the Motherland on Winter Guard A-squad, granting them boosted attack rolls. They activated next and used Bob & Weave to get four of their number within range of Selene for a Blunderbuss CRA. I needed an 8 on three dice. A-Squad did not disappoint. As the smoke cleared, I had one less witch to deal with.

It was going to be down to my last two activations. Black Ivan activated next and advanced into melee with the Necrotch engaging the Behemoth, taking a free strike from one of the Bloodgorgers for 4 points of damage. I needed to get that Necrotch out of the Behemoth's way. With him gone, I would have an open lane to the Egregore. Black Ivan used his last focus point to boost the attack roll. I needed a 6 on three dice. Simple right?

Three dice, three ones. The fat Cryxian mechanik lived, leaving the Behemoth with no charge lane.

That was okay though. I still had one serious card to play—the Conquest.

The Conquest, in a show of pure mettle, ignored the paltry scratching of the Wraith Engine at its back and

fired its right Secondary Battery at the Egregore. I knew the shot would miss because of Stealth and I was out of range, but with two shots from the Linked Guns rule and the Coven at no focus, even a POW 6 could put some hurt on them before the real show. The first shot deviated harmlessly. The follow up shot though landed right on target catching both the Egregore and Helleana. A solid roll of 9, and Ed marked 3 points of damage on the witch. Now it was time for the Main Guns to open up. With plenty of range to the Egregore it was all on the deviation. The shot deviated only a single inch, catching all three in the blast.

Ed had done everything he could to mitigate the sheer offensive output of the glorious Khadoran colossal. But even with every last dirty trick in Cryx's playbook, the Conquest would not be denied its share of devastation.

Two boosted POW 8 blast damage rolls later and the Coven was nothing but a smoldering pile of goo—a still-Shadow Bound Harkevich did a dance of joy.



## Conclusion

### Khador – Will



What a phenomenal game! As always, Ed proved to be an excellent opponent, a perfect combination of ruthlessness and sportsmanship. The Conquest performed perfectly, blasting apart huge chunks of Ed's army and posing a threat that he couldn't ignore or escape. The great thing about colossals is they excel at bringing the pain from range or up close, making it nearly impossible to completely shut them down, especially in Steamroller scenario play. There aren't many warcasters who are going to brave the range of the Conquest's guns to grab an objective.

My mind is now spinning with future possibilities. Imagine a Conquest with Kommander Strakhov or Kommandant Irusk with Superiority, or one of my personal favorites, a Conquest with Fire for Effect from Supreme Kommandant Irusk. Auto-boosted attack and damage rolls on the Main Guns with Critical Devastation? Yes, please! The Butcher with Full Throttle, Vlad's Forced March feat for a first turn 16" run and Signs and Portents—the list goes on.

I'd be remiss if I didn't give a shout out to what is still arguably one of the most powerful warjacks in the game. The Behemoth performed flawlessly. Without it, there's no question the Kraken would have turned Harkevich into a sack of Meat Fuel in round three. All in all, I can't wait to give Ed a rematch or to challenge a few of my other fellow staffers to test their mettle against the power of the Khadoran Empire's Conquest!

### Cryx – Ed

DAMN! THE CONQUEST IS IMPOSSIBLE TO SHUT DOWN!!

Win or lose, playing Will is always a blast (no pun intended), and I was amazed at how well the Conquest performed despite my best efforts to lock it down. Even under Nightfall and Shadow Bind it put down a field of Creeping Barrage templates. For all the Stealth on the Coven, the 4" AOE from the colossal's Main Guns don't need to hit to wreak some havoc on ARM-12 warcasters.

On my side, I loved how well the Kraken performed. It's ability to increase its own damage output and gain a ranged attack from a successful melee attack is awesome, and much like Will's musings on the Conquest, I can't wait to release the Kraken with some of my other favorite Cryxian casters. How about Lich Lord Terminus adding Berserk to the Kraken's 4" reach? Talk about some serious soul collection on his feat turn. Consider Pirate Queen Skarre's feat with Dark Guidance for P+S 26 melee attacks with an additional die on attack rolls or Terminal Velocity against a HORDES army with Master Necrotech Mortenebra. The diabolical possibilities are endless, and I can't wait to unleash them all. I may even have to challenge Will to an Unbound game so I can unleash them all at the same time.





# IK RPG WALKTHROUGH

BY DAVID "DC" CARL & AERYN RUDEL  
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This summer, Privateer Press will release the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*, once again allowing players to immerse themselves in the tumultuous, war-torn world of western Immoren. The setting for the IK RPG is one that should be very familiar to WARMACHINE and HORDES players, and many of the game rules and setting elements will be recognizable. However, where WARMACHINE and HORDES provide players the opportunity to experience first-hand the grand, sweeping battles that consume western Immoren, the IK RPG takes a much more intimate approach, moving away from the front lines and allowing you to explore the Iron Kingdoms in vivid depth and detail.

The article that follows walks you through some of the major mechanical elements that make up the IK RPG. We're raising the curtain here to give you some concrete examples of what you can expect this summer. Of course, we haven't revealed everything, and the IK RPG core book still holds hundreds of pages of setting and game information that will provide you with a rich and detailed play experience.

So read on and have a look at the new face of Full Metal Fantasy!

## DEFINING ELEMENTS

Although the IK RPG features many concepts and ideas that should be familiar to all RPG enthusiasts, it does include a number of elements that allow players to experience the Iron Kingdoms in a new and unique way. These elements are described below.

### ARCHETYPE

The IK RPG introduces the concept of archetypes, a defining concept for each character that represents his fundamental nature, the way he interacts with the world, and his ultimate potential as a hero in the Iron Kingdoms. The archetype is the foundation on which a character is built, and many of his later choices are shaped by his choice of archetype.

The IK RPG presents four archetypes, each with a list of archetype benefits the character has the potential to learn over the course of his adventures:

**Gifted:** Those with the Gifted archetype are born with the capacity to work magic. They alone have the Arcane stat that empowers characters' magic, and they gain access to magic-oriented careers such as the Arcane Mechanik, Gun Mage, and Mercenary Warcaster. Gifted characters can cast powerful (and often familiar) spells to destroy their enemies or enhance and protect their allies.

**Intellectual:** Prone to true bursts of genius, Intellectual characters are capable of planning and executing the most sophisticated plots. They lead their allies in combat and have access to benefits enhancing their leadership, their ability to understand and manipulate their surroundings, or that allow them to exploit openings they alone perceive in the ebb and flow of battle.

**Mighty:** The character is in peak physical condition. He is incredibly strong and inhumanly resilient. The character deals more damage with every blow from his melee weapons. As a mighty character unlocks new archetype benefits, he gains ever more ways to enhance his close-up combat potential and to ensure he lives to fight another day.

**Skilled:** The character is extremely quick, nimble, and dexterous. He relies on his wits, skill, and luck in equal measure. Rather than relying on raw power, the skilled character relies on his combat prowess. Skilled archetype benefits allow a character to maneuver around the battlefield more easily and make more attacks each turn.

## MULTI-CAREER SYSTEM

In addition to archetypes, character roles are further defined in the IK RPG by a career system. Each career represents an occupation, calling, or social standing in the Iron Kingdoms and comes with a suite of skills and abilities, some of which are available immediately and others available as a character gains experience. Instead of encouraging players to focus on a single career, the IK RPG gives players more options by letting them choose **two** careers for their characters from the very start.

By the time a Knight/Soldier is ready to hang up his Caspian battleblade, he could have as many as three additional careers. Military Officer is a very natural evolution, but the options are truly wide open. Depending on where his adventures take him, he could just as readily choose to become an Explorer, Pirate, or Spy.

## FEAT POINTS

Characters in the IK RPG have access to feat points, which represent their luck and raw heroic potential. All characters can gain feat points through heroic actions in combat, or the GM can award feat points when heroes overcoming challenges with creativity and skill.

Feat points are a resource that can be spent in a number of ways. Some of these are specific to a character's archetype, career abilities, and equipment, while others are common benefits accessible to any character. Three examples of benefits available to all characters with the expenditure of a feat point are listed below

- **Boost Non-Attack Skill Roll:** A character can spend a feat point to add an extra die to a non-attack skill roll.
- **Parry:** A character can spend a feat point during his turn to keep from being targeted by free strikes that turn.
- **Shake Knockdown:** A character can spend a feat point to shake knockdown at any time. When the character shakes knockdown he immediately stands up.

## SYNTHESIS

It's easy to claim that the IK RPG's archetypes, multi-career system, and feat points are the game's defining characteristics, but a mere description won't fully showcase how this defines the unique gaming experience. So let's look at an extended example.

Assume that you wish to create a Trollkin Fell Caller who fights with a greatsword. You might think you would adjust some stats, choose some equipment, and be good to go, but in the IK RPG, your concept isn't quite ready for action. Two of your many character options are:

- **Skilled Duelist:** The Trollkin could have the skilled archetype and pair the Duelist career with the Fell Caller career. One such character build would be able to make an additional attack each turn, could counter-attack foes that missed him with melee attacks, and could spend a feat point to attack every enemy in melee range with a single attack.
- **Mighty Man-at-Arms:** Alternately, our Trollkin could take the mighty archetype and pair Fell Caller with Man-at-Arms. One such character build could deal enhanced melee damage with every swing, could block incoming attacks intended for his allies, and could spend a feat point to gain +3 ARM for a round.

And that's just the beginning. Our Trollkin could also be a Gifted Fell Caller/Sorcerer slinging spells as well as fell calls or an Intellectual Fell Caller/Military Officer directing his allies to dominate any opposition.

The Iron Kingdoms is a rich and diverse setting, and the RPG has distinguishing elements that infuse player characters with the breadth of options they need to reflect such a world. What sort of character do you most want to build?

# CORE MECHANICS

Although certainly not an exhaustive list, the core mechanics listed below provide the basic framework for the IK RPG. Some of the terms and mechanical expressions here may be familiar to WARMACHINE and HORDES players, but it should be noted that these abilities have been changed where appropriate to conform to the rule set of the IK RPG.

## PRIMARY AND SECONDARY STATS

A character's stats—the numerical expressions that define his basic abilities and potential—are broken into two categories: primary stats and secondary stats. The Primary stats are Physique, Agility, and Intellect. These primary stats broadly determine a character's fundamental strengths and weaknesses, and they are used to determine his life spiral.

The secondary stats of Speed and Strength, Prowess and Poise, and Arcane and Perception fall under the primary stats of Physique, Agility, and Intellect respectively. These more focused stats have narrower purposes like dictating the attack roll (based on Prowess) or damage potential (based on Strength) of a melee attack.

## DERIVED STATS

Beyond primary and secondary stats, a character in the IK RPG has a set of derived stats. These stats are primarily used in combat and define a character's offensive and defensive potential in battle. Derived stats are calculated using a character's primary and secondary stats along with other factors, such as skills. For example, a character's starting Defense is the sum of his Speed, Agility, and Perception. That Defense stat can then be further modified by a penalty from heavy armor or a bonus from a support spell. The derived stats are: Armor (ARM), Command Range, Defense (DEF), Initiative, Melee Attack (MAT), Ranged Attack (RAT), and Willpower (WILL).

## LIFE SPIRALS

Characters in the *Iron Kingdoms Full Metal Fantasy Roleplaying Game* have life spirals that determine how much damage they can suffer during play. The life spiral is split into three aspects that correspond to the character's primary stats. In other words, each aspect has a number of vitality points equal to the character's stat. The higher a character's primary stats, the more damage he can suffer during play.

## DIE ROLLS

The IK RPG uses six-sided dice, abbreviated d6, to determine the success of actions and to determine the amount of damage that is inflicted by attacks. Most rolls, such as skill rolls and damage rolls, require two dice

(abbreviated 2d6). Other events typically require rolling one to four dice. Die rolls often have modifiers, which are expressed as + or – some quantity after the die roll notation. For example, melee attack rolls are described as “2d6 + PRW + weapon skill.” This means “roll two six-sided dice and add the attacking character's PRW stat and applicable weapon skill to the result.”

# MAKING A CHARACTER

The most important component to your roleplaying experience in the IK RPG is the character you choose to play. The choices you make when creating your character will not only determine what your character will be good at, but they will also influence how your character interacts with others and the world around him.

What follows is a brief overview of character creation, complete with examples of the choices a player might make while generating his first character. There are five basic steps for creating a character:

1. Choose your character's race.
2. Choose your character's archetype.
3. Choose two starting careers.
4. Increase your character's stats.
5. Purchase your character's starting equipment.





## HUMAN

Humans are the predominant race living in the Iron Kingdoms. Though humans share a common stat profile, there are a great number of human ethnicities living in western Immoren with a variety of histories and cultures.

HUMAN	PHY	SPD	STR	AGL	PRW	POI	INT	ARC	PER
<b>STARTING</b>	<b>5</b>	<b>6</b>	<b>4</b>	<b>3</b>	<b>4</b>	<b>4</b>	<b>3</b>	<b>*</b>	<b>3</b>
<b>HERO LIMIT</b>	<b>7</b>	<b>7</b>	<b>6</b>	<b>6</b>	<b>5</b>	<b>5</b>	<b>5</b>	<b>4</b>	<b>5</b>

**Archetypes:** Gifted, Intellectual, Mighty, Skilled

**Height:** 61-75 inches male, 55-69 inches female

**Languages:** Humans start the game with two languages: their native language and one other they have picked up in their travels.

**Weight:** 110-200 pounds male, 90-170 pounds female

**Additional Characteristics:**

- **Exceptional Potential** – Humans are extremely adaptable and talented individuals. Your character begins the game with your choice of +1 PHY, +1 AGL, or +1 INT. Add this bonus before spending Advancement Points. Note this bonus does not increase the character’s racial limit, just the starting value.

Though the “Hero Limit” listed in the stat block above represents the limits of a starting character, that’s not the end of the road for our hero. When a human reaches “Veteran” status, he’ll be able to reach new heights, and an “Epic” character can raise his stats even higher.

## RACE

The first step in character creation is determining your character’s race. In the IK RPG, you can play a Human, Dwarf, Gobber, Iosan, Nyss, Ogrun, or Trollkin. Your choice of race determines your character’s starting stats and may open up certain archetypes and careers that are not available to all races. Race also affects a character’s height and weight, and some races begin the game with racial benefits and abilities. The stat profile for a human is shown above.

## ARCHETYPE

Once your character’s race is determined, the next step is to select an archetype. A character’s archetype largely defines his role in the game along with what career options are available to him. Each archetype has a number of archetype benefits. A character starts with one, but as he develops and gains experience, he will learn additional archetype benefits.

The four Archetypes are: Gifted, Intellectual, Mighty, and Skilled. The description of the Mighty archetype and some example benefits characters can choose from this archetype are shown to the right. Other benefits available to Mighty characters beyond the three shown here include: Feat: Invulnerable, Righteous Anger, and Tough.

## MIGHTY

The character is in peak physical condition. He is incredibly strong and inhumanly resilient. The character is capable of feats of strength that defy imagination.

Mighty characters gain an additional die on their melee damage rolls.

Additionally, a Mighty character begins the game with one of the following benefits. Characters gain additional benefits as they accumulate experience points.

- **Beat Back** – On a hit with a melee attack, this character can immediately push his target 1’ directly away. After the target is pushed, this character can advance up to 1’.
- **Counter Charge** – When an enemy advances and ends its movement within thirty-six feet (6”) of this character and in his line of sight, this character can immediately spend 1 feat point to charge the enemy. The character cannot make a counter charge while engaged.
- **Feat: Invulnerable** – The character can spend 1 feat point during his turn to gain +3 ARM until the start of his next turn.

## CAREERS

The next step in character creation is career selection. In the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*, you choose two careers for your character. Each career is a predetermined package of skills, abilities, and other characteristics that defines a certain role or occupation within western Immoren. By mixing and matching careers, you can create a number of familiar character types found in the Iron Kingdoms.

Some examples of careers available are: Alchemist, Arcane Mechanik, Bounty Hunter, Fell Caller, Field Mechanik, Gun Mage, Mage Hunter, Pirate, Pistoleer, Priest, and Sorcerer.

Each career features the following components:

**Prerequisites:** Some careers have prerequisites. A character can only have a career if he also has all the prerequisites to take that career.

**Abilities:** Abilities cover a wide range of specialties a character can have.

**Occupational Skills & Military Skills:** Skills are areas where a character can gain more proficiency over time and are broken into two categories: occupational skills and military skills. Military skills are focused on combat, and occupational skills focus on the non-combat-related talents associated with the career. In addition to the listed occupational skills, all characters can improve General Skills like climbing and detection.

**Advantages:** Example advantages include membership in an organization or ownership of a hideout.

**Spell List:** This is the spell list from which a character with this career can select spells.

**Starting Abilities, Advantages, and Skills:** This is a list of what a new character with the given career begins the game with. In addition to abilities, advantages, and skills, if a career has other considerations for beginning characters, they will be listed here as well.

**Starting Assets:** This is a description of any gear, equipment, or weapons a character starts with if he chooses the career at character creation. It also lists the starting funds for that character.

An example career profile, the Field Mechanik, is shown on the following page.



## FIELD MECHANIK

**PREREQUISITES: NONE**

The Field Mechanik is a skilled engineer or a talented bodger who, much the way a combat medic patches up wounded soldiers to keep them fighting, can apply the quick fix to damaged weapons, armor, and steamjacks. He might have learned his trade in the military mechanik corps of a professional army or in a mercenary tinkerer's workshop. Although he has basic combat training, the Field Mechanik likely has experience commanding warjacks in battle, and when given the opportunity can draw upon the destructive abilities of these mighty machines.

There isn't a nation in western Immoren that doesn't have great need for the talents of Field Mechaniks. Those unwilling or unable to find employment in the military are always welcome in the many mercenary companies who employ aging warjacks in constant need of vital maintenance.

**Playing a Field Mechanik:** One of the strongest reasons a player might choose Field Mechanik as a starting career is found in his starting assets—Field Mechaniks start the game with a light laborjack! While the 'Jack Marshal ability is available to a few different careers, no one else starts with a steamjack or has the opportunity to learn as many Drive abilities as the Field Mechanik. Abilities like Bodge, Scrounge, and Steamo make it easier for a Field Mechanik to keep his steamjack in fighting condition while Dodger and Hit the Deck! allow him to avoid personal injury. A Field Mechanik's choice of archetype and other career can lead to entirely divergent play styles. A Mighty Field Mechanik/Knight can join his steamjack on the front lines, but an Intellectual Field Mechanik/Military Officer will rarely need to get his hands dirty, instead enhancing others with Battle Plans and Drives.

As he gains experience, a Field Mechanik grows rapidly in his ability to support and repair steamjacks. Once he's achieved veteran status, a Field Mechanik can learn Iron Sentinel to further enhance his personal survival skills and Tune Up, a quick action that allows him to coax peak performance from a steamjack.

<p><b>STARTING ABILITIES, ADVANTAGES, AND SKILLS</b></p>	<p>Begin with 'Jack Marshal, Bodge, and Hit the Deck!</p> <p>Begin with the occupational skills Craft (metalworking) 1, Command 1, and Mechanical Engineering 1</p> <p>Begin with Hand Weapon 1 or Pistol 1</p>
<p><b>STARTING ASSETS</b></p>	<p>25 gc, repair kit, and a light laborjack</p>
<p><b>FIELD MECHANIK ABILITIES</b></p>	<p>'Jack Marshal, Ace Commander, Bodge, Dodger, Drive: Ancillary Attack, Drive: Assault, Drive: Off Road, Drive: Pronto, Hit the Deck!, Iron Sentinel, Scrounge, Steamo, Tune Up</p>
<p><b>FIELD MECHANIK ADVANTAGES</b></p>	<p>Connections (mechaniks organization), Holding (workshop)</p>
<p><b>FIELD MECHANIK MILITARY SKILLS</b></p>	<p>Hand Weapon 2, Pistol 2</p>
<p><b>FIELD MECHANIK OCCUPATIONAL SKILLS</b></p>	<p>General skills 4, Command 3, Craft 4 (any), Mechanical Engineering 4, and Negotiation 3</p>

## INCREASING STATS

You now gain 3 advancement points to spend on increasing your character's primary and secondary stats: Physique, Agility, Intellect, Speed, Strength, Prowess, Poise, Perception and Arcane (if the character chose the Gifted archetype). Increasing a stat by 1 costs 1 advancement point.

## EQUIPMENT

The final step in creating your character is selecting his equipment. Equipment includes all the mundane things a character needs for a life of adventure such as clothing, gear, and armor and weapons. However the equipment chapter in the IK RPG also covers special types of equipment that a character can gain through adventure or even build himself, such as alchemical and mechanika items.

Each career also lists an amount of money in Cygnaran gold crowns (gc) that starting characters have for purchasing their starting equipment. Some careers also begin the game with additional equipment. A character begins with the starting money and equipment of both careers combined.

Two examples of equipment, specifically armor and weapons, are shown here:



### INFANTRY ARMOR

COST	SPD MODIFIER	DEF MODIFIER	ARM MODIFIER
85 GC	0	-1	+7

**Description:** Though infantry armor exists in infinite variations throughout the various kingdom and mercenary armies, it is essentially made up of a breastplate, pauldrons, and greaves over layers of leather and sometimes chain. Cygnar's Trenchers and Long Gunners, Khador's Winter Guard, and Rhul's Gun Corps all wear variations of this armor.

**Special Rules:** None.

### NYSS CLAYMORE

COST	SKILL	ATTACK MODIFIER	POW
30 GC	GREAT WEAPON	0	6

**Description:** The favored weapon of the Nyss, this claymore is an elegant and unusual weapon of remarkable quality. The blades of these swords are typically etched with Aeric runes. The hilts are wrapped in fine leathers and feature a small circular guard. So widely respected are these weapons that many believe they never dull or suffer the ravages of time.

Once, Nyss claymores were exceedingly rare, but many have entered the hands of non-Nyss following the widespread destruction of those people. The hefty price for these weapons reflects the scarcity of those with the skills to create them and the high demand for these exquisite implements of war.

**Special Rules:** Nyss claymores must be used two-handed.

A character can spend a feat point to boost an attack roll with this weapon.

## MECHANIKA ITEMS

Some characters in the IK RPG can create and repair mechanika weapons and armor. The key components to any mechanika device are the **housing**, **capacitor**, and the **runeplate**. The housing is the shell that contains the mechanical components, the capacitor is the arcane power source that powers the mechanika, and the runes inscribed on the runeplate determine the mechanika item's magical effects.

A character wishing to fabricate or simply construct a mechanika device must first assemble the necessary parts. There are special rules for crafting each of the key components, and a character must possess an appropriate Craft skill (e.g., Craft [metal working]) and the Mechanical Engineering skill to construct a mechanikal device.

Below is an example mechanika item:

<b>STORM GLAIVE</b>			
<b>COST</b>	<b>SKILL</b>	<b>ATTACK MODIFIER</b>	<b>POW</b>
<b>1,560 GC</b>	<b>GREAT WEAPON</b>	<b>-2</b> (ONE-HANDED) <b>-1</b> (TWO-HANDED)	<b>5</b> (ONE-HANDED) <b>7</b> (TWO-HANDED)

**Description:** The Storm Glaive is the fearsome mechanika weapon of the Stormblade. It is powered by a dedicated storm chamber.

**Rune Points:** 4

**Special Rules:** A character armed with a Storm Glaive can use it to make electrical blast ranged attacks. Storm Glaive blasts are RNG 4, AOE -, POW 12 ranged attacks that cause electrical damage. When making a Storm Glaive ranged attack, the character makes the attack roll using his POI.

**Fabrication:** The material cost of the Storm Glaive housing is 210 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Craft (metal working).

The Storm Glaive's runeplates require four weeks to scribe, and a successful INT + Mechanical Engineering roll against a target number of 16.

## ALCHEMICAL ITEMS

Characters with the Alchemy skill can create alchemical items from a formula of ingredients and processes. Once a character has gathered the necessary ingredients for an alchemical formula, he must spend time brewing the formula by combining, cooking, and stabilizing the ingredients using an alchemy lab. A character must have the Alchemy skill to brew an alchemical formula.

In addition to the rules for crafting alchemical items, the IK RPG has rules for **field alchemy**, a handful of simple recipes an alchemist can brew on the fly for quick in-combat effects like a puff of smoke or splash of acid. Below is an example field alchemy recipe:

### SIMPLE ACID

**Description:** This unstable acid can be made quickly, but its potency is very short-lived. Alchemists brew simple acid at a moment's notice for immediate use.

**Special Rules:** A vial of simple acid can be used as a thrown weapon with a RNG of thirty-six feet (6"). A creature hit by a vial of simple acid suffers d3 points of damage. Objects constructed of stone and metal exposed to simple acid take d3 points of damage per round and have their ARM reduced by d3 per round in a six-foot (1") area. Simple acid lasts d3 rounds, expiring at the start of the alchemist's turn.



# MAGIC

Magic is an important factor in the IK RPG, and many characters have the ability to harness and manipulate this powerful and often unpredictable force. All spellcasters in the IK RPG must have the Gifted archetype and then choose a career or careers that grants access to a spell list. Careers that allow a character to cast spells include but are not limited to: Arcane Mechanik, Gun Mage, and Mercenary Warcaster.

All spellcasters belong to an arcane tradition that determines how they generate and spend arcane energy. Will weavers rely on force of will to summon and harness arcane energy. They do this by calling upon arcane formulae, often through some combination of thinking it, reciting it, and reading it. As a will weaver casts spells, his fatigue increases until he reaches his limits and must rest before continuing to draw on magical energy.

Focusers are able to tap into and manipulate the ambient arcane energy that permeates the world around them. The ability to extend their minds into the environment to shape latent energies also lets focusers connect with mechanika and affect these complex devices at a distance. This enables focusers to meld their minds with the inner workings of the cortexes within steamjacks. It is for this reason that only the focuser has the potential to become a warcaster.

To cast a spell, a character must first pay its COST. For will weavers, this means gaining a number of fatigue points equal to the COST of the spell. For focusers this means spending a number of focus points equal to the cost of the spell. A spell is defined by the following six statistics:

**COST** – The cost of the spell. This is either the number of fatigue points a will weaver gains from casting the spell or the number of focus points a focuser spends to cast the spell.

**RNG, Range** – The maximum distance in inches from the spell’s point of origin to its target. A RNG of “SELF” indicates the spell can be cast only on the character casting it. A RNG of “CTRL” indicates the spell uses the spellcaster’s control area as its range.

**POW, Power** – The base amount of damage a spell inflicts. The POW forms the basis of the spell’s damage roll. A spell with POW “—” does not cause damage.

**AOE, Area of Effect** – The diameter in inches of the template an AOE spell uses for its effects.

**UP, Upkeep (Yes/No)** – Determines whether the spell can be upkept.

**OFF, Offensive (Yes/No)** – Whether the spell is offensive. An offensive spell requires a successful magic attack roll to hit its target.

Four example spells are detailed below.

ARCANE BOLT					
COST	RNG	AOE	POW	UP	OFF
2	12	—	11	NO	YES
Description: Magical bolts of energy streak toward the target.					

AURA OF PROTECTION					
COST	RNG	AOE	POW	UP	OFF
2	SELF	CTRL	—	YES	NO
Description: While in the spellcaster’s control area, friendly characters gain +2 ARM.					

FLARE					
COST	RNG	AOE	POW	UP	OFF
3	SELF	CTRL	—	NO	NO
<b>Description:</b> Enemies in the spellcasters control area suffering the Fire continuous effect immediately suffer an additional unboostable POW 12 fire damage roll. This spell can only be cast once per turn.					

LIGHT IN THE DARKNESS					
COST	RNG	AOE	POW	UP	OFF
1	SELF	CTRL	—	YES	NO
<b>Description:</b> The area around the spellcaster glows with enough light for anyone in his control area to see in darkness.					

## CONCLUSION

And there you have it, a detailed look at the upcoming *Iron Kingdoms Full Metal Fantasy Roleplaying Game*. As mentioned earlier, this preview is just the tip of the iceberg. The IK RPG core book contains hundreds of pages of material that will allow

you to experience the Iron Kingdoms in nearly any way you and your gaming group choose. Whether that's playing a group of high-powered mercenary warcasters selling their magical and martial prowess to the highest bidder or a deadly band of cutthroats and assassins skulking through the back alleys of Korsk, the IK RPG core book supports both Iron Kingdoms experiences plus many, many more.



# FORCES OF DISTINCTION VIII

By Will Shick Art by Andrea Uderzo



## **NEW THEME FORCE FOR WARMACHINE**

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



## Dicer's Isle, Five Fingers, Ord, Late 608 AR

Lord Joln Rockbottom strode brazenly through the Salty Wench tavern decked in his finest admiralty clothes. Despite standing out like a peacock among crows, he garnered no special attention from the Wench's patrons, who were far too interested in the contents of their dirty mugs to concern themselves with the pomposity of a single dwarf. The lack of fanfare, however, did nothing to temper Rockbottom's regal poise as he made his way into the dimly lit back room. Pushing through the rough-hewn wood door, he scanned the room and saw a lone figure occupying a table near the back wall. The figure was stout in a way similar to Rockbottom's own frame, and a hood from his heavy grey cloak obscured his features. It was clear by the manner in which he leaned his chair against the wall that he was unconcerned by the implied danger of his surroundings. Looking up, the hooded dwarf let the chair return to all four legs with a thump before rising to greet Rockbottom.

"Joln Rockbottom. I'm glad to see exile has done little to mute your imperious fashion sense."

"Aye, though it has slowed me slightly," Rockbottom tapped his wooden appendage with his ebony walking stick and sighed. "A punishment many in Rhul likely believe fitting."

"If they could see the high places you find yourself in, they might

believe that punishment enough." The dwarf motioned to the surrounding room, a hint of humor in his voice.

Rockbottom scowled, "The Wench may be light on looks, but I find that the patrons ask few questions and dole out no judgments on business they have no part of."

"Quite so," the hooded dwarf said and motioned for Rockbottom to take a seat at his table. "I certainly understand the value of anonymity."

Rockbottom moved to sit as gracefully as possible despite the stiff peg that comprised his left leg. "So what business does an agent of the Moot request of its wayward son?"

"The Moot requests nothing," the dwarf said, "I, on the other hand, have a significant offer for you." He relaxed into his own chair and pushed back his hood; the motion caused his cloak to open and Rockbottom caught a glimpse of the blackened steel hilt of the infamous Raventalon dagger—the symbol of office for the spymaster of Rhul. It took all of Rockbottom's not inconsiderable will to stifle the surprise he felt as he looked into the eyes of one of the most powerful dwarves in Rhul, Bulin Jhord. Bulin was the younger brother of the stone lord of Clan Jhord, and as part of a long family tradition had been tasked with gathering information for the sovereign clans of Rhul. There was little that happened inside that nation to which Bulin was not privy, and much, Rockbottom suspected, to which *only* he was privy.



## Captain Phinneus Shae

### AGENTS OF JHORD

By Will Shick

**WARJACKS:** Mercenary non-character warjacks

**UNITS:** Hammerfall High Shield Gun Corps, Lady Aiyana & Master Holt, Ogrun Assault Corps,

#### TIER 1

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

**Benefit:** Reduce the point cost of Ogrun Assault Corps units by 1.

#### TIER 2

**Requirements:** The army includes one or more units of Hammerfall High Shield Gun Corps and one or more Rhulic heavy warjacks.

**Benefit:** Add a Hammerfall High Shield Gun Corps Officer and Standard unit attachment to a Hammerfall

Press Gangers, Sea Dog Crew

**SOLOS:** Bosun Grogsparr, Doc Killingsworth, First Mate Hawk, Lord Rockbottom, Ogrun Bokur, Thor Steinhammer

High Shield Gun Corps unit free of cost. This attachment does not count toward FA restrictions.

#### TIER 3

**Requirements:** The army includes 3 or more character solos.

**Benefit:** For each character solo included in the army, one Rhulic model/unit gains Advance Deployment (▶).

#### TIER 4

**Requirements:** Shae's battlegroup includes at least two warjacks with the Amphibious ability.

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

"And what could the bearer of the Raventalon want of a humble dwarf such as myself?" Rockbottom asked as he removed his admiral's hat from his head with a flourish.

Bulin chuckled softly. "I know you to be many things, but humble is far from one of them, Lord Rockbottom. However, your particular circumstances have given you access to resources I find myself in great need of." As he spoke, all trace of humor left his face, "War continues to rage across the mainland with little hint of stopping. Its voracious appetite has even begun nipping at the outlying reaches of Rhul itself. Dragonspawn and their blighted masters have wiped out several villages. The Khadoran Empire, having barely digested its previous conquests, hungrily eyes the resources of its neighbors. Both Cryx and the Protectorate's Northern Crusade have been seen around our borders as well." Bulin sighed and Rockbottom could see heavy lines around the spymaster's eyes. The weight of responsibility was indelibly etched upon his face. "Now, more than ever, I need agents that can get where I cannot. Your Captain Shae is a highly respected warcaster and a wanted criminal. A status which gives him the kind of flexibility I need from my agents."

"You can't be expecting me to persuade Shae to become a Rhulic spy?" Rockbottom laughed. "You'd have better luck marrying the Empress of Khador than separating Shae from the Meredius!"

Bulin shook his head. "I have sufficient agents nearer to home, and my contacts among the Hammerfall and Horgenghold

allow some insight into the wars abroad, at least where mercenaries accept coin. What I need is accurate and reliable information on the situation along the Broken Coast." Bulin locked eyes with Rockbottom. "I need you to be my eyes and ears in places no other son of Rhul could be, and when the situation demands, my clandestine hand."

Rockbottom smiled at the absurdity of the offer. Him, an agent of the spymaster of Clan Jhord, sought out specifically for service to the Moot. "Of course I would be more than happy to assist my homeland in such dire times. I would hope my service would expunge any alleged indiscretions from years past, including judgments of dubious worth."

Bulin raised a hand, "You mistake me, Joln. I have not come to offer you a pardon; such things are beyond my power. I have come to contract your services, or rather your captain's."

Rockbottom's exuberance dimmed slightly, but being ever the consummate businessman, he did not miss a beat. "If contracting is what you are looking for, you have come to the right dwarf. However, keeping a ship like the *Talion* and her crew on retainer will not come cheaply. And that would be in addition to my personal fee for putting myself at risk in sending the reports you require." Rockbottom felt his enthusiasm return as they entered negotiations.

"I am sure we can come to an agreeable arrangement. Information is only one part of the contract. I also need you to transport men and supplies for me on occasion," Bulin said.

Rockbottom raised an eyebrow. "Starting with...?"

"A detachment of the High Shield Gun Corps from Hammerfall Fortress," Bulin said. "Perhaps a unit or two of the Ogrun Assault Corps as well."



Rockbottom frowned and stroked his naked chin. Such a measure was not unexpected from someone as cagey as Bulin Jhord. He doubted that Bulin simply wanted transport for his men. It was likely any Rhulic troops aboard the *Talion* would also contain handpicked spies to ensure Captain Shae was living up to his end of the bargain. "Captain Shae is a suspicious man. Taking on outsiders may be a difficult proposition if he believes them to be under someone else's employ."

"Then tell him they are part of the contract you negotiated given the scope of the work I'm supplying you. I'm sure you have adequately impressed the *Talion's* officers with your business acumen."

"That's true," Rockbottom said. "Besides, Captain Shae is a busy man. I rarely trouble him with the details of my business arrangements. I think we can make this work, as long as you are willing to pay for the additional expenses we would incur by transporting your men. The Assault Corps are as renowned for their appetites as they are for their combat capabilities."

"You are a dangerous dwarf to conduct business with, Lord Rockbottom." Bulin's shook his head in disbelief. "Very well. I will pay for the upkeep of my men."

"Oh, and one more thing," Rockbottom said. "We've had occasional run-ins with Cryx out on hostile waters. I assume your men would not be averse to adding their guns and steel to defense of the *Talion* should the need arise."

"Of course not," Bulin said. "I will instruct my men to follow your captain's orders under such circumstances."

"Excellent!" Rockbottom clapped his hands together. "The captain will want to meet you personally. He likes to take the measure of those who offer us coin for services."

"Of course. However, there is one last condition. The particulars of my identity and our arrangement must remain between you and I." The spymaster quickly instructed Rockbottom on his cover identity and then they shook hands.

Rockbottom hurried out of the back room and found Captain Shae and First Mate Hawk in the tap room, both obviously out of sorts at being kept waiting so long. Rockbottom assured them their patience would be amply rewarded and ushered them into the back room and toward the far table where the spymaster sat.

Rockbottom motioned to each of his human companions in turn as he spoke. "May I introduce to you Captain Phinneus Shae of the *Talion* and his first mate, Hawk. This is the senior contract liaison for the Searforge Commission, Durek Blackheel." Bulin politely nodded to each as Rockbottom continued. "Master Blackheel and I go way back, and he's looking to take care of some matters along the coast requiring discretion. We have worked out terms I'm sure you will agree are most equitable."



# TOURNAMENTS

## Comparing Competitive Play Styles

# 101

**By David "DC" Carl & William Hungerford • Moderated By Aeryn Rudel**

If you ask one hundred successful tournament players which play style is best for competitive play, you are likely to get one hundred different answers. A player's style is a very personal thing that's tied just as closely to his personality as it is to his grasp of strategy and tactics. To illustrate this point, I've asked two experienced tournament players to compare and contrast their individual play styles. Those two players are Privateer Press development manager David "DC" Carl and Privateer Press Quartermaster Will Hungerford. In this article, each will describe his personal style and then evaluate that of his counterpart. In the process, you'll get a breakdown of two very effective ways to run an army in a tournament setting.





## David "DC" Carl: Favorable Attrition

My earliest forays into truly competitive gaming were with chess, and those experiences provided a strong foundational mentality for success in other games. Even though the goal of chess is to obtain checkmate on an opponent's king, competitive players typically reach that goal through a series of very small steps called favorable attrition. Get ahead by a pawn here. Trade your knight for a rook over there. Before too long, your opponent lacks the means to successfully defend his king. You cannot rely on an experienced opponent to bumble into checkmate, but you can capitalize on the tiniest of openings to achieve incremental gains.

While WARMACHINE and HORDES are different from chess by leaps and bounds, there are certain key elements of similarity between them, especially when it comes to highly competitive matches. Sure, you've always got a shot at a 'caster kill, but a careful opponent will protect that model in a variety of ways. The real key to victory against an experienced foe, much like in chess, is to wear down the defender bit by bloody bit.

And that's the game plan of winning by favorable attrition. By the time you've grabbed a slight edge on one flank when a sniper takes out an opposing solo, traded an inexpensive defensive warjack for an elite enemy unit in the mid-field, and repositioned a model with Stealth to threaten a powerful shooting unit, you've made enough small gains to add up to eventual victory. Each charge, each casualty, and each feint gradually add up to a very desperate position for your beleaguered opponent.

War gamers have an innate handle on the basics of favorable attrition even if they aren't familiar with the phrase. Clearly, killing a melee warbeast with ranged attacks before it closes is superior to losing an expensive heavy warjack in the process of bringing down the same enemy. However, please don't

assume that favorable attrition is strictly about whether or not a model/unit "made its points back." This measure that some players choose to apply is fundamentally flawed since it values offense overmuch. Defensive and support elements of an army rarely destroy vast swathes of foes but can have immense impact on the game. Abilities like Dig In or No Sleeping on the Job have never destroyed an opposing model, but they have certainly tipped the scales of attrition.

Rather than focusing too heavily on point costs, players seeking to win by favorable attrition should look at the assets in a game of WARMACHINE and HORDES in more general terms. Focus and fury usage, feats and other once-per-game abilities, and even board position can indicate the small gains necessary to incrementally gain the edge that leads to victory. If an opponent uses a feat to destroy a 2-point solo, that's a huge gain! Don't get hung up on the fact that it didn't kill 2+ points of enemy models before being destroyed.

One of the most important parts of winning by favorable attrition is becoming adept at offering trades. At the simplest level, one can leave a cheaper warbeast in charge range of a more expensive one. Many players will strike at the target simply because they can. At the more advanced levels, however, entice an opponent into an apparent trade when you plan on destroying not just a particular asset but also the model/unit positioned to counterattack your attacking unit. Begin looking at layers of trades and ways to tip the scale when it's too late for an opponent to turn back.

Naturally, the most powerful example of all in WARMACHINE and HORDES is trading something for an opponent's warcaster or warlock. This sort of exchange can mean anything from allowing an irresistible model to die at the hands of a melee warcaster to "wasting" a heavy warjack's activation to throw a warbeast outside of transfer range. All assets are expendable in comparison to checkmate.

## Will Hungerford: Alpha Strike

My tournament mentality has been shaped by years of playing WARMACHINE and HORDES, and it can be summed up in one simple statement: "Strike first and strike hard." In my games, I tend to build lists that allow me to deny the opponent's strengths while moving my own forces into the perfect position to strike first. Blocking LOS, creating difficult terrain, and keeping my opponent from attacking my models with certain attack types are my favorite tools to deny the enemy force the ability to draw first blood.

When the time comes and I'm ready to strike, I favor causing maximum damage over engaging with models that are built for attrition. By the time my opponent gets to make his first attack rolls, I want to have caused enough damage that his retaliation will not swing the tempo in his favor. If done properly, landing the first blow can set up further offensive strikes for your mid-line units and ensure the tempo of the game remains in your favor.

Having used the term tempo a few times now, it's probably a good time to discuss what that means in a game of WARMACHINE and HORDES. Tempo is the pace at which the game unfolds. By controlling tempo, you are controlling the rate at which your opponent makes critical decisions.

Also, when tempo is in your favor it means your in-game choices are more proactive, which forces your opponent to be reactive. By forcing reactive choices out of your opponent, you can attempt to put him in situations that are counterproductive to his overall strategy and cause him to make critical mistakes that can win you the game.

Positioning and understanding threat ranges are two of the most key elements of playing an alpha-strike list properly. When I play an alpha-strike list, I want to be aware of every single trick my opponent has to increase his threat range through spells, abilities, and feats. While it is difficult to memorize every stat and ability an enemy model has, reading the stat cards of the enemy force before the game begins can help quite a bit.

The best thing about this tournament tactic is that every faction is capable of executing it, each with its own very unique twist. For example, a Legion of Everblight alpha-strike list might function by using extreme ranged threat ranges that are further enhanced by a warlock such as Lylyth, Shadow of Everblight. Meanwhile, a Protectorate of Menoth alpha-strike list uses a wall of smoke clouds to protect the army as it moves into position. Every faction can play alpha strike; it's all a matter of list composition.

When playing with this tactic, there is often a temptation to go for a 'caster kill early in the game. The quickest way for an alpha-strike list to fail is by overextending. This usually happens after a failed assassination run. I find that sticking to my main plan and obliterating the enemy force wave by wave always works better for me in the end.

I find that alpha strike works well in both 'caster-kill and objective-based scenarios. For 'caster-kill, I eat away at the enemy army until nothing is left, and the warcaster/warlock is standing alone and unprotected. For objective-based scenarios, I maintain tempo and remain aggressive to drive my opponent off the objective or hold it myself with a solo or small unit while he deals with the bulk of my force.





## DC - Rebuttal

There is plenty of overlap between playing with an overall game plan of favorable attrition versus an overall game plan of gaining the alpha strike. Both styles are geared towards forcing an opponent into reacting to the choices you make, and both styles play for the long game rather than a quick 'caster kill.

One could even argue that an alpha-strike play style is really just a limited form of playing a favorable attrition game. Gaining an edge in board position and tempo is one resource in the game as a whole. You trade telegraphing your next move to your opponent in exchange for superior board position. That can be an incremental advantage over an opponent that begins an implacable march to victory just as a favorable model-for-model trade can be.

The best foil for an alpha strike game plan is, coincidentally, a favorable attrition game plan. Striking first to control the tempo only goes so far if an opponent planned all along to gradually trade pieces, position, focus, fury, and feats to gain tiny incremental advantages during each of these exchanges.

## Will - Rebuttal

I believe that both play styles work well in tournaments when used properly, however the alpha strike has a definite edge over favorable attrition. DC is a great player, and I've personally watched him use his tactic to great success. However, I have to disagree with his comparison of the two play styles.

The biggest problem with the favorable attrition plan is that no matter how adept you become at offering trades, if you find yourself on the defensive end of a series of offensive strikes the entire time, you are trading what I let you.

The favorable attrition game plan works if you are in control of tempo the entire time and in a position to choose what trades you would like to make. As such, the best foil for a favorable attrition game plan is to alpha strike those carefully calculated maneuvers into oblivion.

Favorable attrition also begins to break down in scenario play, where you can be forced to make "bad trades" in order to take control of an objective. An alpha strike can force your opponent to make bad trades out of desperation and keep him on the defensive while you continue to gain control points in a scenario.

## The Verdict

We've seen a detailed description of two effective play styles and heard the arguments from each player as to why his style is superior. But which style is really the best? Well that depends on who you are and how you like to play. Having worked and played with these two gentlemen, I can certainly tell you their play styles reflect their personalities. DC is patient, analytical, and systematic—traits he uses to slowly and inexorably dismantle his opponents on the tabletop. Will, on the other hand, is impulsive, quick-thinking, and fiendishly clever—traits he uses to smash his opponents to pieces before they even know what hit them. So there's your answer. Will's play style is best for Will, and DC's play style is best for DC. With that said, I've personally been able to assimilate bits of their play styles into my own, improving my game in the process. I'm sure you will, too.

# BUILDING A BETTER BODGER

BY LYLE LOWERY

*Infernal Contraption* makes its much-anticipated return with a newly revised and expanded second edition in June. *Infernal Contraption, Second Edition* features revised rules and cards and a carefully selected pool of 170 cards from the original *Infernal Contraption* and *Infernal Contraption 2: Sabotage!* to create the definitive *Infernal Contraption* play experience.

*Infernal Contraption* is a fast-paced card game for 2-4 players that puts you in the boots of a goblin bodger rushing to build a maniacal machine from the parts lying around your workshop. Who knows what madness will ensue when you flip the switch?

The cards in your deck represent the parts at your disposal. Each turn, you'll add a variety of wacky parts to your contraption, each one magnifying its power. But you can't bodge a part onto your machine just anywhere. Each part has to be affixed to a matching socket, so you can socket a Steam Pipe to another Steam Pipe, or Gears to Gears, but good luck trying to attach those Voltaic Coils to an Alchemical Apparatus!

There are four different kinds of parts you can add to your diabolical machine: Power Sources, Contraptions, Upgrades, and Consumables. Unsurprisingly, Power Sources provide power for your machine. Without a connected Power Source, your other parts won't have any juice to run! Contraptions are the workhorses of your machine. When a Contraption in your machine is activated, it will steal parts from your opponents, send







parts to the scrap pile, and create other zany effects. Upgrades boost the effects of your contraptions. Well-placed Upgrades add new effects to your machine or even double or quadruple the effects of the Contraption it's attached to! Finally, Consumables are parts that you can socket to a Power Source that have a one-time effect before they burn out. They're good for one use only, but they can be very potent!

You'll find one more kind of part lying around your workshop—Sabotage parts. They work like Consumables, but you attach them to your opponents' machines. What do they do? Well, they sabotage your opponents' machines! When a player activates a machine with a Sabotage in it, they won't like the results. With the right Sabotage parts, you can really throw a wrench in your opponents' plans!

Once you've socketed a few new parts to your growing machine, it's time to pick an opponent, flip the switch, and watch it come to life. As it warms up and each part triggers in succession, your demented device will hungrily consume your opponent's parts and resources. When your fiendish invention has devoured all the resources of all your opponents, you win!

As a special bonus, each copy of *Infernal Contraption* also contains an exclusive promo card for *Heap*!



So what is *Heap*?

*Heap* is the next game in the Bodgers Games line, dropping the goblin bodgers into a post-apocalyptic scrap heap chock-full of parts perfect for demented automotive modification!

You will lead a gang of crazed goblins and their bodged-together vehicles in a duel to dominate the scrap heap! Your hand of cards serves two purposes—each card is a part you can bodge onto your vehicles as well as a combat card you can use when it's time to duel. Each turn, you will have an opportunity to bodge new weapons onto your ramshackle vehicles. After you're done bodging, it's time to send your champion driver into combat. Combat is resolved by playing the cards in your hand as attack and defense cards. You must block incoming attacks with a matching shield icon, and the next player has to block your attack. If you are unable to block, you're knocked out of the Rush. If you are the last goblin standing, you win the round and get to haul back more parts to super-up your rides! After you've tricked out all your vehicles, it's time to settle once and for all just who is the king of the heap. When it's time for the final showdown, all your vehicles that have three or more parts attached to them get turbo-charged! Your turbo vehicles give you an advantage in combat. Then, in one climactic showdown, each gang sends in their entire fleet for a winner-take-all battle. The player who survives this final pileup is the winner!

*Infernal Contraption* and *Heap* will both be available from your local hobby retailer this summer, so don't miss out on the action!



Scan these QR codes with your smartphone or visit [youtube.com/PrivateerPressPrime](https://youtube.com/PrivateerPressPrime) to check out our *Infernal Contraption* and *Heap* videos and more!

# SUMMER RAMPAGE 2012

BY JEN IKUTA

*Summer Rampage roars back to life in 2012 as a weekend-long, open-play event! Finishing Moves, Rampages, and Bounties all return as warjacks and warbeasts wreak havoc during a grueling array of tumultuous trials and multiplayer mayhem.*

*Introduced in 2007 as the first organized-play event pitting WARMACHINE and HORDES players against each other, the format focused heavily on warjack-on-warbeast combat. Mixed WARMACHINE / HORDES events soon became the norm, and Summer Rampage evolved into a short-format league with global map effects.*

*At its core, Summer Rampage is all about destroying your opponent's models—and doing it with the panache and flair of a matador combined with the brute force and aggression of a stampeding bull. Subjugate your challengers to become the Dominator. Claw your way to the top to become the Beast Handler. Grind your foes into dust and claim the title of Arcane Mechanik. Be the first player to execute all 5 Rampages to be crowned RAMPAGER, or show off your painting skills to grab the Artisan title. The choice is yours.*

*Finishing Moves return with some old favorites and a few new and exciting ways to destroy your opponent's models.*

## SAMPLE WARBEAST FINISHING MOVES

When a warjack or warbeast destroys an enemy warbeast, its controller can choose to make one of the following Finishing Moves:

**A Leg Up** – The attacking model rips a leg off its victim and uses it to smash other foes. The improvised weapon is an additional melee weapon with POW 3 (so P+S equal to STR+3) with Reach. The model can immediately make one attack with this weapon without spending focus or being forced. A Leg Up lasts for one turn.


**Crushed Spirit** – The warbeast's death is so brutal that it can have a violent effect on the creature's controlling warlock. If a model makes a Crushed Spirit Finishing Move, an enemy warlock that reaves fury points from the destroyed warbeast suffers 1 point of damage per fury point reaved.

**Meat Shield** – The attacker holds up the warbeast's dead carcass and uses it as a meat shield. The attacker gains +2 ARM against damage that does not originate in its back arc. Meat Shield lasts for one round.

## SAMPLE WARJACK FINISHING MOVES

When a warjack or warbeast destroys a warjack, its controller may choose to make one of the following Finishing Moves:

**Cortex Crusher** – The attacker destroys its victim with a brutal blow and sends a deadly shock wave back to its controller through the severed link between the battlegroup. The controlling warcaster of a warjack destroyed with a Cortex Crusher Finishing Move suffers d3 damage.

**Depressurizer** – Tearing into the warjack's boiler, the attacker directs a blast of steam at nearby targets. After placing a warjack wreck marker, the attacker can immediately make a ranged attack if it is not engaged. This attack is a RNG SP 6, POW 10, and is Damage Type: Fire .

**Heck of a Hat** – The attacker violently rips pipes and mechanika from the warjack's hull with a teeth-shattering screech of metal ... and then proudly wears the remnants ... as a hat. The attacker gains +1 ARM for one round.



## RAMPAGES

Rampages are maneuvers that can be utilized by a warjack or warbeast during a game. A player can use one rampage per turn. Rampages are limited bounties and are scored once. When a model triggers a rampage, its controller can choose whether to use the rampage. If a model triggers multiple rampages, its controller decides which rampage to use for the current turn.

**Berserker** – This rampage is triggered when a warjack/warbeast performs two Finishing Moves in the same game. When this rampage is used, this model and friendly warjacks/warbeasts within 8" gain Berserk for the remainder of the game. When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

**Hit 'Em Again** – This rampage is triggered when a warjack/warbeast destroys three or more enemy models with a single power attack and/or collateral damage from that power attack. When this rampage is used, this warjack/warbeast can immediately charge an enemy model without spending focus or being forced and gains boosted melee attack rolls this turn. The warjack/warbeast can charge without spending focus or being forced the rest of the game.

**Kill the Head** – Trigger this rampage when a single warjack/warbeast destroys two or more character models in a single game. When this rampage is used, this warjack/warbeast immediately makes a full advance. Then this warjack gains up to 3 focus points, or this warbeast discards up to 3 fury points.

**Mayhem** – Trigger this rampage when a warjack/warbeast destroys five or more enemy models during a single activation. This model can make one additional melee attack with each of its melee weapons each activation (including this one) for the rest of the game.

**Tag Team** – When an enemy warjack/warbeast is destroyed by a friendly warjack/warbeast while in a headlock/weapon lock from another friendly warjack/warbeast, the warjack/warbeast making the lock and the one that destroyed the locked foe both gain an additional activation at the end of the turn. During the additional activation, the warjacks/warbeasts gain boosted attack and damage rolls.

For more information about Summer Rampage 2012 go to: [privateerpress.com/organized-play/summer-rampage](http://privateerpress.com/organized-play/summer-rampage).



# WAR-TORN ALLIANCES

## THORNWOOD

By Jen Ikuta

Season 3 of War-Torn Alliances puts players deep in the Thornwood, a thick forest of drooping willows, stout oaks, massive poplars, and a multitude of fallen dead trees. The Thornwood is also home to Warjack Road, infamous for its dozens of destroyed 'jack carapaces from the Thornwood War. Countless skirmishes between Khador, Cygnar, and others have been waged here. Will your forces reign triumphant, or will the bodies of your troops and the wrecks of your warjacks join the countless fallen in the Thornwood? Test your mettle in Domination, survive a massive sinkhole in Hellhole Revisited, or fight to the death in Diversion. Victory is within your grasp!

War-Torn Alliances: Thornwood showcases another round of interesting faction pairings. What would cause the Blindwater Congregation to work with Skorne? Better yet, Searforge and Thornfall Alliance? Make sure to read the exciting story from Aeryn Rudel. Until then, here's the full list of season 3 alliances:

- Cygnar–Trollbloods
- Protectorate of Menoth–Cryx
- Khador–Retribution of Scyrah
- Mercenaries–Thornfall Alliance
- Circle Orboros–Legion of Everblight
- Skorne–Blindwater Congregation

League models and faction upgrade cards can be found online at: [www.privateerevents.com/immoren/maps](http://www.privateerevents.com/immoren/maps)



### AWARDS

#### Champion Medal

The Champion medal goes to the player with the most points on the league scoreboard.

#### Participation Patches

All players participating in a War-Torn Alliances league season receive a participation patch. Players may earn commendation patches by completing pre-determined tasks each season.



#### Commendation Patches

Commendations for War-Torn Alliances: Thornwood are as follows:

- **Hobby** – Play 5 games with 5 different fully painted warlocks/warcasters. Please see the Painting, Modeling, Proxies and Conversions section of the War-Torn Alliances rules document for complete painting and hobby rules.
- **Combat** – Play 5 games with 5 different warlocks/warcasters.
- **Alliance** – Play 2 team games, Mangled Metal/Tooth & Claw, with the faction you are allied with this season.



Check out the following page for example league models and upgrades for Circle Orboros and Cryx.

### WAR TORN ALLIANCES: GURGLE ORBOROS

**WINTER ARGUS: CHEW TOY**  
 Winter Argus light warbeasts gain Chain Attack. Pitch on melee attacks. (If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately throw the model hit. Treat the throw as if this model had hit with and passed the STR check of a throw power attack. The thrown model suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.)

**FERAL WARPWOLF: TERRITORIAL**  
 Feral Warwolf heavy warbeasts gain Retaliatory Strike (When this model is hit by a melee attack made by an enemy model during your opponent's turn, after the attack is resolved this model can immediately make one normal melee attack against that model. This model can make one Retaliatory Strike per turn.)

**WOLDWATCHER: INDEFECTIBLE CONSTRUCTION**  
 Woldwatcher light warbeasts gain +1 to damage rolls.

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### WAR TORN ALLIANCES: CRYX

**DEATHTRIPPER: MURDEROUS MOBILITY**  
 Deathripper bonogacks 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".)

**STALKER: SHADOW SPRING**  
 Stalker bonogacks gain Bounding Leap. (Once per activation, after making a full advance but before performing an action, this model can spend 1 focus to be placed completely within 5" of its current location. Any effects that prevent charging also prevent this model from using Bounding Leap.)

**SLAYER: INEXORABLE SURGE**  
 Slayer hellsjacks gain Relentless Charge. (This model gains Pathfinder during activations it charges.)

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### WARPBORN GLADESHAPERS

**CIRCLE WARPBORN SKINWALKERS UNIT**

LEADER & GRUNTS									
SPD	STR	MAT	RAT	DEF	ARM	CMD			
5	8	6	3	12	16	9			

**GENESIS AXE**  
 POW 5 P+S 13

**PC** Leader and 2 Grunts  
 Leader and 4 Grunts

FA 2  
 FA 5  
 FA 8

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### THORNWOOD REVENANTS

**CRYX REVENANT CREW OF THE ATRAMENTOUS UNIT**

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

**PISTOL**  
 RNG 8 ROF 1 ADE 10

**CUTLASS**  
 POW 3 P+S 9

**PC** Leader and 5 Grunts  
 Leader and 9 Grunts

FA 2  
 FA 6  
 FA 9

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### WARPBORN GLADESHAPERS

**LEADER & GRUNTS**

**ELEMENTAL COMMUNION** - While within 2" of deep or shallow water, this model gains +2 DEF. While within 2" of an obstacle or obstruction, this model gains +2 ARM. If this model begins its activation within 2" of rough terrain, it gains +2 SPD this activation.

**UNWEILING** - While engaging an enemy model, this model gains +2 ARM.

**GENESIS AXE**

**FERTILIZER** - When a living or undead model is boxed by this weapon, center a 3" AOE on it and then remove the model from play. The AOE is a forest that remains in play for one round.

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### THORNWOOD REVENANTS

**LEADER & GRUNTS**

**BRUSHCUTTER** - Models in this unit can advance through forest terrain without penalty. While in a forest, models in this unit gain +2 DEF against melee attack rolls.

**DEATHBOUND** - Grunts in this unit that are destroyed while in formation return to play at the beginning of your next Maintenance Phase. Place the returned Grunts within 3" of the unit commander. If the unit commander leaves play, remove from play all destroyed Grunts not yet returned to play and then choose a new unit commander.

**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.

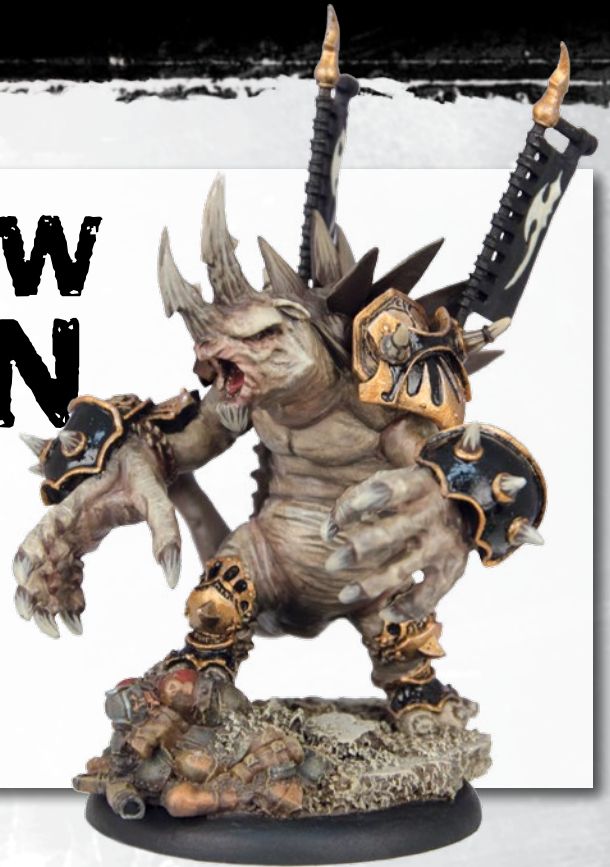
**POINT BLANK** - During its activation, this model can make melee attacks with its ranged weapon, with a 1/2" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

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## SCOURGECLAW RHINODON

Created by Leo Carson

Seen here standing atop a heap of slain foes, the scourgeclaw rhinodon is a deadly and cantankerous offshoot of the standard Skorne warbeast. Although rare on the battlefields of western Immoren, the scourgeclaw is sure to make its presence known as the Army of the Western Reaches continues its inexorable advance.



Titan Gladiator Shoulder



Rhinodon Head



Rhinodon Leg



Rhinodon Right Arm



Rhinodon Left Arm



Rhinodon Body



Nephilim Soldier  
Back Spike 1 & 2



Rhinodon Spikes



Rhinodon Right Back



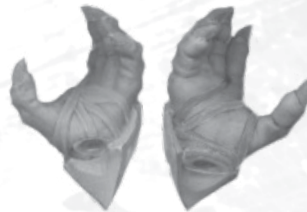
Rhinodon Left Back



Rhinodon Tail



Cyclops Savage Banner



Extreme Warwolf Hands  
Left & Right



Komm. Orsus Zoktavis Base

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# PLAYER GALLERY

## ROTTING REPTILIAN RAVAGERS!

Dave Schultz has created a horde of zombified gators and what looks like a festering bog to go along with them. Last issue's Gangrenous Gator tutorial by studio painter Meg Maples is a nice complement to Dave's awesome models and can even show you how to make your own undead crocodilians. Check out Dave's inspired work below.



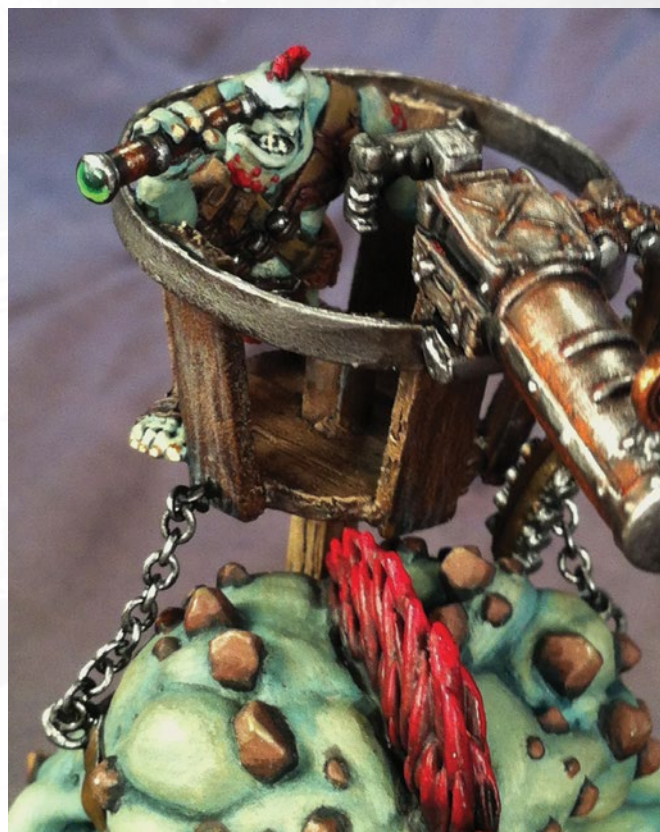
# PLAYER GALLERY

## UPGRADED CHALLENGE

The Painting Challenge in *No Quarter* #40 asked you to modify a model using one of the new upgrades in *War-Torn Alliances: Gnarls*. Upgrades are special abilities you can add to your warjack or warbeast to make them even deadlier on the battlefield, and that's exactly what happened with each and every entry we received this time around. So here are the meanest, the deadliest, and the most in-your-face entries.

### WINNER: JAY GARRET

Jay Garret applied the Custom Slugger upgrade to his Dire Troll Blitzer, although it looks this Blitzer got a lot more than a upgraded gun. Like a sniper in a crow's nest, this Blitzer's pyg gunner isn't likely to miss too many shots with his shiny new slugger.



"CUSTOM SLUGGER" - DIRE TROLL BLITZER



Check out page 24 for the next **Modeling & Painting Challenge**



## **RUNNER-UP: DAVID TIERNEY**

With its striking orange-red paint scheme and brutally enhanced tail barb, David Tierney's Raek is ready to slice and dice whole units of enemy troopers with its new Lashing Tail upgrade.



**"LASHING TAIL" - RAEK**

## **HONORABLE MENTION**



**"BULL SNAPPER: FOOD COMA" - BY ERIC & MICHELLE WALTON**

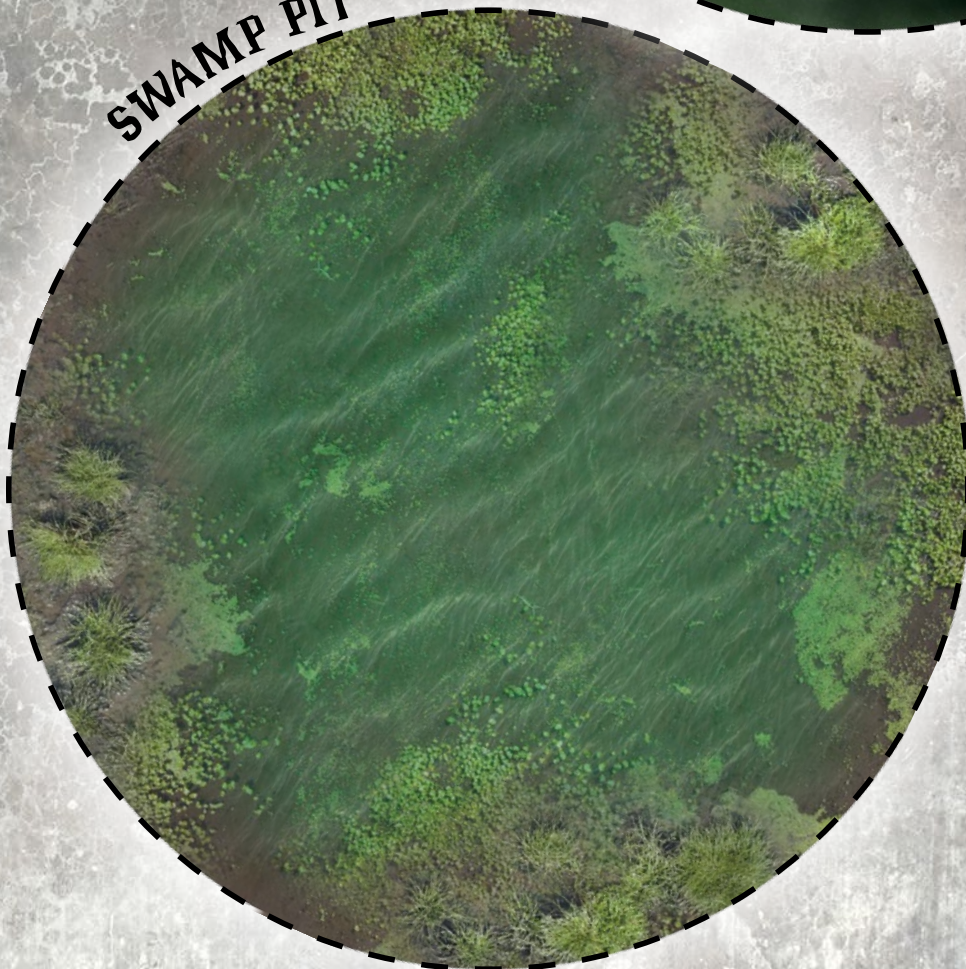
# THE ARMORY MINIONS

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

CLOUD COVER



SWAMP PIT



These templates represent specific Minions spells and effects. Feel free to photocopy them for your next game.



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