

Privateer Press



NO QUARTER™

ISSUE N° 43
July 2012

GARGANTUANS™

HORDES GETS HUGE

GARGANTUANS SNEAK PEEK!

BLACKOUT!

A LEVEL 7 [ESCAPE] SCENARIO REPORT

MONSTERNOMICON & BEYOND

THE ICONIC IK RPG MONSTER GUIDE RETURNS

UNDER SIEGE

THE SIEGE ANIMANTARAX IN GUTS & GEARS





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ON THE COVER

Trollblood Mountain King by Nestor Ossandón

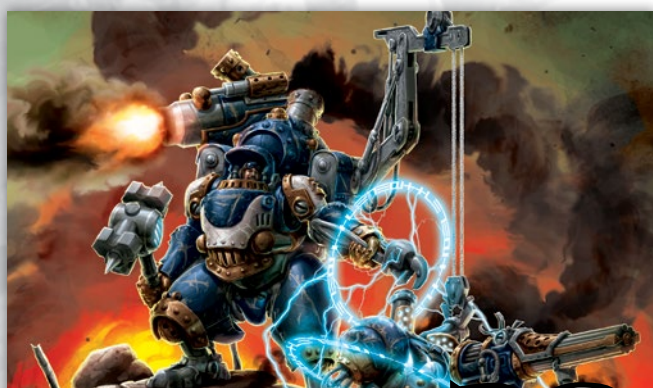
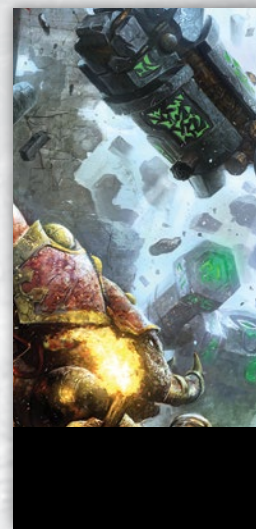
LOCK & LOAD VIPS

Privateer Press enthusiasts traveled from far and wide to attend the 2012 Lock & Load GameFest. We had folks from the U.K., Italy, Australia, and even a Press Gang member from Iceland! Seen here posing with Privateer Press customer service representative Adam Johnson are three attendees from . . . well, a bit farther away. Yup, Nuala the Huntress, Master Ascetic Naaresh, and Baldur the Stonecleaver all dropped by, played a few games, and took top honors in the costume contest. Can't wait to see who—or what—shows up for next year's Lock & Load!



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Forces of Distinction IX

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Monsternomicon & Beyond

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GARGANTUAN GLIMPSE

As WARMACHINE and HORDES continue to grow and new models—and types of models—are added to both games, the writers and editors here at Privateer Press run into an interesting dilemma. To avoid confusion, we must be careful how we use certain words, especially those describing something very large. When I say “behemoth,” am I talking about something really big or am I talking about a hulking Khadoran warjack with armor-piercing fists? The same concern applies to leviathan, colossal, mammoth, titan, and now the newest big kid on the block, gargantuan.

As with the other big models before them, however, I willingly and gladly surrender the word “gargantuan” to the awe-inspiring warbeasts of the same name. I have no doubt they will make better use of the word than I could ever hope to. Speaking of big things, this issue of *No Quarter* gives the gargantuans their due with an exclusive preview of the Mountain King and the Woldwrath. Yep, we’re giving you the stats, the art, the whole shebang on these two mighty, super-sized warbeasts.

In addition to the gargantuan glimpse in this issue, we’re also giving you an in-depth look at the exciting new board game *LEVEL 7 [ESCAPE]*, where Director of Business Will Shick walks you through a new scenario and a recent game session. IK RPG fans will find plenty to sink their teeth into this issues as well. We’re bringing back an iconic IK RPG title in *Monsternomicon & Beyond* and exploring the monstrous creatures of western Immoren with stats, background, and full-color art.

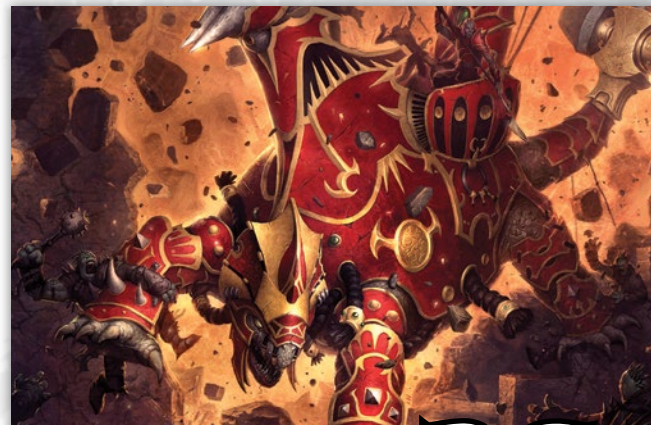
I’ll wrap up by saying *No Quarter* #43 contains colossal . . . I mean behemoth . . . sorry, gargantuan— What I mean to say is that this issue is packed with content so big it’s virtually Brobdingnagian!

Aeryn Rudel 
Editor-in-Chief



HORDES: Gargantuans Preview

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Captain Gunnbjorn*

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*LEVEL 7 [ESCAPE]
Blackout!*

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NEWS FROM THE FRONT

PRIVATEER PRESS AT ADEPTICON 2012

By Lyle Lowery

Privateer Press began hosting events at AdeptiCon in 2010, and since then, AdeptiCon has grown into one of the premier WARMACHINE and HORDES venues in the Midwest! This year's AdeptiCon featured four days of around-the-clock WARMACHINE and HORDES action, including a full tournament schedule that ran into the wee hours of the night and an Iron Arena open-play area where battle never ceased.

Hundreds of gamers flocked to the Privateer Press event space to run the gauntlet of tournaments, wage war in Iron Arena, and see the gorgeous displays. For most people, it was their first look at the Formula P3 Studio's finely detailed Stormwall, Conquest, and Kraken colossal, but it was the new diorama that really stole the show. Privateer's new diorama, debuting at AdeptiCon, depicts a Trollblood ambush of a Khadoran convoy train hauling two Conquests. Two Mountain Kings charge down into the valley flanked by dozens of trolls and trollkin. Meanwhile, the Khadorans frantically mobilize to defend the convoy, Winter Guard and warjacks spilling out of the train to meet the assault.

The packed event schedule included hotly contested Hardcore and Masters tournaments, as well as Kick Off, Stranded Forces, Mangled Metal, and team tournaments. Here are the results from all AdeptiCon's events.

KICK-OFF TOURNAMENT

Champion	Jason Watt	Skorne
2nd	Walter Langendorf	Circle Orboros
3rd	Charles Soong	Cygnar

MANGLED METAL/TOOTH & CLAW

Champion	Julian McPherson	Cryx
2nd	John Christensen	Protectorate of Menoth
3rd	Sean O'Donnell	Khador



STRANDED FORCES

Champion	Walter Langendorf	Circle Orboros
2nd	Nathan Hoffmann	Cygnar
3rd	Chris Schmidt	Protectorate of Menoth

MASTERS

Champion	Jacob Van Meter	Legion of Everblight
2nd	Jeremy Lee	Protectorate of Menoth
3rd	Justin Hollywood	Cryx

HARDCORE

Vanquisher	Jacob Van Meter	Legion of Everblight
Executioner	Rick Sidebotham	Protectorate of Menoth
Mage Hunter	Billy Robin	Cygnar
Master Craftsman	Sean Benson	Trollbloods

Jacob Van Meter's Hardcore List (Machinations of Shadow, Tier 4)

Vayl, Consul of Everblight

- Harrier
- Angelius (2)
- Ravagore (2)
- Scythean
- Blighted Nyss Legionnaires (Full)
- Spawning Vessel (Full)
- Blighted Nyss Shepherd (2)
- Spell Martyr

There were many great-looking armies mustered for AdeptiCon, but Sean Benson's Trollbloods laid claim to the coveted Master Craftsman medal for the best-painted army in the Hardcore tournament. Sean's meticulous and skilled brushwork really pops on the tabletop and brings out every detail in his models. Any Trollkin chief would be proud to field an army so painstakingly crafted!

Congratulations to all the tournament winners! We'd also like to thank AdeptiCon for putting on a great event and everyone who visited and played games in the Privateer Press events area.



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

Tell us about it at: submissions@privateerpress.com

NEW RELEASES



WARMACHINE: COLOSSALS *Brace Yourself for Full-Scale Warfare*

Darkness descends upon the nations of the Iron Kingdoms as the undead legions of Cryx overwhelm Point Bourne, revealing their true strength. As war once again consumes the land, the embattled nations race to deploy colossal warjacks bristling with weaponry to turn the tide. But the emergence of new threats, both ancient and unseen, will force old enemies into uneasy cooperation in a fight for survival!

PIP 1049 • \$34.99 (SOFTCOVER)
PIP 1050 • \$44.99 (HARDCOVER)



WINTER ARGUS
GAME: HORDES/CIRCLE ORBOROS
SCULPTOR: BENOIT COSSE
PAINTER: MATT DIPIETRO
RELEASE: JULY
PIP 72060 • \$14.99



CASTIGATOR/RECKONER/SANCTIFIER HEAVY WARJACK PLASTIC KIT

GAME: WARMACHINE/
PROTECTORATE OF MENTH

SCULPTOR: BEN MISENAR
PAINTERS: MATT DIPIETRO & MEG MAPLES
RELEASE: JULY
PIP 32070 • \$34.99



CONQUEST COLOSSAL
GAME: WARMACHINE/KHADOR
SCULPTOR: JEFF WILHELM
PAINTER: MATT DIPIETRO
RELEASE: JULY
PIP 33050 • \$134.99



**VLADIMIR TZEPESCI, GREAT PRINCE
OF UMBREY EPIC CAVALRY WARCASTER**
GAME: WARMACHINE/KHADOR
SCULPTOR: THOMAS DAVID
PAINTER: MATT DIPIETRO
RELEASE: JULY
PIP 33092 • \$39.99

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



IRON FANG PIKEMEN
GAME: WARMACHINE/KHADOR
RELEASE: JULY
PIP 33090 • \$84.99

NEW RELEASES



SONS OF BRAGG CHARACTER UNIT
GAME: HORDES/TROLLBLOODS
SCULPTOR: JOSE ROIG
PAINTER: MATT DIPIETRO
RELEASE: JULY
PIP 71063 • \$39.99



**TIBERION HEAVY WARBEAST TITAN
CHARACTER UPGRADE**
GAME: HORDES/SKORNE
SCULPTORS SEAN BULLOUGH & NATE SCOTT
PAINTER: MEG MAPLES
RELEASE: JULY
PIP 74061 • \$17.99

SUCCUBUS
GAME: HORDES/LEGION
OF EVERBLIGHT
SCULPTOR: JEFF GRACE
PAINTER: MEG MAPLES
RELEASE: JULY
PIP 73060 • \$16.99



HEAP
RELEASE: AUGUST
PIP 60004 • \$21.99

GATORMAN WITCH DOCTOR
GAME: HORDES/MINIONS
SCULPTOR: STEVE SAUNDERS
PAINTER: MATT DIPIETRO
RELEASE: AUGUST
PIP 75040 • \$17.99



KRAKEN COLOSSAL
GAME: WARMACHINE/CRYX
SCULPTOR: BEN MISENAR
PAINTER: MATT DIPIETRO
RELEASE: AUGUST
PIP 34050 • \$124.99



**ASPHYXIOUS THE HELLBRINGER
EPIC WARCASTER & VOCIFERON SOLO**
GAME: WARMACHINE/CRYX
SCULPTOR: STEVE SAUNDERS
PAINTER: MATT DIPIETRO
RELEASE: AUGUST
PIP 34095 • \$32.99

NEW RELEASES



**AVENGER/CENTURION/HAMMERSMITH
HEAVY WARJACK PLASTIC KIT**
GAME: WARMACHINE/CYGNAR
SCULPTOR: BEN MISENAR
PAINTER: MATT DIPIETRO
RELEASE: AUGUST
PIP 31074 • \$34.99



NAGA NIGHTLURKER
GAME: HORDES/LEGION OF EVERBLIGHT
SCULPTOR: BOB RIDOLFI
PAINTER: MEG MAPLES
RELEASE: AUGUST
PIP 73061 • \$17.99



SCARSFELL GRIFFON
GAME: HORDES/CIRCLE ORBOROS
SCULPTOR: BENOIT COSSE
PAINTER: MEG MAPLES
RELEASE: AUGUST
PIP 72061 • \$18.99



CYCLOPS BRUTE (PLASTIC)
GAME: HORDES/SKORNE
SCULPTOR: SEAN BULLOUGH,
BRIAN DUGAS & EDGAR RAMOS
PAINTER: MEG MAPLES
RELEASE: AUGUST
PIP 74067 • \$18.99



GARGANTUANS

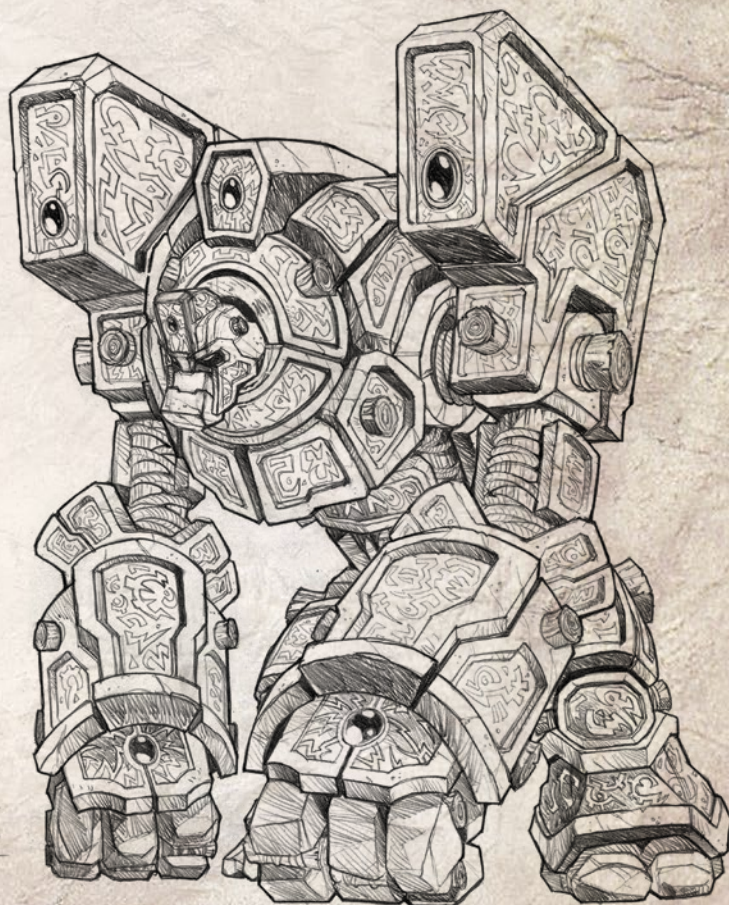
PREVIEWS

By David "DC" Carl & Aeryn Rudel

Art by Nestor Ossandón & Robert Cirrillo

The earth shakes beneath the mighty tread of the newest, biggest, and baddest of HORDES models—the gargantuans. *HORDES: Gargantuans* unleashes these super-sized warbeasts upon the battlefields of western Immoren, giving warlocks access to truly massive destructive power.

In the very near future, you'll be able to terrorize the tabletop with the Trollblood Mountain King, the Circle Orboros Woldwrath, the Skorne Mammoth, and the Legion of Everblight Archangel. In this article, we'll give you a peek at two of the upcoming gargantuans in all their enormous glory. But before you dive into all the crunchy stats and get a look at the eye-popping illustrations for these behemoths, turn the page to get the low-down on the gargantuan-specific rules from *HORDES: Gargantuans*.



GARGANTUANS

Gargantuans tower over the battlefield, dwarfing warriors and warbeasts alike. These great creatures are beyond the scope of lesser beasts that fight amid the wars consuming western Immoren, both in ferocity and the carnage they can unleash. Each gargantuan takes unique advantage of the strengths and ingenuity of its respective faction, some being enraged entities awakened from a time of legends. Whatever their individual origins, these monstrous beasts are among the most powerful weapons in a warlock's battlegroup.

A gargantuan is a huge-based (120 mm) warbeast.

HUGE BASE

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

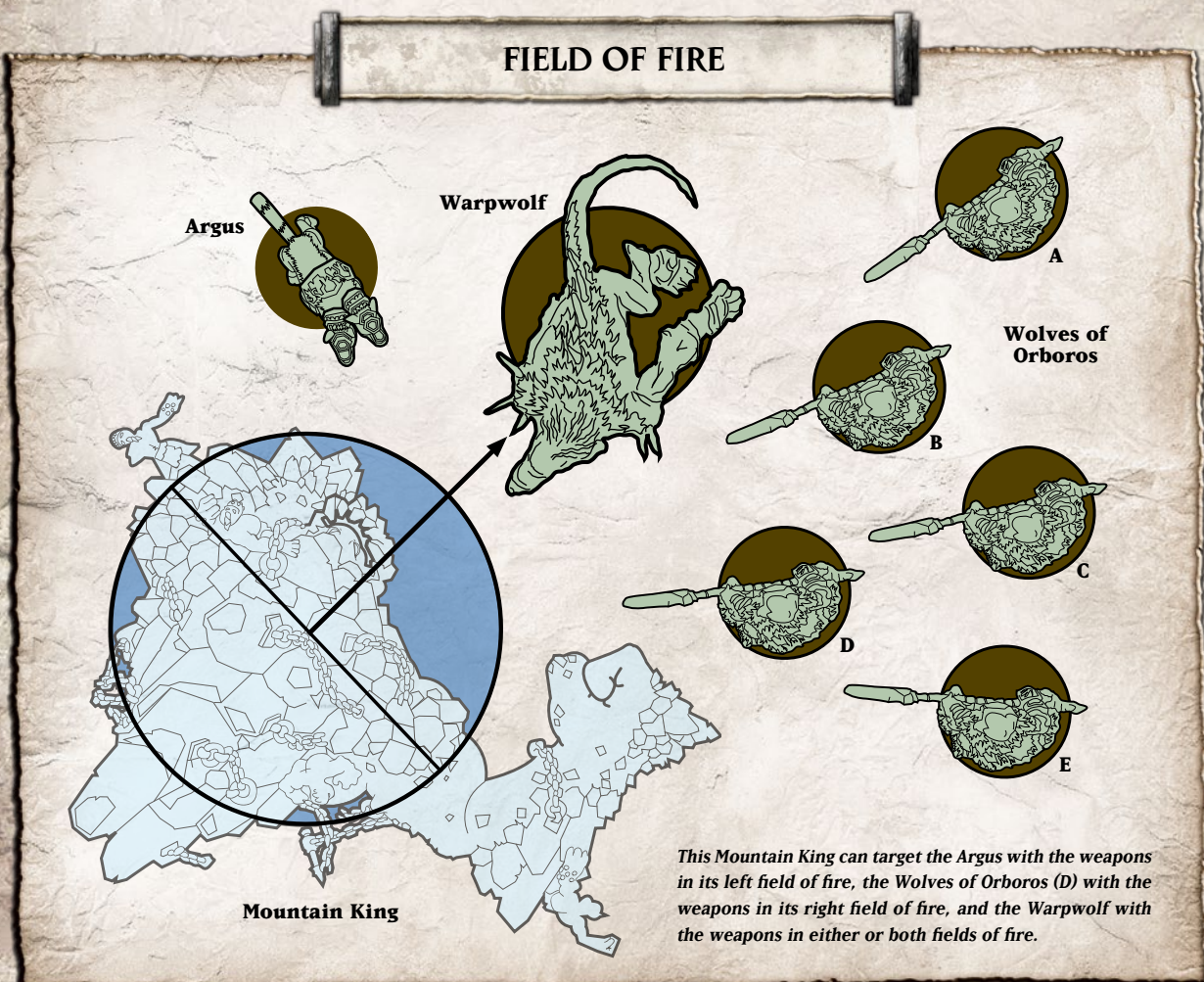
FACING & LINE OF SIGHT

A gargantuan'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 gargantuan can target with its weapons depending on their location. Weapons located on a gargantuan's left side (L) can target only models in its left field of fire. Weapons located on a gargantuan's right side (R) can target only models in the gargantuan's right field of fire. Weapons with locations "H" 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 GARGANTUAN

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

FIELD OF FIRE



This Mountain King can target the Argus with the weapons in its left field of fire, the Wolves of Orboros (D) with the weapons in its right field of fire, and the Warpwolf with the weapons in either or both fields of fire.

CLOUD EFFECTS AND FOREST TERRAIN

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

TARGETING A GARGANTUAN IN MELEE

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

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

PREDEPLOYMENT

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

MASSIVE

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

GARGANTUAN MOVEMENT

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

PATHFINDER

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

CONTROLLING A GARGANTUAN

Gargantuans must be assigned to a battlegroup, and your opponent can never take control of your gargantuan by any means.

GREAT BEAST

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

GARGANTUAN COMBAT RULES

RANGED ATTACKS WHILE IN MELEE

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

A gargantuan does not get an aiming bonus when targeting a model in its melee range.

GARGANTUAN MELEE RANGE

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

GARGANTUAN POWER ATTACKS

A gargantuan can make all the power attacks available to a warbeast along with two additional power attacks available only to gargantuans: power strike and sweep.

SLAM POWER ATTACK REVISITED

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

POWER STRIKE

A gargantuan making a **power strike** power attack uses the force of its tremendous melee power to send a smaller-based model flying. A gargantuan must have at least one non-crippled Open Fist to make a power strike power attack. Its target must be in the Open Fist's field of fire and have a smaller base than the gargantuan.

The gargantuan makes a melee attack against the target. If the attack hits, the target is slammed $d6+2''$ directly away from the gargantuan. 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 gargantuan.

SWEEP

A gargantuan can use its arms to scythe through models within its reach. A gargantuan 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 and within its 2" melee range. Models hit suffer a damage roll with a POW equal to the gargantuan's STR.



MOUNTAIN KING

TROLLBLOOD GARGANTUAN

MOUNTAIN KING

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	15	5	5	9	19	4



DEATHLY ROAR			
RNG	ROF	AOE	POW
SP10	1	-	16



BIG MEATY FIST	
POW	P+S
4	19



BIG MEATY FIST	
POW	P+S
4	19

FURY	5
THRESHOLD	6
FIELD ALLOWANCE	2
POINT COST	20
HUGE	

MOUNTAIN KING

Terror

Kill Shot – Once per activation, when a living enemy model is destroyed, when a living enemy model is destroyed or removed from play as a result of a melee attack made by this model during its activation, immediately after that attack is resolved this model can make one normal ranged attack ignoring ROF.

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

Whelp Shedding – When

this model suffers damage from an enemy attack anytime except during its activation, immediately after the attack has been resolved you can place a Troll Whelp model into play B2B with this model. Do not put a Whelp in play if there is not room for its base.

BIG MEATY FIST

Open Fist



TACTICAL TIPS

AMUCK – This includes power attacks. Amuck does not boost the attack rolls of chain attacks that duplicate the effects of special attacks.

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

WHELP SHEDDING – You do not pay points for these Troll Whelps.

ANIMUS	COST	RNG	AOE	POW	UP	OFF
AMUCK	1	6	-	-	NO	NO

When target friendly warbeast makes a special attack, its attack rolls are boosted. Amuck lasts for one turn.

MOUNTAIN KING

To look upon a mountain king is to see the primal essence of the troll: hunger, rage, and the strength of nature. Set loose upon the world, these great trolls shake the ground with their tread and sunder granite with their roars. Mountain kings, who seek to satisfy an appetite incomprehensible to lesser creatures, now walk Caen again after millennia of quiescence. Their awakening can mean only desperation—or madness—on the part of the Trollbloods.

USING THE MOUNTAIN KING

All gargantuan have Reach for a massive engagement range, great STR for massive hitting power, dominating power attacks, and extra-robust life spirals. The Mountain King is no different, and these elements mesh seamlessly with the existing style of the Trollbloods faction. The Rush animus can get a Mountain King to the action quicker. The Rage animus takes it up to STR 18 (P+S 22). The Kriestone Bearer's Protective Aura takes its ARM up to 21, not only keeping the super-sized troll in better shape longer but also generating more opportunities to create new Troll Whelp solos thanks to the Spawn Whelps ability. Each of these little guys (that you get for free!) converts into more opportunities for healing, screening, or even fury management.

The Mountain King's own animus can be a real boon to it or to its Trollblood army. Not only does it allow the Mountain King to boost every attack roll from a gargantuan Sweep power attack for just a single fury point, but it can also enhance a Troll Axer's Thresher attack or let a Dire Troll trample hordes of enemy troops with utmost accuracy.

On top of its melee domination and Amuck animus, once per turn after smashing a foe, the Mountain King can unleash its Deathly Roar. A SP 10 with POW 16 is a remarkable weapon, and the Mountain King can use this roar during melee-centric turns just as well as on the approach.





WOLDWRATH

CIRCLE GARGANTUAN



ANIMUS	COST	RNG	AOE	POW	UP	OFF
DRUID'S WRATH	2	SELF	-	-	NO	NO

Friendly Faction models gain an additional die on magic attack rolls targeting enemy models within 10" of this model. Druid's Wrath lasts for one turn.

WOLDWRATH

The Circle Orboros has entered the end times, when it must launch the full force of plans centuries in the making and unleash ancient arsenals. Among the greatest of its weapons are the woldwraths, which must be brought forth to the battle lines and pitted against the many forces that would see the world plunged into darkness. A woldwrath stands as a towering monument to woldcrafter genius, meant to tap into and unbind the ultimate fury of Orboros. Brought to life amid strenuous, blood-fueled rituals conducted atop powerful conjunctions of ley lines, a woldwrath channels the vast energies that flow within the earth. Its tempestuous assaults are prefaced by voltaic flickers that play along darkening clouds above and the pulsing runes inscribed across its stone form.

USING THE WOLDWRATH

Woldwraths are walking mountains of stone and wood. With the largest gargantuan life spiral and tied for the highest gargantuan ARM, it takes an army to bring down these massive constructs. They can certainly return the punishment with a pair of giant Stone Fists at P+S 19. These monstrous mitts are great against even the heaviest armor, but their Earth Shaker ability makes them great crowd controllers as well. Simply smash something centrally located and knock down everyone in a 4" AOE (except the Woldwrath since gargantuans cannot be knocked down). Then capitalize on the knocked down foes by forcing the Woldwrath to buy additional attacks or with supporting elements of the army.

The Woldwrath's Lightning Strike is similarly useful against opponents big and small. A boostable POW 15 with great RNG will put a real dent in an opposing warjack or warbeast, and the pair of 3" electrical AOE's the weapon leaves behind will force swarms of enemy troops to rethink their plan of attack in a hurry.

As the druids' crowning achievement, the Woldwrath wouldn't be complete without an animus that allows the blackclads to dominate their enemies. Druid's Wrath is a powerful enhancement to the faction's wealth of magic attacks, but just as importantly, it increases the odds of critical knockdown effects on Elemental Bolt and Rock Hammer.

WOLDWRATH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	16	6	5	7	20	-



LIGHTNING STRIKE			
RNG	ROF	AOE	POW
14	1	-	15



STONE FIST	
POW	P+S
3	19



STONE FIST	
POW	P+S
3	19

FURY	4
THRESHOLD	-
FIELD ALLOWANCE	2
POINT COST	20
HUGE	

WOLDWRATH

⊗ Construct

Spell Ward – This model cannot be targeted by spells.

LIGHTNING STRIKE

⚡ Damage Type: Electricity

Storm Generator – When a model is directly hit with this weapon, center a 3" AOE on it. You can then have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll.

⚡ After this damage roll is resolved, center a 3" AOE on the model the lightning

arcs to. The AOE's remain in play for one round. Models entering or ending their activations in an AOE suffer a POW 10 electrical damage roll.

STONE FIST

👊 Open Fist

Earth Shaker – When an enemy model is directly hit by an attack made with this weapon, center a 4" AOE on the model directly hit. Models in the AOE are knocked down.



TACTICAL TIPS

SPELL WARD – This model is shielded from friendly and enemy spells alike.

STORM GENERATOR – The lightning still arcs to models with Immunity: Electricity, it just cannot damage them. Damage from Storm Generator arcs are not considered to have come from a hit or by a melee or ranged attack.

TERRAIN BUILDING

HOUSES OF THE IRON KINGDOMS

BY LEO CARSON

For this installment of Terrain Building, we'll be covering some straightforward and effective techniques for constructing Iron Kingdoms-themed buildings. The simple house we're building in this article would fit well in a Cygnaran village but could be modified to work with nearly any faction. First, let's go over some simple reoccurring characteristics that solidly mark a dwelling as belonging in western Immoren.

Gears: Nothing says Iron Kingdoms like gears. Great places to find these are old printers and watches.

Pipes: Brass rod from the P3 Pinning Expansion Sets makes excellent steam piping.

Metal Roofs: The roofs of Iron Kingdoms buildings are often constructed from pieces of sheet metal. Since they would be created from mild steel, rusting or patina of some kind would be very common.

Multilevel: Buildings in the Iron Kingdoms tend to be very tall compared to their relative foot print, and the lower story tends to be stone.

Rivets: There can never be too many rivets.

With these concepts in mind, it is fairly easy create a building or house in a couple afternoons.

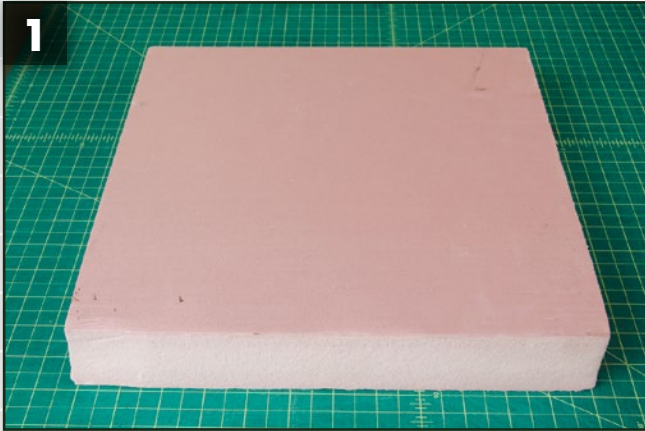
MATERIALS & TOOLS

- Basswood strips
- Construction adhesive
- Extendable box knife
- Formula P3 Brass Rod
- Formula P3 Clippers
- Formula P3 Hobby Knife
- Formula P3 Super Glue
- Formula P3 Sculpting Set
- Pencil
- Pink insulation foam
- Plastic tubing
- Pliers
- Sandpaper
- Sheet styrene or heavy cardstock
- Square ruler
- Toothpicks
- Wood filler putty



MAIN STRUCTURE

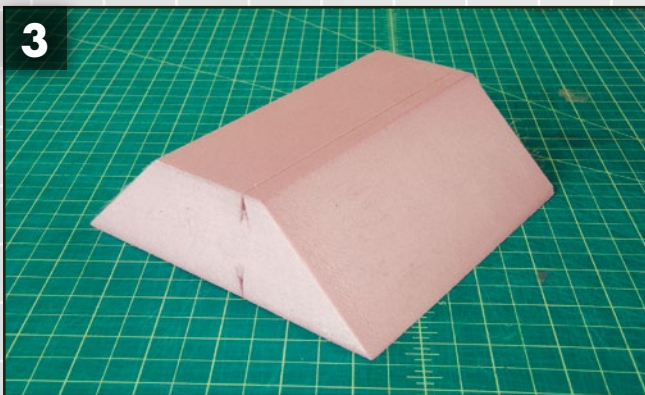
There are a few things to decide when setting out to build a house. The shape, size, and materials used to create it are all important factors, as is the region of western Immoren in which it is likely to exist. This will be a mid-sized, three-story house made from stone, plaster, and metal. An appropriate setting would be a village outside of a large Cygnaran city.



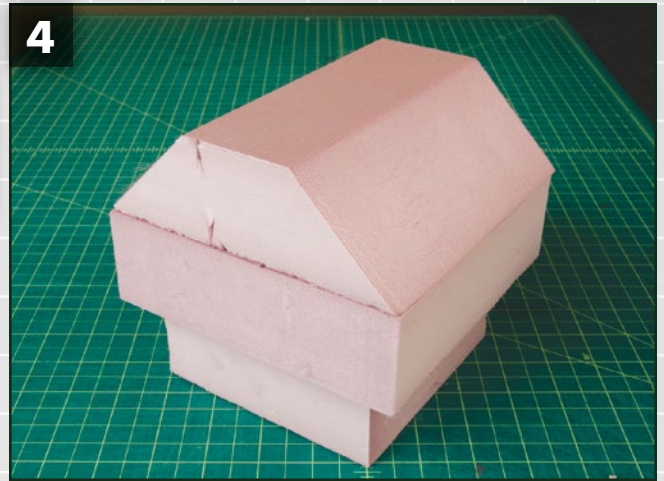
Step 1: The core shape of the house is made from 2" pink insulation foam.



Step 2: Cut the foam into three blocks. Two of the blocks should have the same dimensions, and one block should be slightly smaller.



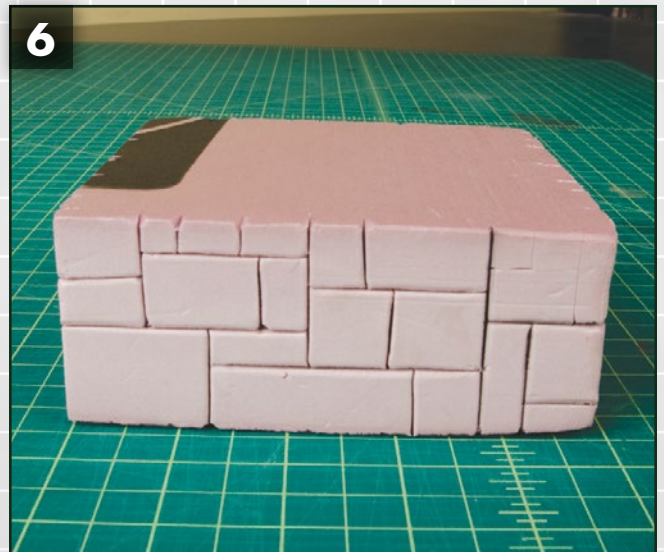
Step 3: Use a hot wire cutter or extendable box knife to make a tapered roof shape by cutting the corners off one of the larger blocks. It is helpful to use a ruler and mark out exactly where the cut will be.



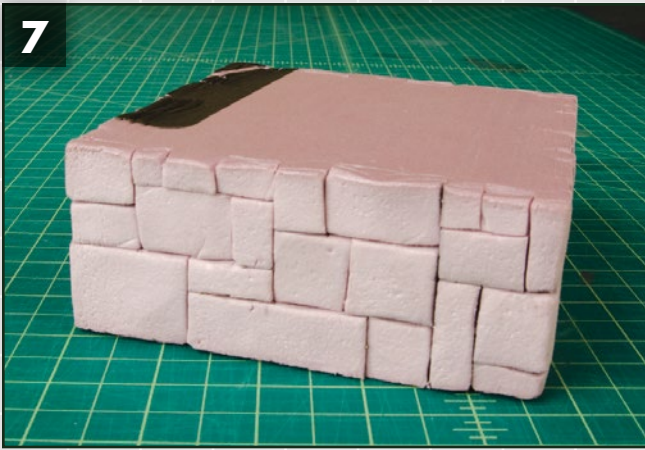
Step 4: Use construction adhesive to glue the two larger blocks together. Do not glue these to the smaller block yet. In the photo the larger blocks are simply resting on top of the smaller block.



Step 5: To create the stone texture used for the bottom level, use a fresh hobby blade to draw an irregular stone pattern over the foam. It can be helpful to do an Internet image search to find a pattern you like.



Step 6: Use a freshly sharpened pencil to widen the recess created by the knife. Simply retrace the lines with a pencil.



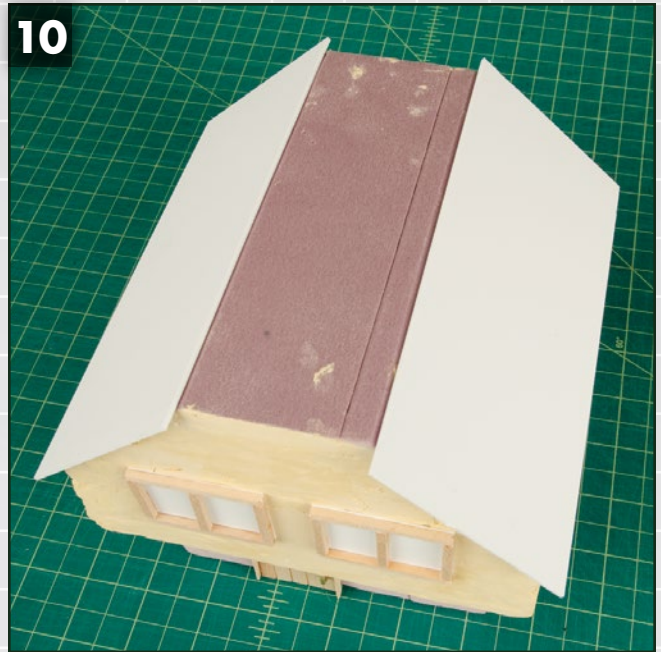
Step 7: Insulation foam is remarkably responsive to any markings made on its surface. Mash each side of the foam into a rocky texture, such as sand or gravel. Then, using your fingers, apply pressure to each block until it creates a ledge with its neighboring stones. The purpose here is to create variety and texture.



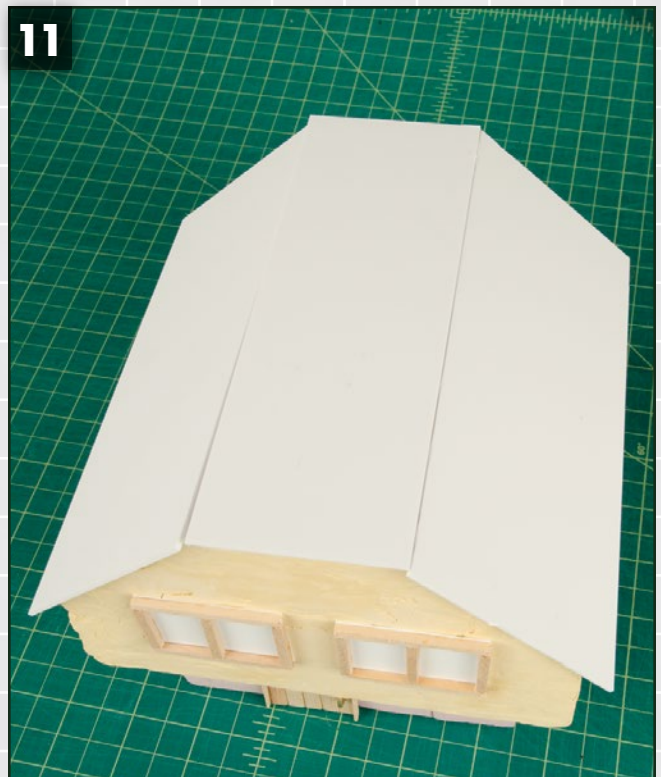
Step 8: Coat the outer walls of the upper stories with a thin layer of wood filler putty. This should be fairly smooth, but there should be definite impurities. Let this cure overnight.



Step 9: Sand the surface until it is mostly smooth but allow some of the texture to show through.



Step 10: Now for the roof. Cut three sections of sheet styrene or thick cardstock that fit over each section of the roof, leaving approximately a 1/8" overhang on each side.



Step 11: The roof of this particular house has been left relatively plain, but this is a great place to let your creativity run wild. Adding trim, rivets, and even battle damage will give your building increased depth and believability. You should probably avoid thatch unless you're working on a HORDES building.

DOORS AND WINDOWS

I like to think of doors and windows as the eyes and mouth of a building: they give emotion and character to an otherwise plain box. Spending some time here can really pay off on the finished piece.



Step 1: For the doors and windows, begin with a sheet styrene or cardstock backing. This should be the area you want the door or window to cover. With doors, make sure they're large enough for a small-based or medium-based model to potentially enter.



Step 2: Drink mixing sticks make excellent impromptu wooden slats. Use the Formula P3 Sculpting Set to carve lines into the sticks. The natural wood grain will lead your tool down a mostly straight but natural path, which is perfect, because the point is to exaggerate the wood grain. Rounding off the corners will give you a better distinction between two slats when they are placed next to each other.



Step 3: For the door, cover the rectangle of sheet styrene with slats.



Step 4: Now a pull handle for the door. Bend a piece of your thickest brass rod into a U-shape using pliers. Then use clippers to isolate the U.



Step 5: Use a pin vice to drill holes for the pull handle to fit into and then glue it in with super glue.



Step 6: Use construction adhesive to glue the door onto the stone base. Then, to go the extra mile, make a door frame from three or four spare pieces of basswood.

DOORS AND WINDOWS (CONTINUED)



Step 7: The windows begin very similarly to the door. Begin by making a frame by laying down two pieces of basswood lengthwise on the sheet.



Step 8: Finish the outer frame with three shorter pieces of wood.



Step 9: Attach the windows to the house with super glue and then add in two more vertical panes using much thinner wood. Toothpicks work well for this.



Step 10: Finally, add in a horizontal row of panes by using four pieces of the same toothpick-sized wood.

DETAILS

This is the fun part. If doors and windows are the face of a house, then the details are the clothes. This is where you get to identify your building. This step can last as long as you desire; the more time you spend here the more wow-factor you'll get out of your piece.



Step 1: The first detail is a large gear. I'm in the habit of making buildings like these, so I cheated a little bit by using a plaster casting. However, as I mentioned earlier, you can find big bulky gears in old printers and watches or even children's toys. When placing your machinery, it's always important to keep their purpose in mind. What does this gear do for the building? You don't have to spell it out, but the gear should look like it is more than simple ornamentation.



Step 2: Every building needs a smoke stack or chimney. This is a great opportunity to browse the online parts store for cannon barrels. Here I mounted four Extreme Destroyer muzzles onto a sheet of styrene, but other excellent pieces are the Mariner cannon or Deathjack stacks. Another option is to mount the stacks on a small square of insulation foam and give it a stone texture as shown earlier.



Step 3: A few steam pipes go a long way toward adding visual interest. They imply working machinery underneath the surface. These pipes are made from plastic tubing, but old bottles or straws also work well.

PAINTING THE HOUSE

How you paint your Iron Kingdom's building can tell people a lot about it, primarily where in western Immoren it is likely to be found. Although we have chosen to focus on a standard house in a Cygnar, a few changes could create a Khadoran house outside of Korsk or a even an scorched and abandoned hovel somewhere in war-torn Llael. For example, a Khadoran house might have Iron Fang Pikemen shields on each corner and snow effects to show it belongs in the icy north.

COLORS USED

-  Armor Wash
-  Bastion Grey
-  Battlefield Brown
-  Bloodstone
-  Bloodtracker Brown
-  Bootstrap Leather
-  'Jack Bone
-  Menoth White Highlight
-  Pig Iron
-  Rucksack Tan
-  Thamar Black
-  Thornwood Green
-  Trollblood Highlight
-  Umbral Umber

1



Step 1: Undercoat the entire structure with Thamar Black.

2



Step 2: Paint the stone Bastion Grey and the plaster 'Jack Bone. Use a stippling motion to negate any brushstrokes.



Step 3: Wash the stone with a mixture of Armor Wash and Thornwood Green, then use a damp paper towel or a sponge to dapple the surface. Apply the same technique to the plaster using watered down Bootstrap Leather mixed with a small amount of Armor Wash.



Step 4: Drybrush Trollblood Highlight over the stone and Menoth White Highlight over the plaster.



Step 5: Add shading around the windows and under the roof using Armor Wash tinted with a small amount of Bootstrap Leather. Use a damp paper towel or a sponge to ease the blending. Apply a final highlight of Menoth White Highlight mixed with Trollblood Highlight to the stone.



Step 6: Basecoat the wooden areas with Bloodtracker Brown. Basecoat the metal areas with Pig Iron.



Step 7: Using Formula P3 Large Flat Brush, apply streaks of watered-down Bloodstone onto the metal areas. Draw tapering lines down the sides of the plaster areas to show dripping rust. Apply a wash of Battlefield Brown mixed with Brown Ink to the wooden areas



Step 8: Use the Battlefield Brown and Brown Ink mixture and apply a second layer of streaks to the rust. Then drybrush the wood with Rucksack Tan.

Use Thamar Black to paint in the windowpanes, the pull handle on the door, and inside the smoke stacks. Then use Umbral Umber to stipple mud around the base of the building.



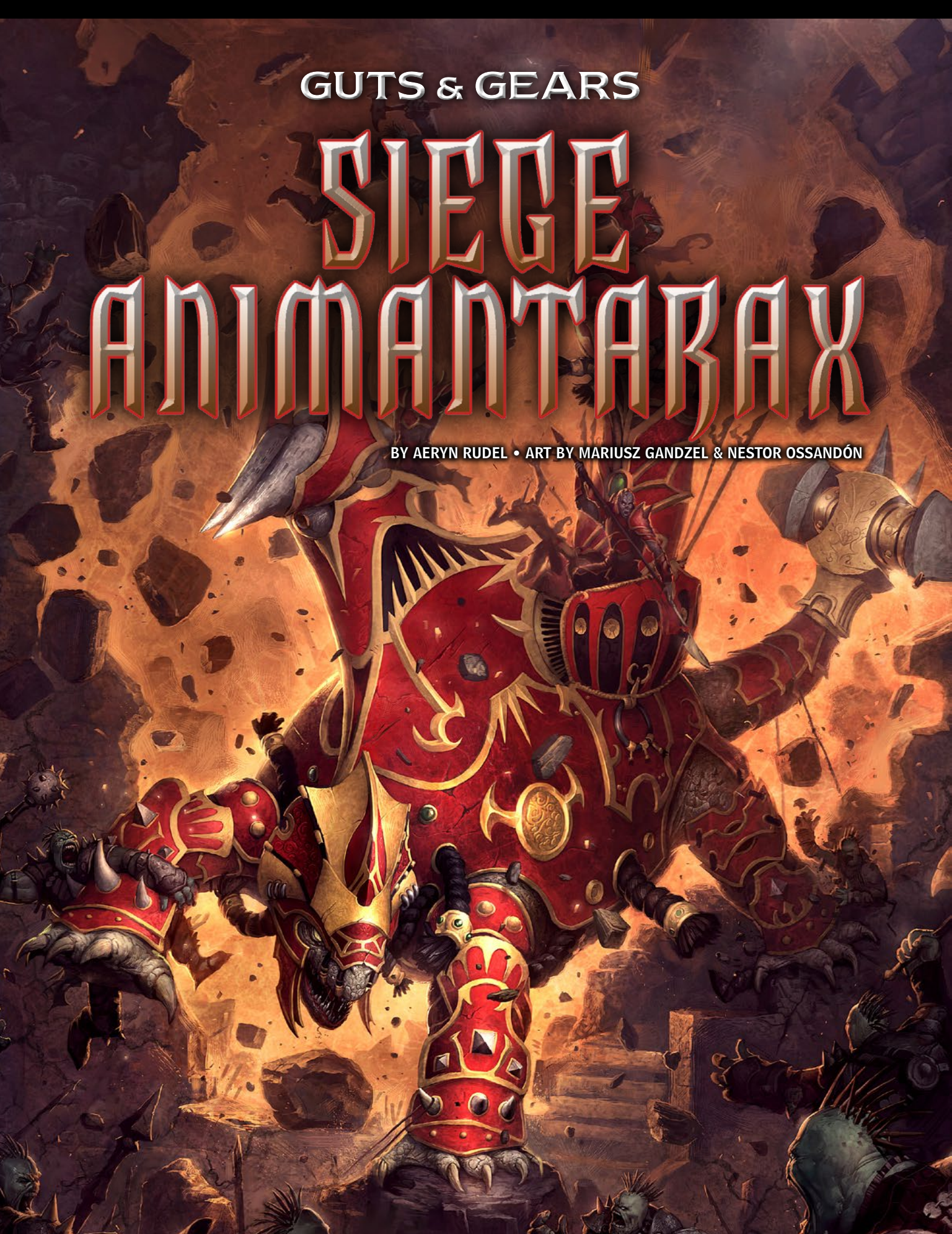
CONCLUSION

This tutorial is meant to showcase techniques and stylistic choices you can apply for whatever Iron Kingdoms-themed building you might be making. You can make a ten-storied colossal factory or go all the way and make a full-sized city complete with interiors. There really is no limit to how far these guidelines can be taken.

GUTS & GEARS

SIEGE ANIMANTARAX

BY AERYN RUDEL • ART BY MARIUSZ GANDZEL & NESTOR OSSANDÓN



Scout General Rebal,

Per your request, I have compiled a dossier on the skorne's living siege engine, which I understand has recently appeared within the Army of the Western Reaches. Obviously, my time spent among the skorne as their "guest" has lent me considerable insight into their means and methods when it comes to war craft, and I have witnessed firsthand the capture and training of many of their beasts. The animantarax, although new and terrible to western eyes, has served the skorne in the east for generations, and I did have the opportunity to observe it both in the wild and after the skorne beast handlers had conditioned it for battle.

What follows are my compiled and updated notes and observations on the creature. I have endeavored to give you a solid foundational understanding of its instinctual nature as well as how the skorne have augmented it for warfare. I sincerely hope my efforts will aid our brave soldiers in combating these creatures in the field.

—Professor Viktor Pendrake

The Siege Animantarax, like any skorne beast of war, amplifies the base strength and aggressiveness of a natural animal with the pain-inducing techniques of the skorne beast handlers. The result is a creature of almost pure rage with no purpose beyond destruction and no surcease from the misery of its condition. The fully trained and conditioned animantarax is largely used to conduct protracted sieges against a fortified enemy position.

From what I was able to glean from my time among the skorne, animantaraxes have been used in battle for centuries, although they remain relatively rare. The cost of capturing and training one represents a staggering investment of manpower and resources, which only the wealthiest skorne houses can afford.

Obviously, the recent westward expansion of the Skorne Empire began by Vinter Raelthorne IV has increased the demand for the huge creatures. It is not surprising that animantaraxes have appeared in the Army of the Western Reaches, as the skorne have encountered considerable fortified resistance in western Immoren.

During my time among the skorne, Vinter wanted me to witness the greatness of his armies, and my appointed escort, Kaleda, thought it important I see firsthand the skorne beast handlers in action. As such, I was sent with a large escort into the northern wilds to record and detail the animantarax in its natural state, the techniques used to capture one of the massive animals, and finally, the laborious process of conditioning the beasts for war. My information regarding these creatures is derived almost solely from this experience.

DESCRIPTION

Animantaraxes are huge quadrupedal reptilian creatures that dwell in the northern wastes of the Skorne Empire, near the Shroudwall Mountains. Adults measure twenty-five to thirty feet in length, stand over ten feet high at the shoulder, and weigh between six and eight tons. They are decidedly lizard-like in appearance, with a thick, low-slung body and sturdy legs spread beside the torso. The head of the beast is blunt, the jaws large although somewhat weak, and the eyes relatively small, suggesting poor vision. The animantarax has a superb sense of smell to compensate for its limited eyesight.

The animantarax features a number of defensive adaptations that I presume are necessary to protect it from the other monstrous beasts that roam the northern wastes. The most prominent of these features are thick osseous plates that cover the creature's back. I had the opportunity to examine the corpse of an animantarax, and I found that these plates were sufficient to turn aside a steel blade.

The animantarax is also armed with a bony club on the end of its short flexible tail. The creature's use of this natural weapon is quite obvious, and given its size and strength, the club can be swung with enough force to shatter stone.

ECOLOGY

In the wild, animantaraxes are relatively lethargic animals and spend much of their day basking in the sun. Although they are carnivorous, they are more opportunistic than active hunters; however, the manner in which they do bring down prey is quite fascinating. A senior beast handler told me the bite of the animantarax, while relatively weak for a creature of its size, slowly poisons the blood, causing putrescent wounds that eventually kill its prey. Apparently, the animantarax lies in wait, charges forward when suitable prey presents itself, and delivers a bite to its target. The prey is then allowed to escape and eventually succumbs to the wound. The animantarax then tracks down the stricken animal—it can apparently smell carrion from many miles off—and dines at its leisure.

Luckily for those skorne bold enough to attempt capturing the animantarax, it is a solitary beast. However, it brooks no intrusion into its domain and is unrelentingly aggressive toward any creature entering its territory. When attacking creatures smaller than itself, it simply charges forward and attempts to crush its target beneath its great body; however, when faced with something as large or even larger than itself, the animantarax displays an intriguing defensive behavior. It crouches low to the ground, presenting only its armored back to its attacker,

and then flails about with its clubbed tail. This strategy protects the animantarax's soft underbelly and ensures that predators venturing close enough to attack must risk serious, even life-threatening injury.

Of course, one might ask what could possibly threaten a beast as large and powerful as an animantarax? I am aware of at least one creature roaming the northern wastes that might accomplish such a feat. Case in point, the hunting party of which I was part came across the carcass of an animantarax not long after we'd entered the area where they are typically found. The beast had been rolled over onto its back (I presume forcibly), gutted, and partially devoured. When I asked the skorne beast handlers about the incident, they would say nothing. This only reinforces the terrifying fact that the northern wilds of the Skorne Empire are inhabited by monsters unlike anything we have seen in the west. One cannot help but shudder at the implications. If the skorne have learned to harness the strength of the animantarax, might they eventually seek out and dominate even greater beasts?

CAPTURE

Kaleda, the armed escort assigned to me during my stay in the east, was very adamant that I see the paingiver beast handlers at the work, and while I was a prisoner, I accompanied these specialized warriors on many hunting excursions. I witnessed the capture of rhinodons, basilisks, even the mighty titans, and while the subdual of these creatures was certainly impressive, it seemed child's play compared to the effort required to capture an animantarax.

When hunting other beasts, even those as large and powerful as titans, the skorne paingivers rely solely upon their own skill and experience. However, the animantarax hunting party I accompanied into the north consisted of no less than a dozen beast handlers, half a dozen Venators armed with reivers, and three of the towering cyclopes brutes. In addition, the group was equipped with strange hollow-tipped spears mounted on fifteen-foot hafts.

When we finally encountered an animantarax—a very large bull—the beast handlers immediately sprang into action. The cyclopes were ordered forward to engage the beast with their halberds; one attacked the beast's head, while the other two took positions on either side of the animantarax. The Venators took up positions behind the creature, well out of range of its terrible tail. The cyclopes began striking the head and back of the animantarax with their halberds—their blows were designed to keep the beast occupied not to cause it lasting harm—while the Venators opened fire on its hindquarters. This tactic proved very effective. The beast was so distracted and confused by its enemies it did not move forward or backward, and remained relatively still, bellowing, snapping its jaws, and swishing its tail through the air.

With the animantarax occupied, the beast handlers moved forward in staggered waves, three or four at a time. They charged forward with their spears, striking at the beast's underbelly. Again, these blows caused only minimal damage to the creature, but a bladder filled with a powerful tranquilizer was attached to the opposite end of the spear, allowing the wielder to inject a massive dose of the drug into the creature's flesh. Of course, this required the beast handler to strike hard enough to penetrate the animantarax's thick hide, and then stand still long enough to inject the drug. I watched as four beast handlers ran forward and successfully administered the tranquilizer; one of them, however, lingered too long near the animantarax's lashing tail. He was struck as he turned to flee and flung thirty feet through the air, his body twisting in its flight like a limp doll. The blow had shattered his spine, and he was dead before he hit the ground.

Despite the loss of one beast handler, the capture was a success. It's blood laced with the numbing toxin, the animantarax eventually slowed, and then stood still, swaying slightly on its feet. The senior beast handler told us the drug would keep it docile and tractable for up to four hours. Obviously, the only way to transport a beast as large as an animantarax is under its own power, and I learned the beast would be goaded forward by the beast handlers and their cyclops brutes during the long trek back to civilizations. Additional doses of the tranquilizer would be administered as needed to keep the animantarax heavily drugged.

CONDITIONING

It should be quite obvious that successfully capturing an animantarax is only the first step in the long and difficult process of transforming the beast into a mobile siege engine. This task also falls to the skilled paingiver beast handlers, who must condition the animantarax to act well beyond its natural inclinations, accept the commands of its driver, and bear the load of heavy armor and a full crew of four skorne warriors. This process can take up to a year to complete, largely because of the beast's general cantankerousness.

The most important part of this conditioning process, and the one addressed shortly after the wild animantarax is brought into the training compound, is getting it accustomed to the extra load it must carry. The animantarax is kept drugged while being fitted for its armor, and once the heavy plates and houdaa are in place they are never removed while the beast lives. The massive hammer that fits over the end of the animantarax's natural tail club is added later, once the beast is more tractable.

With the armor in place, the animantarax is taken off the tranquilizing drug, and it is administered another potent concoction that blunts its aggressive nature. During this period, the beast is forced to walk, run, and maneuver in its armor. Notoriously sluggish, the animantarax must be physically conditioned, its muscles strengthened, its flesh toughened, before it can be effective in combat. I am told this process can take many months, and occasionally the strain is too much even for a beast the size of an animantarax—one in twenty simply die of exhaustion.

Once it has learned to bear the load of its armor, the animantarax begins training with its crew, which are drawn from the ranks of the Praetorian and Venator castes. This training can take as long as six months, and during this time the drug used to keep the beast docile is slowly removed as it learns to follow the commands of its driver. Without the aid of the calming drug, an animantarax crew has little choice but to quickly master the beast.

Interestingly enough, I learned that the powerful and sorcerous tyrants rarely control animantaraxes, as they do with many other skorne beasts. When I asked about this, the beast handlers were silent on the subject, and I can only conjecture that the animantarax is not well-suited for this type of control.

Instead, an animantarax is taught to follow audible commands, blasts from a trumpet-like instrument with the ability to create a wide variety of tones. Although I was not permitted to hear all of these commands, there were specific trumpet blasts for various types of movement and attack; in fact, I was told that a competent driver with an experienced animantarax has access to nearly twenty different commands.

Broken, armored, and conditioned, its crew trained, the animantarax is ready for battle. As I mentioned earlier, the beast's primary role is that of mobile siege engine. It accomplishes this task by assaulting enemy fortifications directly, smashing down walls with its heavy tail hammer while its crew fires its ranged armaments at enemies on the battlements. In addition, if the enemy walls are low enough, the animantarax can attack the fortification while its crew attacks *over* the walls. The spearmen

riding in the houdaa atop the animantarax, although certainly capable of attacking foes atop fortress walls, are largely used to keep enemy troops at bay, protecting the animantarax from being swarmed by infantry.

CONCLUSION

I hope the information in this document will serve our nation well. The animantarax is a mighty creature, and I have no doubt that we will see more of these beasts as the skorne press further into the west. However, as dangerous as the animantarax is, I think it is vitally important that you understand the implications of its appearance in the west. The skorne are ever searching for larger and more dangerous creatures to harness for war. If what I saw in the northern wilds of the Skorne Empire is any indicator, there may be horrors more monstrous than anything we have yet seen marching from the east toward our borders.

—Pendrake





SIEGE ANIMANTARAX TACTICS

BY DAVID "DC" CARL

The Skorne battle engine is equally dangerous when strafing enemy formations with reiver fire or smashing through armored foes with its massive tail. The Siege Animantarax is a living engine of war and only the most concerted attacks can halt its inexorable advance.

BRING IT ON

The Siege Animantarax has that high degree of resilience that is fairly common to battle engines, but it also has two separate ways to punish an opponent for daring to attack the irritable beast.

First, the Cantankerous ability gives the Animantarax a rage token each time it suffers damage. These tokens increase the battle engine's damage output on all three of its melee attacks and can also be used to boost the attack or damage roll of the massive Club Tail. Opponents will think twice about attacking the Animantarax since their hits will just make it stronger.

Additionally, the Hyper Aggressive ability allows the Animantarax to make a full advance directly towards any enemy that damages it. To make the most out of Hyper Aggressive, be sure to keep model positioning in mind. Behind a wall of troops, Hyper Aggressive will be wasted, so keep the Animantarax in a position with room to advance upon its foes.

The combination of these two abilities gives a bit of direction regarding how to channel the Animantarax's aggression. Position the battle engine to square off against enemy ranged threats whose attacks will fuel its rage tokens and allow it to advance into the heat of battle but stand no chance of eliminating all 22 of its damage boxes in one turn.

MIXED MARTIAL MASTERY

The Siege Animantarax is also well equipped to make the most out of the Weapon Platform ability. The other battle engines with Weapon Platform have just a single melee attack compared to the Animantarax's three. Since all three attacks also have Reach, it is very common to get three melee attacks plus the Double Reiver's d3+1 ranged attacks for a total of 5 to 7 attacks each turn.

Though it might seem counterintuitive to charge with a weaker weapon, it's frequently the right tactical choice to charge with a Spear instead of the Club Tail. Assuming the Animantarax has three rage tokens, this gives the

equivalent of one P+S 13 charge, one P+S 13 non-charge, and a boostable P+S 19 Club Tail attack. Since the damage modifier is calculated when the attack is declared, feel free to boost the attack and damage rolls to maximize the tail attack.

As with other Weapon Platforms, the ability to charge and still shoot is an excellent range enhancer as well as a damage multiplier. After the charge, the Double Reiver has an 18" threat range and multiple attacks at an effective POW 13 to POW 15 depending on the target's base size.

SIEGE ANIMANTARAX SUPPORT

Proper positioning and the ability to take some hits give the Siege Animantarax most of what it needs to maximize effectiveness, but the right spells, feats, or animi also go a long way.

- The Cyclops Raider's Far Strike animus is a natural fit for the Double Reiver. Thanks to Weapon Platform, it allows the battle engine to reach out and touch someone from 22" away.
- The Basilisk Krea's Paralytic Aura can make an Animantarax virtually immune to many ranged attacks. Towards the end of an opponent's turn, however, you may wish to have the battle engine leave the safety of the Basilisk's aura using Hyper Aggressive. The Animantarax will lose the defensive buffs but will be in better position to strike at its enemies.
- The Archidon's Lightning Strike is another great animus choice. Though the Archidon itself will frequently use the animus to Sprint away from danger, the Animantarax's retributive effects mean it's often better to march straight into the maw of hell.
- Though plenty of warlocks have ways to enhance the effectiveness of the Siege Animantarax, Lord Tyrant Xerxis really stands out among his peers. He can make the most out of the defensive abilities with Defender's Ward, his Fury spell can stack with rage tokens for a total of +6 on melee damage rolls, and his Total Annihilation feat enhances both defensive and offensive potential.

PAINTING THE SIEGE ANIMANTARAX

BY TED BURGESS &
MEG MAPLES

MATERIALS

Basecoat brush
Blister pack foam
Corkboard
Drybrushing brush
Fine-detail brush
Plasticard

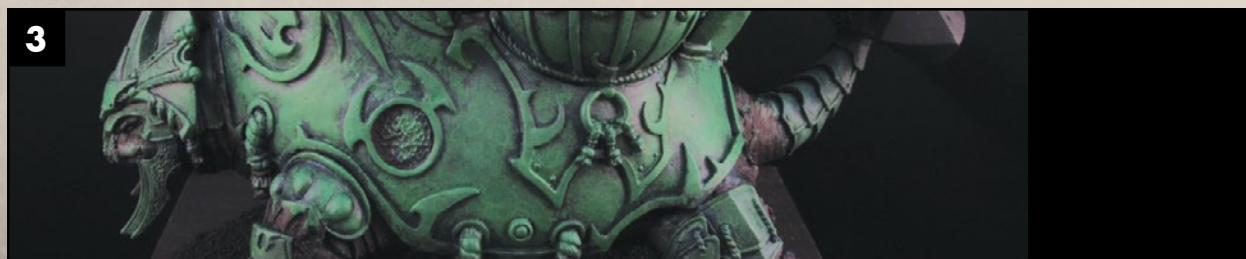


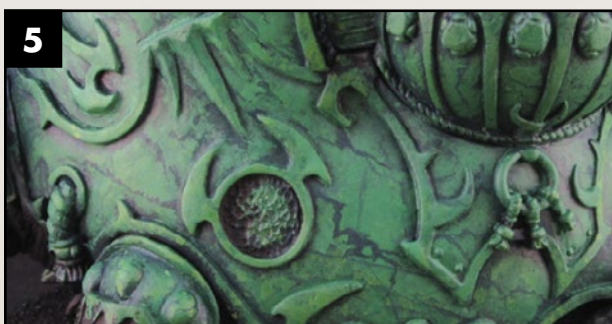
WHAT YOU NEED

- Coal Black
- Gnarls Green
- Iosan Green
- Morrow White
- Bastion Grey
- Cryx Bane Highlight
- Trollblood Highlight
- Umbral Umber
- Battlefield Brown
- Brass Balls
- Molten Bronze
- Pig Iron
- Radiant Platinum
- Thamar Black
- Beast Hide
- Ryn Flesh
- Bloodstone
- Hammerfall Khaki

THE MALACHITE LEGION

Battle engines are some of the biggest models in WARMACHINE and HORDES and present a lot of space to cover and quite a bit of detail. In this tutorial, we'll be using an artistic concept called *trompe l'oeil* to create a three-dimensional appearance on a two-dimensional surface. The armor on the Siege Animantarax will be painted to look like slabs of malachite. Malachite is a rough, uneven-looking stone, and we will use *trompe l'oeil* to create that effect.





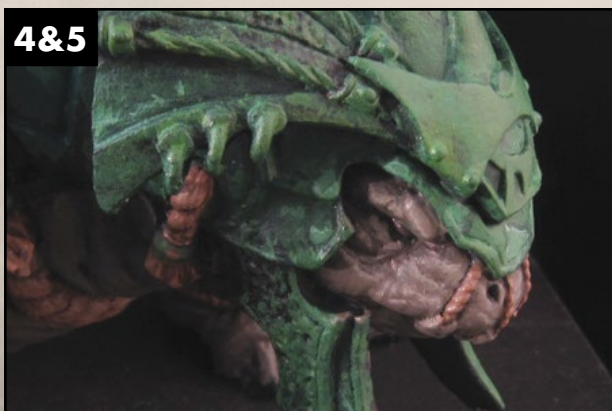
STEP 1 — MALACHITE ARMOR

- 1) Basecoat the armor surfaces with a 1:1 mix of Gnarl's Green and Coal Black. Try to get a smooth basecoat; it's important for later steps.
- 2) Rip a piece of blister foam so that it has an irregular, random edge. Soak up a 2:1 mixture of water and Gnarl's Green and dab the foam on the armor, making an even, dark green pattern across the whole surface.
- 3) Repeat step 2, except use a 2:1:1 mixture of water, Gnarl's Green, and Iosan Green.
- 4) Repeat the process in steps 2 and 3, but continue to lighten the mix. Use a 2:1:1:1 mixture of water, Gnarl's Green, Iosan Green, and Morrow White.
- 5) Use Coal Black to sketch cracks in the armor's surface that follow the natural, random patterns you've created with the blister foam.
- 6) Take Iosan Green and slowly mix in small amounts of Morrow White, then block out "sections" of stone between the Coal Black cracks.
- 7) Finally, take a 3:1 mixture of Morrow White and Iosan Green and highlight the top edges of lighter sections. These highlights should be very subtle and applied only to the uppermost areas of the segment you're painting.



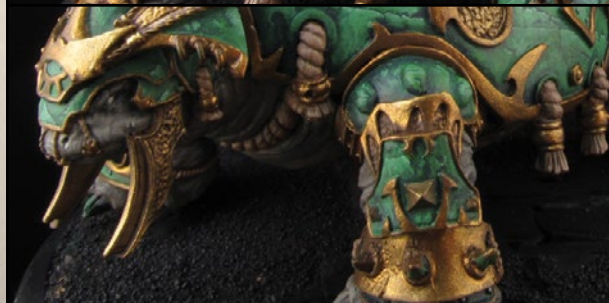
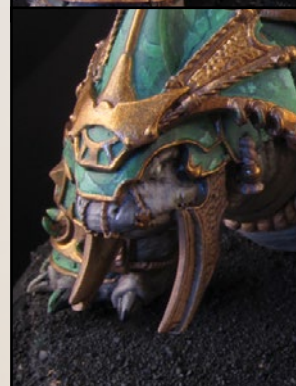
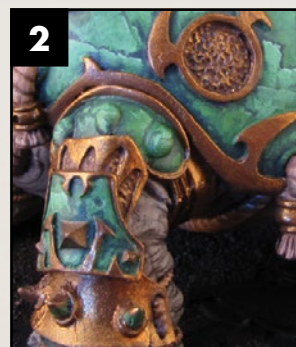
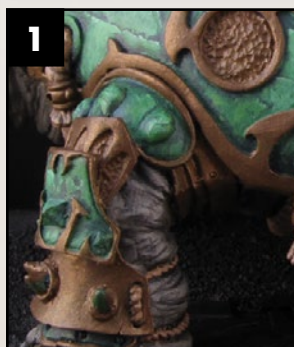
STEP 2 — SKIN

- 1) Basecoat the skin with Bastion Grey.
- 2) Use a 1:1 mixture of mixing medium and Umbral Umber to create a wash and apply it to the skin. Be sure the wash gets in all the cracks and crevasses.
- 3) Reclaim the raised surfaces of the skin with a 1:1 mixture of mixing medium and Bastion Grey.
- 4) Begin highlighting by slowly mixing Cryx Bane Highlight in with Bastion Grey. Start with a 3:1 mix and work up to a 1:1 mix. Apply the highlight to the raised surfaces the light hits most directly.
- 5) Blend Beast Hide into the brow ridge and hollow of the cheek. Highlight the brows, top of the cheek, and nose with Hammerfall Khaki.



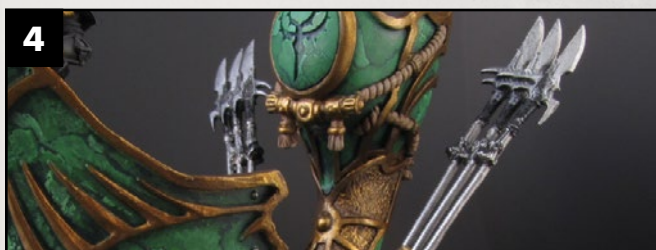
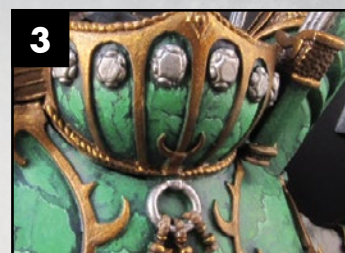
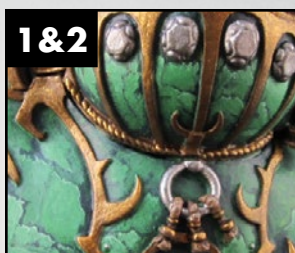
STEP 3 — BRONZE

- 1) Basecoat the bronze with a 1:1 mixture of Battlefield Brown and Molten Bronze.
- 2) Go back over the surfaces of the metal with Molten Bronze. Be sure to leave the undersides and shaded areas of the metal alone and just highlight the prominent surfaces.
- 3) Using a 1:1 mix of Battlefield Brown and Cryx Bane Base, shade over the bronze where the deepest shadows are supposed to be.



STEP 4 – STEEL

- 1) Basecoat the steel areas with Pig Iron.
- 2) Create a 4:1 mixture of mixing medium and Tamar Black and apply it to all the Pig Iron areas as a wash.
- 3) Reclaim the prominent spots using Pig Iron. Make sure this is a light application; you don't want to create ugly edges in your blend.
- 4) Use 1:1 mixture of Exile Blue and Battlefield Brown to shade the steel where the shadows are supposed to be darkest; define the blades of the polearms with this mix.



STEP 5 – CREW

- 1) Basecoat the armor and cape with 1:1 mixture of Gnarl's Green and Coal Black.
- 2) Use Gnarl's Green and a fine detail brush to block in shapes in the armor.
- 3) Use a 1:1 mix of Iosan Green and Gnarl's Green to pull out random shapes on the armor. Try to keep a three-dimensional, *trompe l'oeil* look in mind.
- 4) Finish the armor by adding a small dab of Morrow White to the mix from step 3. Apply the mixture to the top edges of each armor section.
- 5) Basecoat all fabric with Battlefield Brown.
- 6) Use a 3:1 mixture of Battlefield Brown and Beast Hide to highlight the fabric.
- 7) Basecoat the skin with Beast Hide.

8) Use a 1:1:1 mixture of Ryn Flesh, Beast Hide, and Mixing Medium to highlight the faces.

9) Use a 1:1 mixture of Battlefield Brown and Molten Bronze to basecoat the trumpeter's horn and all the metal trim on the armor.

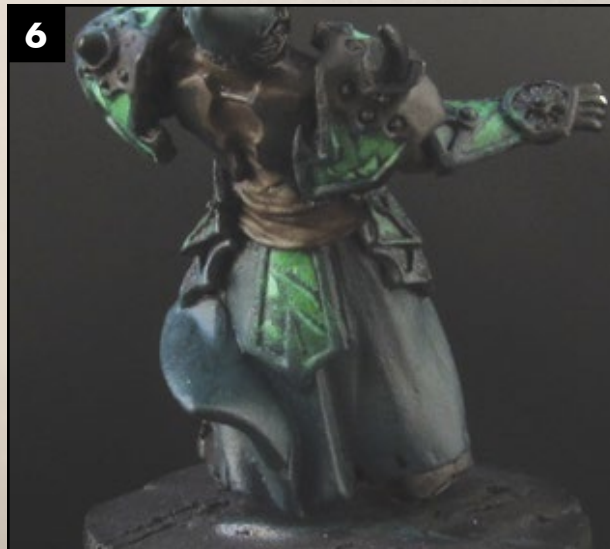
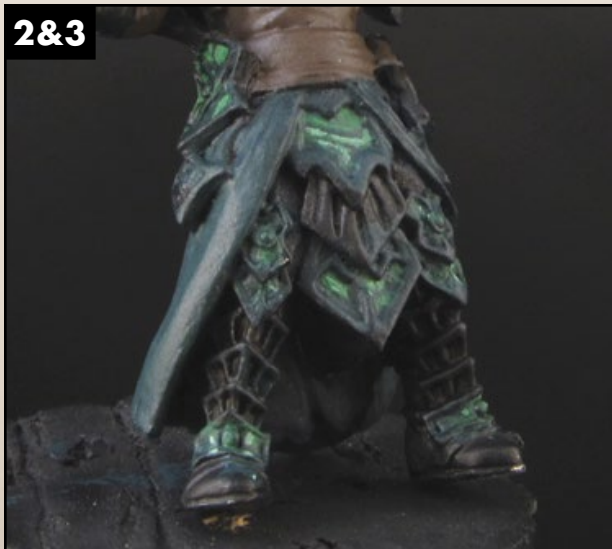
10) Basecoat the bell of the horn with Pig Iron.

11) Blend the brass trim with Molten Bronze. Do the same for the horn.

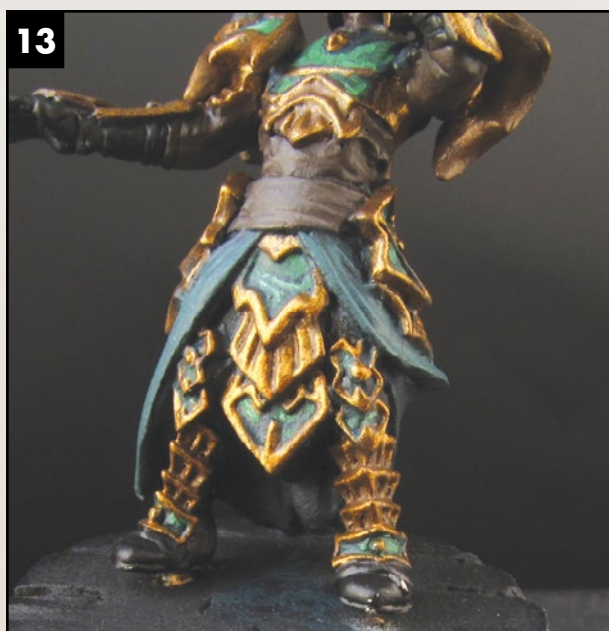
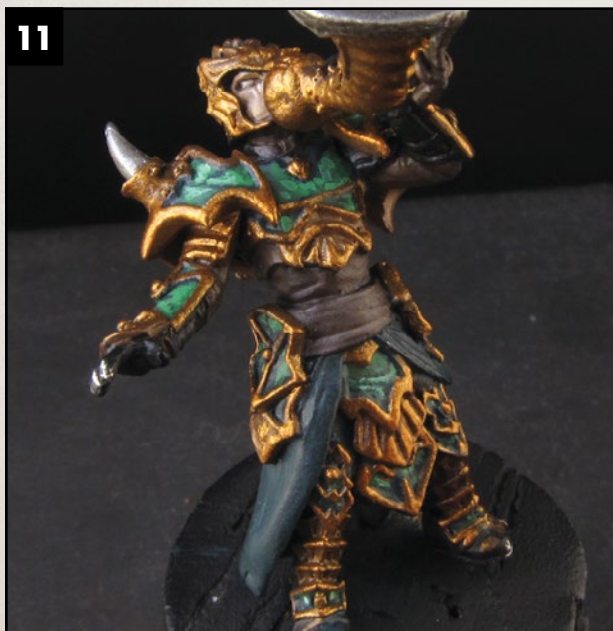
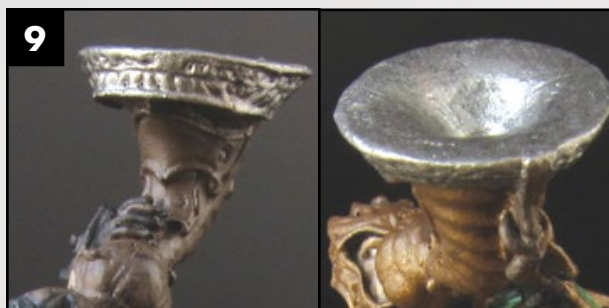
12) Finish off the fabric with a 1:1 mixture of Gnarl's Green and water and lightly blend it into the high points.

13) Add a dab of Morrow White to the 1:1 mix of water and Gnarl's Green and highlight the points where light hits the fabric.

14) Finish off the fabric by adding another dab of Morrow White to the mix from step 13, and apply it only to the most prominent, sharp edges of the cape, including the creases on the front.



STEP 5 – CREW (CONTINUED)



STEP 6 – FINAL DETAILS

- 1) Basecoat the ropes with Beast Hide. Then paint small, light strips going with the grain of the rope using Hammerfall Khaki. Mix Battlefield Brown and Brown Ink and glaze the entirety of the rope. Line the breaks in the rope with Battlefield Brown. Highlight using Hammerfall Khaki.
- 2) Basecoat the inside of the houdaa on the back of the Animantarax with Pig Iron and then wash it with a 1:1 mix of Tamar Black and mixing medium.
- 3) Basecoat the base with Bloodstone, then drybrush it with a 1:1 mix of Bloodstone and Hammerfall Khaki. Drybrush Rucksack Tan to add some yellow to the base. The flat pieces of cracked earth were painted with a 2:1 mix of Hammerfall Khaki and Bloodstone.
- 4) The eyes of both the warrior models and the Animantarax were done with Trollblood Highlight straight from the pot.

- 5) Shade the base of the nails with Battlefield brown. This adds depth and makes them look dirtier.
- 6) Tone down the metallic paint by dull-coting the entire model.
- 7) Using Radiant Platinum, highlight the steel. Use your highlight sparingly. This bright highlight will help add contrast between the shaded area of the metal and the highlight.
- 8) Highlight the bronze armor by blending Brass Balls. Include the textured surfaces in this step, leaving some of the shadow you've applied. Make sure the highlight is really bright, almost pure Brass Balls. Glaze Green Ink over the textured area. It may take up to four coats.
- 9) Use a 1:1 mixture of Radiant Platinum and Brass Balls to apply the final highlight on the Bronze armor.
- 10) Glue grass tufts on the base.



CONCLUSION

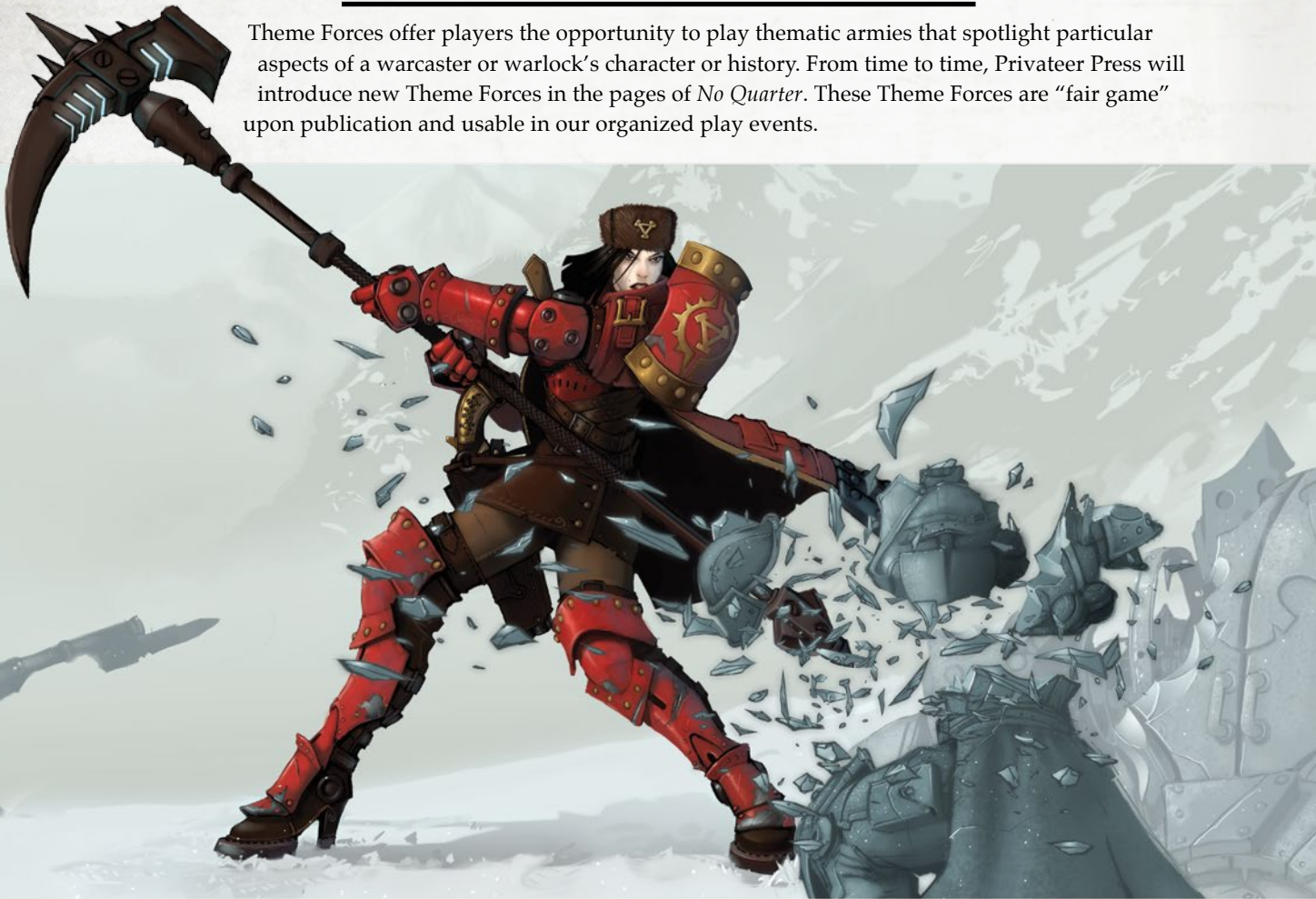
So there we have it, a completed Skorne Siege Animantarax. We have successfully created a three-dimensional appearance on a two-dimensional surface using the technique known as *trompe l'oeil*. It should be noted why bronze was chosen as the metal color. The compliment to green is red, and Molten Brass has a reddish tinge to it. Using these two colors together creates a very sharp, dynamic color scheme. Furthermore, using the compliment to green really helps to make the *trompe l'oeil* surface more believable. Have fun and keep pushing yourself to paint bigger and better!

FORCES OF DISTINCTION IX

By David "DC" Carl, Aeryn Rudel, Will Shick, and Jason Soles Art by Chippy & Luke Mancini

NEW THEME FORCES 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*. These Theme Forces are "fair game" upon publication and usable in our organized play events.



CONQUEST, GLORIOUS CONQUEST by Aeryn Rudel

Date: 608 AR

From: Supreme Kommandant Ivon Krasnovich

To: Premier Mhikol Horscze

Premier,

At your request, I have travelled to Korsk to oversee the first field tests of the mighty Conquest. As I write these words, I am nearly overcome with pride for the ingenuity, drive, and ceaseless ambition of our nation's loyal citizens.

The creation of the Conquests demanded great sacrifice from many in Korsk, Kharkov, and Ohk, but I know these sacrifices were made with glad hearts. For every Khadoran man, woman, and child understands our nation's martial superiority is paramount above all other concerns.

I know you must be eager to learn of the great machine's military capabilities, and I will gladly detail what I witnesses during the field test. Of course, I am no mechanic, so I hope you will pardon my layman's interpretation of this incredible mechanikal achievement.

When I visited the Khadoran Mechanik's Assembly in Korsk, they ushered me to the testing grounds

outside the city walls. There, in the barren, crater-scarred field stood the first completed Conquest. The size of it! It towered like a crimson monolith of Khadoran strength and determination. I was immediately overcome with visions of these colossal machines striding across the field of battle, crushing our enemies beneath the staggering fusillade of their mighty cannons. When I asked the lead mechanic for the basic design specifications, he told me that each Conquest stands nearly thirty feet tall and weighs an earth-shattering one hundred tons! What enemy could stand before such a monster?!

The Conquest was inactive when we arrived at the testing grounds, but we found a young warcaster there waiting for us. Kovnik Andrei Malakov is a recent graduate of the Druzhina, but he has already made his mark, and I am told he is possessed of both a keen intellect and impressive martial skills. The Conquest's boiler was soon fired and Kovnik Malakov assumed control of the giant machine. What a tremendous noise it made! Like the rolling thunder of an onrushing storm, the sheer sound of this machine will most certainly strike our enemies senseless with dread.

Obviously, I wished to see how the Conquest's main guns performed, and I commanded they be tested first. The KMA was quite eager to comply, and they directed my attention to a group of targets some three hundred yards away. They had surrounded the hull of a battered Cygnaran Ironclad with dozens of pig carcasses set out in rings around the warjack hull. When I asked about the pigs, the mechanics told me that pig flesh has very similar properties to human flesh, and with it, they could more accurately gauge the trauma that might be inflicted by a weapon. Ingenious, no?

The Conquest moved a few steps forward, and I could feel the ground shaking beneath its tread. The twin cannons atop its hull locked on to the target, and then discharged with an ear-splitting crash of thunder and fire. The shell struck its target with uncanny accuracy, and it appeared that both warjack and swine were consumed by the blast. When we walked down range to inspect the damage, I was filled with excitement at the sight of such carnage. The Conquest's explosive shell had torn a gaping hole in the warjack hull, and the explosive yield and shrapnel had shredded the pig carcasses out to a



FORWARD KOMMANDER SORSCHA KRATIKOFF FULL ASSAULT

By Jason Soles

WARJACKS: Khador non-character warjacks with one or more ranged weapons

UNITS: Battle Mechanics, Iron Fang Uhlans, Winter Guard units

SOLOS: Manhunters, Widowmaker Marksmen

BATTLE ENGINES: Gun Carriage

TIER 1

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

Benefit: All Winter Guard units are affected by Desperate Pace during your first turn of the game. Additionally, increase the FA of Winter Guard Mortar Crews by 1 for each Winter Guard Infantry unit in the army.

TIER 2

Requirements: Sorscha's battlegroup includes one or more Conquest colossals.

Benefit: Reduce the cost of each warjack in Sorscha's battlegroup by 1.

TIER 3

Requirements: The army includes two or more Winter Guard Mortar Crew units.

Benefit: Winter Guard Mortar Crew units can make ranged attacks after making a full advance during your first turn of the game.

TIER 4

Requirement: Sorscha's battlegroup includes two or more warjacks.

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

range of some thirty feet. Such glorious destruction, Premiere! Imagine two or three conquests laying down a steady rain of cannon fire—our enemies would be utterly annihilated!

The next test focused on the Conquest's secondary batteries, the smaller twin cannons mounted on its shoulders. Although not as outwardly impressive as the main guns, these weapons are very formidable. They are powerful enough to puncture light armor on a direct hit, but one of their most impressive features is the ability to lay down a withering barrage of anti-infantry fire. In the demonstration, the earth was churned to mulch within a hundred yards of the Conquest; enemy infantry would surely be cut down in droves were they to enter such a killing field.

The final test I witnessed focused on the Conquests devastating close-combat potential. Each of the machines massive fists is reinforced with armor plating, allowing it to deliver blows that could shatter a castle wall with a single blow. However, what I was most interested in was seeing how the Conquest would fare against enemy warjacks. The KMA anticipated my desires, and had a decommissioned Juggernaut prepared for the purpose. Kovnik Malakov controlled the Conquest while one of the mechanics used hand and verbal signals to control the Juggernaut. For the test, the somewhat nimbler Juggernaut moved in

and out of the Conquest's range, while the Conquest moved to strike it. It connected on its second attempt, and the Conquest's fist smashed the Juggernaut off its feet. It followed up immediately and crushed the downed Juggernaut with another mighty blow. A heavy warjack reduced to scrap in two blows! One can only imagine how well the Conquest will perform against the inferior armor plating of our enemies' machines.

I must say, Premiere, that when I left the testing grounds I could barely contain my excitement, and I felt I must write you immediately. If there were doubts in my mind regarding the performance of the Conquest, they have been utterly erased. We have within our grasp the mightiest weapon on the battlefields of western Immoren. Imagine Conquests under the command of our most aggressive warcasters blasting apart the enemy's front lines. An awe-inspiring vision, no? Having seen the display and having read Supreme Kommandant Irusk's report, I would like to put the Conquest in the hands of Forward Kommander Kratikoff without delay.

I shall remain in Korsk and ensure that the Conquests are produced in the numbers we require. The KMA is committed to the task, and I believe we shall soon see the Conquest in numbers upon the battlefield. And that, Premiere, shall be a glorious day indeed.

Supreme Kommandant Ivon Krasnovich



SUMMONING THE STORM

by Will Shick

From: Scout General Bolden Rebald

To: Warmaster General Olson Turpin

Warmaster General,

It has come to my attention that progress on the Stormwall project has reached a critical point and the first prototypes are ready for field-testing. While I understand you are eager to pit these weapons against our enemies, I would urge caution when deploying them untested against our Khadoran enemies. However, I have seen the missives from Captain Darius requesting the opportunity to test the Stormwall in a controlled battlefield environment. I believe my agents from the CRS have found the perfect target for such a test.

As you know, I have several agents pursuing the traitor Asheth Magnus. So far, the man has eluded all attempts at capture. The actions of this criminal have proven even more frustrating in recent months, and he has intensified his guerilla actions within our borders. His latest attack cost the crown a substantial fortune in gold bullion. There is no doubt that Magnus intends to use these funds finance his ongoing operations.



CAPTAIN E. DOMINIC DARIUS FIELD TESTS

By David "DC" Carl

WARJACKS: Cygnar non-character warjacks

UNITS: Field Mechanics, Rangers, Stormblades, Stormsmith units

SOLOS: Squire, Stormblade solos, Stormsmith solos


TIER 1

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

Benefit: During your first turn, when a Stormwall uses Activate Lightning Pod, you can place up to three Lightning Pods instead of placing one.

TIER 2

Requirements: The army includes one or more Rangers units.

Benefit: Halfjacks in the army gain Advance Deployment .

TIER 3

Requirements: Darius' battlegroup includes one or more Stormwall colossals.

Benefit: For each Stormwall in the army, add 1 Stormsmith Stormcaller solo to the army free of cost. These solos ignore FA restrictions.

TIER 4

Requirements: The army includes two or more warjacks with base ARM 19.

Benefit: Warjacks with base ARM 19 gain +2 SPD during your first turn of the game.

I realize Magnus' capture has been something of an ancillary concern during these years of war, but the man poses a threat that grows more serious with each passing day. My desk is piled high with reports detailing Magnus' activities, and he moves across western Immoren with alarming speed, leaving a trail of intrigue and destruction in his wake.

While my best agent is hot on Magnus' trail in hopes of recovering our stolen bullion, a new opportunity to reduce the traitor's assets has arisen. We have known for some time that Ternon Crag has served as his primary base of operations. It is no secret that Magnus has a standing contract with the Steelhead charter stationed there led by Stannis Bocker. The sheer scope of this den has only recently been uncovered thanks to several informants positioned within Bocker's organization.

The only word to describe Magnus' holdings at Ternon Crag is impressive. From barracks to integrated warjack foundries, this base is clearly a linchpin in whatever greater scheme the man has planned in pursuing his vendetta against our kingdom. While Magnus himself has not been reported in this location for some months, I feel we must act to remove this thorn before it can do greater harm to our nation.

I have already tasked several teams of my best rangers to watch the area. They have been gathering vital intelligence on Magnus' troop movements, his compound, and the surrounding

terrain. While resistance will undoubtedly be stiff, we have the element of surprise, and most importantly, the Stormwall.

In addition to Captain Darius and the Stormwalls, I have already requested the "Storm Watch" 32nd Company of Storm Knights and members of the 7th "Storm Chasers" Stormsmiths detachment to aid in the operation. Captain Darius will of course bring his personal field mechanics from the 4th "Iron Mongers;" they are the most familiar with the inner workings of the Stormwall and will ensure our new colossals remain at peak battlefield efficiency.

As we were intending to ship the Stormwalls to Corvis up the Black River, it would be a trivial matter to divert this force briefly along Comb's Beacon Run to Ternon Crag and make this rapid strike. Should the machines perform as hoped, they can continue to Corvis and delivery to General Nemo. If any smaller technical difficulties should arise, I am confident our mechanics can address them. Should a larger fault be discovered, we may need to recall the colossals to the Armory, but at least will have discovered the matter before sending them against Khador.

I realize you and I have rarely seen eye to eye on matters of strategy, but I hope you see the opportunity we have been presented with here.

Sincerely,

Bolton Rebald



MONSTERNOMICON & BEYOND

BY DAVID "DC" CARL, AERYN RUDEL, AND JASON SOLES
ART BY MARIUSZ GANDZEL, BRIAN SNODDY, AND MATTHEW D. WILSON



The *Monsternomicon*s were the essential source of antagonists for players in the previous iteration of the Iron Kingdoms RPG, and now the *Monsternomicon* returns to the *Iron Kingdoms Full Metal Fantasy Roleplaying Game* in the pages of *No Quarter*. Each installment of the *Monsternomicon & Beyond* details a group of monsters for use in the Iron Kingdoms RPG, providing all the information Game Masters need to use these dangerous beasts, savage humanoids, and chilling undead in their games.

In *No Quarter* #43 the *Monsternomicon & Beyond* brings back a number of old favorites from the original *Monsternomicon*. Here you will find the bog trog, the crypt spider, the dregg, and the pistol wraith, completely revised and updated for the new *Iron Kingdoms Full Metal Fantasy Roleplaying Game*.

ANATOMY OF A MONSTER ENTRY

Monster entries resemble the stat profiles of player characters but contain some key differences. The various parts of a monster entry are detailed below:

Name: The monster's name or type. Some monsters may have multiple entries denoting different stages of development, skill sets, or degrees of experience. For example, under the "dregg" entry, there is a dregg scavenger, a dregg pain monger, and a dregg raid master.

Stat Profile: Each monster entry has one or more stat profiles. Monster stat profiles include both stats used by player characters and a few stats only used by monsters. SPD, STR, MAT, RAT, DEF, ARM, Willpower, and Initiative are used by monsters in the same way as they are used by player characters. Monsters also have Detection and Sneak stats, which represent their combined skill level and stat total. Only a monster with the ability to cast spells has the ARCANES stat, which is listed below its weapon entries.

When you need to determine a monster's PHY, use its STR instead. When you need to determine its AGL, use its MAT instead.

NAME						
SPD	STR	MAT	RAT	DEF	ARM	
WILLPOWER		INITIATIVE	DETECT	SNEAK		

	WEAPON	
	POW	P+S
	X	X

Weapon: A monster's typical weaponry is listed after its stat profile. If the monster has both melee and ranged weapons, it must choose to attack with one or the other during the Activation Phase of its turn.

Abilities: This section lists the monster's abilities. Each ability is further defined at the end of the stat profile. However, a given ability is only defined once. So in the case of the dregg scavenger, pain monger, and raid master, Tough is listed a single time, although each monster in the group has the ability. Additionally, when one type of monster in a group has an ability and the others do not, the ability is defined only within its individual profile. Refer to the list of abilities beneath the monster weapon entry to determine which special abilities it may use in play.

Vitality: Most monsters simply have an amount of damage points they can suffer before being incapacitated. More powerful or important monsters have full life spirals.

- ABILITIES
- VITALITY
- BASE SIZE
- ENCOUNTER POINTS



Base Size: This is the base size the monster should have when using models to resolve encounters. Small bases are 30 mm in diameter, medium bases are 40 mm, large bases are 50 mm, and huge bases are 120 mm.

Encounter Points: This section gives the Encounter Point cost of the monster. See the Encounter Building chapter in the *Iron Kingdoms Full Metal Fantasy Roleplaying Game Core Rules* to determine how many Encounter Points you should spend on a specific combat encounter.

BOG TROG



The stillness of the marsh is broken as a dozen scaled humanoid rise from the murky water near your boat. They grip vicious hooked spears in their webbed hands and move swiftly toward you, fanged mouths agape, menace clear in their goggling fish-like eyes.

BOG TROG AMBUSER					
SPD	STR	MAT	RAT	DEF	ARM
5	6	6	3	12	14
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		14		3	6

FISH HOOK	
POW	P+S
5	11

Powerful Charge: Bog trog ambushers gains +2 to charge attack rolls with this weapon. The fish hook is a Reach weapon.

ABILITIES

Amphibious: Bog Trogs treat water as open terrain and gain concealment while within water.

Camouflage: Bog trog ambushers gain an additional +2 DEF when benefiting from concealment or cover.

VITALITY	6
BASE SIZE	SMALL
ENCOUNTER POINTS	4



BOG TROG ANGLER					
SPD	STR	MAT	RAT	DEF	ARM
5	6	6	5	12	14
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		14		6	3

TRIDENT	
POW	P+S
4	10

THROWN TRIDENT			
RNG	ROF	AOE	POW
8	1	—	4

Thrown: Add the bog trog angler's STR to the POW of this ranged attack.

NET			
RNG	ROF	AOE	POW
8	1	—	—

A character hit with a net must succeed in a STR + PRW roll against a target number of 14 or be knocked down. If the character succeeds, he manages to get free of the net before becoming entangled by it.

Once knocked down, the character must spend a quick action and succeed in an AGL + Rope Use skill roll against a target number of 10 to untie himself or spend a quick action and succeed in a STR roll against a target number of 10 to break free. If the attempt fails, the character can spend additional quick actions to repeat the attempt, but can take no other action until freed.

ABILITIES

Amphibious: See bog trog ambusher.

Camouflage: See bog trog ambusher.

VITALITY	6
BASE SIZE	SMALL
ENCOUNTER POINTS	5

BOG TROG MIST SPEAKER					
SPD	STR	MAT	RAT	DEF	ARM
5	5	5	3	12	13
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		12		3	3

WALKING STICK	
POW	P+S
3	8

ARCANE **2**

Will Weaver

ABILITIES

Amphibious: See bog trog ambusher.

Camouflage: See bog trog ambusher.

VITALITY	6
BASE SIZE	SMALL
ENCOUNTER POINTS	3

SPELLS

	COST	RNG	AOE	POW	UP	OFF
BOUNDLESS CHARGE	2	6	—	—	NO	NO
During its turn, target character can charge without spending focus or being forced and gains +2" movement and Pathfinder when it charges. Boundless Charge lasts until the start of the spellcaster's next turn.						
MIST SHROUD	1	6	-	-	NO	NO
Target character gains concealment for one round.						

Bog trogs are a race of primitive humanoids that dwell in swamps and marshes. They are belligerent and intolerant of other races, jealously and violently defending their territory from any intrusion. Bog trogs claim large swathes of marshland throughout western Immoren, competing with swamp gobbers and the larger gatormen for resources.

Though humanoid, bog trogs have pronounced reptilian and ichthyoid features. They have scaled skin of a dark olive green but can rapidly change the hue of their scales to blend into their environment. A typical bog trog stands as tall as a human but has a heavier build. Additionally, bog trogs continue to grow throughout their lives and can reach nearly seven feet in height and weigh over three hundred pounds.

Bog trogs are completely amphibious and can survive indefinitely on land or beneath the surface of the water. Bog trogs eat whatever they can catch, and will happily devour swamp gobbers, gatormen, and even humans who wander into their territory.

Bog trog society is organized in tribes that typically number between fifty and one hundred individuals. Tribes are led by the largest and strongest bog trog whose title roughly translates to "big fish." The big fish leads the tribe in all matters, from hunting to warfare, although he does consult the tribal elders, called mist speakers, on spiritual matters. Bog trog religion is based around the veneration of ancient swamp spirits, of which the mist speakers ask for guidance and magical aid.

COMBAT

Bog trogs are stealthy hunters and prefer to attack from ambush whenever possible. A typical hunting party is composed of bog trog ambushers armed with hooked spears and anglers armed with nets and tridents. The ambushers engage enemies in melee while the anglers hang back and bind foes with nets or dispatch them with thrown tridents. Larger hunting parties may be led by a big fish, who leads the ambushers in melee. Such a force may also contain mist speakers, who support the bog trog ambushers and anglers with arcane spells.

LOOT

Bog trogs carry few items civilized races would consider valuable. However, if peaceful contact can be made with a local tribe, individual bog trogs may be convinced to serve as guides through the trackless marsh.

LORE

A character can learn information about bog trogs with a successful Lore (extraordinary zoology) skill roll against the following target numbers.

- 8: Bog trogs are aggressive amphibious humanoids adept at ambush and raiding.
- 10: Bog trogs can change the color of the scales to blend into their surroundings.
- 12: Bog trogs and gatormen are dire enemies and generally attack one another on sight.
- 14: Bog trogs speak a language consisting of burbling, liquid syllables called Quor-og. It is similar to the gatorman tongue Quor-gar, and the two races can communicate with each other after a fashion.

HOOK

A woodsman originally out of Point Bourne has gone missing in the Northforest region of northern Cygnar, and it is suspected that a tribe of ravenous bog trogs has captured him. The man's family is offering a reward to anyone who can return him. The truth of the matter is that the man is mentally unstable and believes himself the living vessel of a great swamp spirit. Furthermore, the tribe of bog trogs believes him and has adopted him as their living deity. Needless to say, they will not be too willing to part with him (nor he to come along).

BOG TROG "BIG FISH"

SPD	STR	MAT	RAT	DEF	ARM
5	7	7	4	11	16
WILLPOWER		INITIATIVE		DETECT	SNEAK
13		14		4	4



HOOKED SWORD	
POW	P+S
5	12



COMBAT SHIELD	
POW	P+S
3	10

ABILITIES

Amphibious: See bog trog ambusher.

Camouflage: See bog trog ambusher.

ABILITIES

Feat Points: The bog trog big fish starts each encounter with 1 feat point. It is allocated 1 feat point at the start of each of its turns. The big fish can only have 1 feat point at a time.

Feat — Back Swing: Once during each of its turns, the bog trog big fish can spend 1 feat point to gain one additional melee attack.

Mighty: The bog trog bog fish gains an additional die on melee damage rolls.

Shield Skill: The bog trog big fish gains +2 ARM against attacks originating in its front arc.

BASE SIZE **SMALL**

ENCOUNTER POINTS **13**



CRYPT SPIDER



Thick webbing obscures the tomb walls, and the dried husks of those interred within hang from the ceiling in silken cocoons. A wolf-sized spider with a bulbous abdomen and oversized mandibles squats upon a sarcophagus nearby, your torchlight glinting in the dead black orbs of its myriad eyes.

CRYPT SPIDER					
SPD	STR	MAT	RAT	DEF	ARM
7	4	5	4	13	9
WILLPOWER		INITIATIVE		DETECT	SNEAK
7		14		5	9
	BITE				
	POW	P+S			
	4	8			
	ACID SPIT				
	RNG	ROF	AOE	POW	
	4	—	—	10	
Acid spit causes corrosion damage and a character hit suffers the corrosion continuous effect. A crypt spider can only spit acid once per hour.					
ABILITIES					
Webs: A crypt spider can climb up and down the web-strewn walls of its lair as fast as it can move across flat ground. It can also descend from above on strands of web.					
VITALITY			5		
BASE SIZE			SMALL		
ENCOUNTER POINTS			2		

The bane of scholars and grave robbers, crypt spiders are a bizarre variety of giant arachnid that dwells within dusty tombs, crumbling ruins, and well-stocked mausoleums. Their choice of lairs is entirely dependent on their peculiar dietary needs. Crypt spiders eat the dead, and more specifically, they gain their only sustenance from the bone marrow of long-dead corpses.

One of the largest arachnids in western Immoren, adult crypt spiders are roughly as long as a man is tall and stand nearly half that distance from the ground. They have a bloated, corpulent appearance, and in bright light their flesh is partially translucent, exposing the pulsing innards beneath. Crypt spiders have eight legs, each tipped with a serrated barb that allows the beasts to easily cling to stone walls. They have six bulbous eyes and can see in complete darkness. Crypt spiders have oversized mandibles, which they use to get at the marrow within the cracked bones of the dead.

Crypt spiders do spin webs, but unlike other spiders, they do not rely on webbing to capture prey. Instead, they coat the walls and ceilings of their lairs with webs, making them easier to climb. Additionally, crypt spiders build elaborate nests that serve as shelter for the spiders and their young.

A tomb infested with crypt spiders usually holds a colony of two to three adults and possibly hundreds of spiderlings. Larger crypts may serve as lairs to up to a dozen or more adults. Crypt spiders are occasionally found within graveyards, devouring the corpses of the more recent dead.

More pest than dangerous beast, crypt spiders can still pose a threat to adventuring scholars, tomb robbers, and any who seek out forgotten lore and treasure in the many ruins that dot western Immoren. The most disturbing aspect of the crypt spider is that they seem to retain the memories of the corpses they consume. While these memories have no effect on the behavior of the spiders, alchemists have had some success distilling potions from the brains of these creatures that briefly convey the memories of the last intelligent creature they consumed.

COMBAT

Crypt spiders are not overly aggressive and generally prefer to flee instead of fight. However, they will defend their young and their lairs if disturbed. Although they can deliver a powerful bite with their mandibles, crypt spiders prefer to attack intruders with a spurt of highly caustic digestive fluid. The spiders secrete this fluid in small amounts to dissolve bone marrow, but it readily eats flesh and even metal in large quantities.

LOOT

Crypt spiders do not collect treasure, but the dead within the tombs they favor are often interred with valuable items. Additionally, crypt spider brains can be used in the creation of cryptospector potions that convey the memories of those the spider has most recently consumed. Harvesting a crypt spider brain requires a successful Medicine or Alchemy skill roll against a target number of 12.

LORE

A character can learn information about crypt spiders with a successful Lore (extraordinary zoology) skill roll against the following target numbers.

8: Crypt spiders are giant arachnids that live in tombs and eat the dead.

10: Crypt spiders are not normally aggressive, but will attack if they or their food source is threatened. Crypt spiders attack by squirting a powerful caustic fluid at enemies. They can also deliver a powerful bite.

12: Crypt spiders are said to retain the memories of those they consume.

15: Crypt spider brains can be distilled into potions that briefly convey the memories of the last creature the spider consumed.

CRYPTOSPECTOR POTION

Cost: Due to the nature of this substance it is not manufactured for sale.

Description: This is a sickly grey, oily fluid made from the distilled brain of a crypt spider. Anyone imbibing the fluid briefly gains the memories of the last corpse of an intelligent humanoid consumed by the spider.

Special Rules: An imbiber of this substance gains some of the memories as well as access to the languages and occupational skills of the last intelligent humanoid consumed by the crypt spider as long as the potion remains in effect. Memories are implanted in the mind of the drinker but are limited and sometimes incomplete, generally covering a narrow window of time such as the humanoid's experiences in the 24-hour period before death. While they are clearly the memories of another, they are not overwhelming. The drinker can try to sift through them as if he were thinking back through his own memories. The potion lasts for 2d3 hours.

Brewing Requirements: Alchemy

Ingredients: 1 crypt spider brain, 1 unit of alchemist's stone, 1 unit of organic acid, 2 units of organic oil.

Total Material Cost: Crypt spider brain + 6 gc

Alchemical Formula: Brewing a dose of cryptospector requires an alchemy lab and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the alchemist makes an INT + Alchemy roll against a target number of 14. If the roll succeeds, the character creates one dose of cryptospector. If the roll fails, he creates one unit of alchemical waste (liquid).

HOOK

A local alchemist approaches the PCs regarding a nearby tomb infested with crypt spiders. He has no interest in the tomb—it was plundered long ago of any valuables—but he is very interested in what those interred within the tomb might know. He wishes to obtain crypt spider brains to brew cryptospector potions, allowing him to experience the memories of the dead. He offers to pay the PCs 10 gc for each intact brain they bring him. They can simply bring him the spider heads if they are unable to extract the brains, although he will pay an additional premium of 5 gc per brain if the PCs save him the dirty work.





DREGG

You find the corpses of the miners in a terrible state. They have been stripped of all valuables and the flesh has been torn from their bodies in ragged chunks. Their slayers are still present, however, and you see the outline of many gaunt humanoids moving through the shadows at the edge of your lantern light.

DREGG SCAVENGER					
SPD	STR	MAT	RAT	DEF	ARM
6	6	5	5	12	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
6		10		4	6

ARM BLADE	
POW	P+S
3	9

ABILITIES

Light Sensitive: If the dregg ends its turn in bright light it suffers 1 point of damage.

Night Vision: The dregg treats darkness as dim light, and dim light as bright light.

Pain Fueled: While the dregg has one or more marked vitality points, it gains +2 on its melee attack and melee damage rolls.

Scavenged Weapons: There is a chance the dregg scavenger has stolen weapons from previous victims. When designing the encounter roll a d6.

1-2: NO WEAPON
 3-5: CHOOSE A MELEE WEAPON
 6: CHOOSE A PISTOL OR RIFLE

Tough: When the dregg is disabled, roll a d6. On a 5 or 6, the dregg heals 1 vitality point, is no longer disabled, and is knocked down.

VITALITY	6
BASE SIZE	SMALL
ENCOUNTER POINTS	4

DREGG PAIN MONGER					
SPD	STR	MAT	RAT	DEF	ARM
6	7	6	—	11	15
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		14		4	4

ARM BLADE	
POW	P+S
3	10

ABILITIES

Light Sensitive: See dregg scavenger.

Night Vision: See dregg scavenger.

Pain Fueled: See dregg scavenger.

Retaliatory Strike: When the dregg pain monger is hit by a melee attack made by an enemy at any time other than during its own turn, after the attack is resolved the dregg can immediately make one normal melee attack against the enemy that hit it.

Tough: See dregg scavenger.

VITALITY	12
BASE SIZE	SMALL
ENCOUNTER POINTS	7

Dregg are a wretched, hateful race of humanoids that dwell in lightless caverns, abandoned mines, and other dark subterranean places. They have a strong aversion to sunlight—direct exposure causes them to rapidly sicken and die—and only emerge from their lairs at night to raid, pillage, and gleefully slay and devour any non-dregg they encounter.

Although outwardly humanoid, dregg are quite monstrous in appearance. A dregg stands roughly as tall as an adult human, but its bent posture makes it appear somewhat smaller. Dregg are extremely gaunt, and their dull gray skin is stretched tightly over their bony frames. In fact, the skin is pulled so taut that bones actually protrude from a dregg’s flesh in places, creating a ghoulish flayed appearance. The head of a dregg is truly nightmarish. They have long bony snouts filled with ivory fangs, milky-white eyes that can move independently of one another, and no visible ears, although their hearing is very acute.

Dregg gather in large groups called hives, and their society has a loose hierarchy based on martial prowess and the number of high-quality weapons an individual possesses. Dregg that survive numerous surface raids, each time returning with food and valuables, are afforded much respect by other dregg and often act as leaders within a given hive. Dregg revel in pain, taking great pleasure in torturing their victims. They also derive pleasure and even strength from their own suffering, and there are many tales of these creatures become more ferocious when injured.

When raiding, dregg attack from ambush, and generally seek out targets possessing items the dregg especially desire, primarily weapons. Victims are usually slain and eaten on the spot, but dregg have been known to take captives back to their lairs to devour in a more leisurely fashion.

COMBAT

Although they possess some skill with firearms, dregg are exceptionally dangerous in close combat. They may initially attack at range, but seek to close to melee once their victims are wounded.

Dregg raiding parties are typically composed of at least one raid master armed with the best weapon in the hive, two or three pain mongers armed with cutting blades, and a variable number of lowly scavengers armed with whatever weapons they can find.

LOOT

Dregg scavenge any goods that can aid in their survival. Weapons are particularly prized, though firearms are discarded as fast as they run out of ammunition. Most raided items are secreted away in well-hidden underground vaults rather than being carried by dregg themselves.

LORE

A character can learn information about dregg with a successful Lore (extraordinary zoology) skill roll against the following target numbers.

8: Dregg are a race of vile, bony humanoids that live underground in many regions throughout the Iron Kingdoms.

10: Dregg have an intense aversion to sunlight; it causes them physical harm.

12: Dregg revel in pain, and their wounds actually strengthen them, making them fight with increased ferocity.

15: Sustained exposure to sunlight can actually kill dregg.

HOOK

Workers excavating a tunnel through a nearby hill to extend the reach of the local rail line have been disappearing. Their corpses have been discovered days later, staked out near the tunnel entrance and partially devoured. The workers insist gaunt, fiendish humanoids are committing the murders and have refused to resume the excavation until armed guards are provided to protect them. The railway is offering a respectable wage to mercenary groups willing to secure the excavation site.

DREGG RAID MASTER					
SPD	STR	MAT	RAT	DEF	ARM
6	7	7	6	13	14
WILLPOWER		INITIATIVE		DETECT	SNEAK
8		10		6	8

ARM BLADE	
POW	P+S
3	10

ABILITIES

Light Sensitive: See dregg scavenger.

Master Scavenger: There is a good chance the dregg raid master has stolen weapons from previous victims. When designing the encounter roll a d6.

1: NO WEAPON
 2-4: CHOOSE A MELEE WEAPON
 5-6: CHOOSE A PISTOL OR RIFLE

Night Vision: See dregg scavenger.

Pain Fueled: See dregg scavenger.

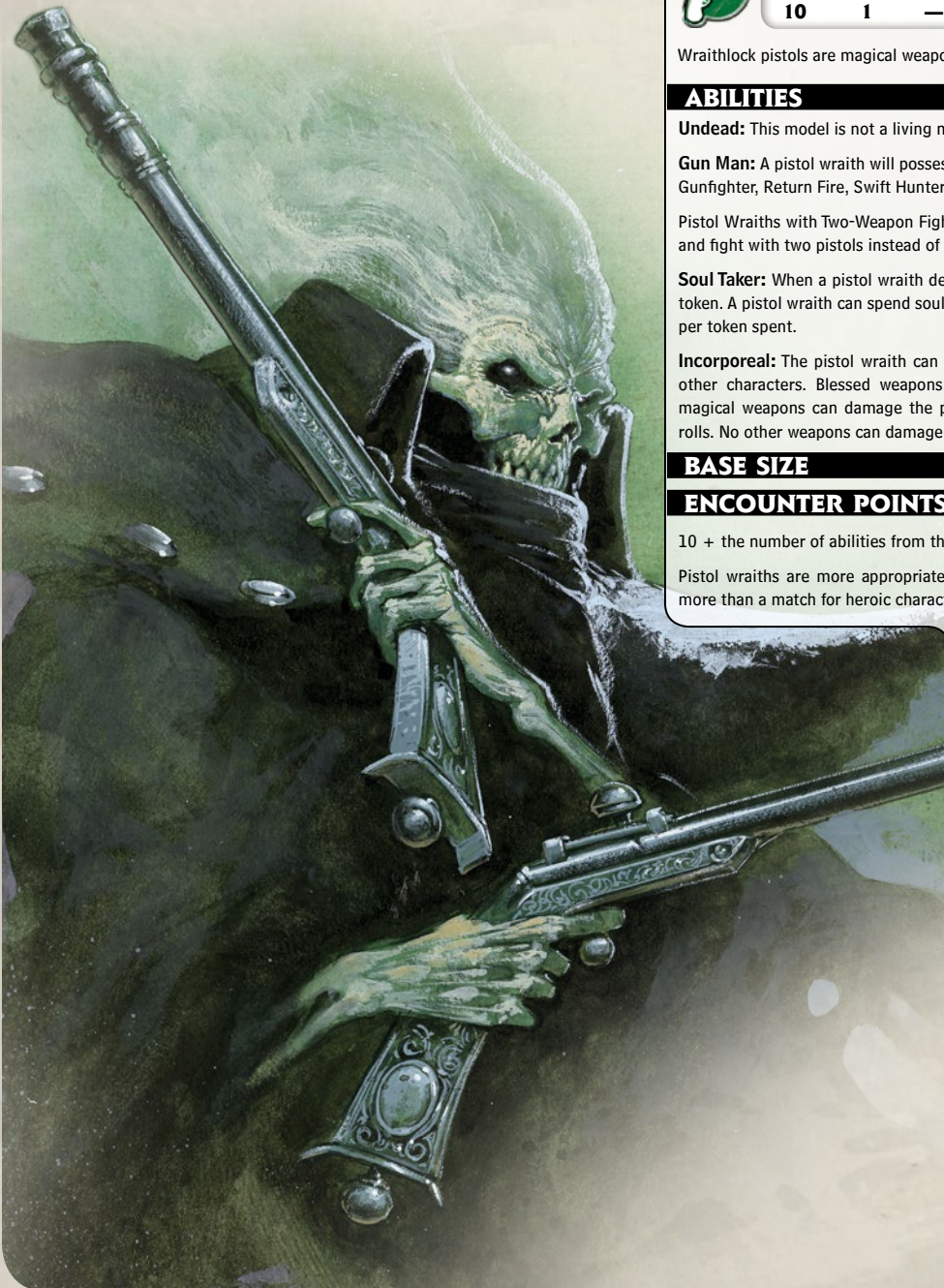
Tough: See dregg scavenger.

BASE SIZE	SMALL
ENCOUNTER POINTS	7

PISTOL WRAITH



The acrid stench of gun smoke fills the air and a shadowy figure glides slowly across the graveyard. As it nears, you realize to your terror that it is no earthly creature, but a skeletal apparition clad in a tattered great coat and armed with a pair of ornate pistols.



PISTOL WRAITH

SPD	STR	MAT	RAT	DEF	ARM
6	4	7	7	14	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
12		16		9	10



WRAITHLOCK PISTOL

RNG	ROF	AOE	POW
10	1	—	12

Wraithlock pistols are magical weapons that never need to be reloaded.

ABILITIES

Undead: This model is not a living model and never flees.

Gun Man: A pistol wraith will possess one or more of the following abilities: Dodger, Gunfighter, Return Fire, Swift Hunter, Targeteer, or Two-Weapon Fighting.

Pistol Wraiths with Two-Weapon Fighting also gain the Ambidextrous Skilled benefit and fight with two pistols instead of one.

Soul Taker: When a pistol wraith destroys a character with a soul, it gains one soul token. A pistol wraith can spend soul tokens to boost attack or damage rolls, one roll per token spent.

Incorporeal: The pistol wraith can move through rough terrain, solid objects, and other characters. Blessed weapons affect the pistol wraith normally. Spells and magical weapons can damage the pistol wraith but roll one fewer die on damage rolls. No other weapons can damage the pistol wraith.

BASE SIZE

SMALL

ENCOUNTER POINTS

10 +

10 + the number of abilities from the list above.

Pistol wraiths are more appropriate for veteran and epic encounters, and may be more than a match for heroic characters.



Pistol wraiths are the restless, hateful spirits of human gunmen who died violently and refused to lie in the quiet earth. Not all who fall by the gun are destined to rise as wraiths. Only those disquiet dead with the pathos and unearthly urge to kill again—whether from the need for vengeance or simply the hatred of all life—have the strength of will to remain at death’s threshold and rise as pistol wraiths. Most fell in duels at lonely crossroads or are the specters of those slain in battle. A startling number are the undying victims of pistol wraiths themselves.

Despite the incredible will required for an individual rise as a wraith, these shades are fragmentary beings, most of their memories and personalities being lost in the traumatic reckoning of their genesis. Although the peerless skill of the master gunman remains with a pistol wraith, the wraith is little more than a hateful shell of its former self, driven to turn its guns on any living creature that crosses its path. Lacking any true motivation most wraiths remain near the places of their deaths or burial.

Not wholly existing on Caen, pistol wraiths only appear when their remains or graves are disturbed. Then they manifest, guns blazing, murdering every living creature in sight. Once the killing is done, the wraith fades until disturbed once more.

Pistol wraiths are prized servants of necromancers capable of bonding them to their wills. Indeed, bound wraiths are imbued with a sense of greater purpose and identity than those lacking external influence. Remaining active for longer periods of time, these wraiths may actually rediscover lost aspects of themselves and regain portions of their identities. Cryx in particular makes much use of pistol wraiths as assassins, scouts, and messengers.

Pistol wraiths appear as gaunt, skeletal apparitions that little resemble the men they were in life. They are insubstantial creatures, making them incredibly difficult to harm with mundane weapons. A pistol wraith cannot manipulate anything in the physical world aside from what it can harm with its guns.

Pistol wraiths are armed with wraithlock pistols, ghostly manifestations of the arms they carried in life. These weapons are unerringly accurate and never run out of ammunition.

COMBAT

Most pistol wraiths are unsubtle combatants. They do not seek to use ambushes or stealth to catch their foes unaware; instead, they simply open up with their guns upon any living creature that disturbs their unquiet rest. This is not to say that a pistol wraith’s attacks lack finesse or skill. Indeed, each wraith is an expert marksman and can gun down multiple opponents with effortless speed and precision.

LOOT

Pistol wraiths have no use for corporeal goods. A pistol wraith’s wraithlock pistols and the bullets they fire are part of the wraith itself, and dissipate into the ether once the wraith is destroyed. Incidental treasure around a pistol wraith’s haunt is fairly common, however, and those brave enough to enter such a place are likely to find the area littered with the corpses of the wraith’s victims.

A pistol wraith, like all incorporeal undead, produces ectoplasm that can be collected and used in various alchemical recipes. When the wraith passes through a solid object, it leaves behind 1 unit of ectoplasm on the surface of the object. Additionally, when the wraith is destroyed, it leaves behind 1d3 units of ectoplasm. Ectoplasm must be collected quickly and sealed in an airtight container; otherwise, it dissipates in 3d6 rounds.

LORE

A character can learn information about pistol wraiths with a successful Lore (undead) skill roll against the following target numbers.

8: Pistol wraiths are incorporeal. Mundane weapons do not harm them, and even magical weapons may have little effect on them.

10: Pistol wraiths are hateful spirits of master gunman returned from beyond the grave.

12: Pistol wraiths are bound to the locations where they died and do not stray far from them. They retain little of their former personalities and will mercilessly attack any living creature they encounter.

14: The insubstantial soul material that makes up a pistol wraith’s body can be grievously damaged and even destroyed by blessed weaponry.

HOOK

A wealthy local duelist has learned a pistol wraith haunts a nearby graveyard. Foolishly, he wishes to test his own skills against the undead gunman and has acquired what he believes are bullets blessed by Morrow. Although he is confident in his abilities, he approaches the player characters and asks them to serve as backup if his duel goes badly, promising a substantial sum for their services. He assures the PCs that his own superlative skill combined with his blessed bullets is more than enough to destroy the pistol wraith.



The Gavyn Kyle FILES

Transcribed by Aeryn Rudel & Doug Seacat
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CAPTAIN GUNNBJORN

As you are well aware, I have previously compiled dossiers on prominent leaders of the united trollkin kriels. As you are also aware, my fee is considerably higher when doing so. This is largely because the trollkin generally do not keep written records of their more mundane exploits, and those they do keep are generally set in stone and reference the long dead with considerable poetic license and hyperbole. As such, reliable information on trollkin leaders is exceedingly difficult to find.

You have no doubt noticed that my fee in exchange for information on the trollkin leader known as Captain Gunnbjorn is considerably lower than you might have first imagined. This is because his extensive service with the Cygnaran military has allowed me to research his past endeavors more easily and with greater precision than others of his kind. As a result, I have provided you with an extensive file for a reduced sum.

Much of the information I was able to gather on Gunnbjorn focuses on his time among Cygnar's trenchers. His tenure there has certainly helped shape him into the leader he is today. Furthermore, the skills and experience he acquired as a trencher have continued to serve him long after ending his association with the Cygnaran military.

So what are we to make of Captain Gunnbjorn now that he has joined Madrak Ironhide's cause among the united kriels? I am certain this is a question many high-ranking Cygnaran officers have asked themselves. The crux of this matter revolves around two important issues, both of which I shall attempt to answer in this dossier.

First, is Gunnbjorn imparting what he learned as a trencher captain to the trollkin of the united kriels? Madrak Ironhide is no fool; he would certainly make use of Gunnbjorn's extensive military training to improve the fighting capabilities of his people. I think there is little doubt that Gunnbjorn is training trollkin in modern Cygnaran fighting tactics; the only real question is to what extent.

The second question is perhaps the most important for your needs. Simply, is Gunnbjorn a threat to the kingdom of Cygnar? Has the Cygnaran military's handling of Gunnbjorn simultaneously robbed them of a powerful asset and strengthened a potential enemy?

— G.K.—



Captain Gunnbjorn Summary

Born: 568 AR; Gunnbjorn is born in a small kriel in the Gnarl, but his father relocates to Ceryl while he is still an infant. There is no information on his mother, presumed dead.

Childhood: Gunnbjorn grows to adulthood in Ceryl. His father, once a warlock and shaman, is likely to have imparted some knowledge of trollkin mystical rites to his son.

Trencher Corps: 595 AR; Gunnbjorn is recruited in Ceryl by the Cygnaran military. He immediately qualifies for the trenchers and quickly makes corporal.

Trencher Sergeant: 596 AR; Gunnbjorn noted for his ability to train and inspire others. Promoted to sergeant early in his first term of service, highly atypical.

Trencher Lieutenant: 600 AR; After reenlisting for a second term, Gunnbjorn displays exceptional skill and leadership in a border skirmish with Khador. His squad is assigned to assist Captain Jeremiah Kraye; after distinguishing himself, Gunnbjorn promoted to lieutenant.

Interim Conflicts: Although there are no major military conflicts during this period, Gunnbjorn sees steady action versus Khadoran interlopers and Cryxian raiders. Also spends some time training trencher recruits near Point Bourne.

Llaesele War: 605 AR; Gunnbjorn and his platoon fight in numerous battles during this war. Late in the Siege of Merywyn, he is assigned to protect the Grand Cathedral. Although the city falls, Gunnbjorn rallies fleeing troops and defends a large group of wounded soldiers in a fighting retreat. For his bravery he is promoted to captain.

Acquires Bazooka: 606 AR; Gunnbjorn acquires an experimental shoulder-mounted rocket launcher from the Cygnaran Armory. This becomes and remains his signature weapon.

Retreat from Northguard: 607 AR; Gunnbjorn is part of a fighting retreat from Northguard. Reports indicate that he held off advancing Khadoran forces almost single-handedly to allow his trenchers to safely retreat.

Trollkin Village Displaced: 607 AR; Gunnbjorn is ordered to evacuate and relocate a small village of trollkin near Point Bourne. Although he obeys the order, he resigns his commission with the Cygnaran army soon after.

The United Kriels: 607 AR; Gunnbjorn joins Madrak Ironhide in Crael Valley, pledging himself to the great chieftain and the united kriels. He immediately begins training trollkin warriors in modern fighting tactics.

Attack on Scarleforth: 608 AR; Gunnbjorn leads successful attacks on a number of skorne fortresses near Scarleforth Lake. He is forced to abandon them soon after, however, when the Army of the Western Reaches returns to the area.

There is little written record of Gunnbjorn's childhood, but I did learn his formative years were spent far from the traditional villages of his people. He grew up among the small trollkin community within the city of Ceryl, and I think he identified himself as "Cygnaran" from a very young age. This is not to say that Gunnbjorn had no access to the myths and traditions of the trollkin. His father, Ganthak, was once a powerful shaman, and I was told he was one of the few trollkin who could command the savage full-blood trolls. Why Ganthak left the remote trollkin village in the Gnarl is not clear, although I have learned he spent much of his time in taverns, and I suspect he had a weakness for drink.

Although Ganthak's abilities may have atrophied from lack of use, it is very probable he imparted some of his knowledge to his son, who obviously has a similar talent. To what extent Gunnbjorn was educated by his father in trollkin mysticism is unknown, but as I looked over his service record in the trencher corps, I found scant evidence that would indicate he was using magic on the battlefield before his fateful meeting with Madrak Ironhide.

Another interesting aspect of Gunnbjorn's childhood is that he had no contact with the full-blood trolls that fight beside the united kriels. It is known that the mightiest of trollkin shamans can actually command these brutes in battle, a talent that Gunnbjorn now appears to possess. However, this ability likely lay dormant within him for many years and awakened only when he was exposed to full-blood trolls for an extended period of time.

—G.K.

Again, there is little record of Gunnbjorn's as a young trollkin in Ceryl, but I think it probable that he, like most city-bred trollkin, found work as a manual laborer on the docks and warehouses within the city. However, the first written record I could find concerning Gunnbjorn, not surprisingly, comes from the Cygnaran military.

After the Lion's Coup in 594 AR, Cygnar aggressively recruited new soldiers to replace Vinter loyalists within the ranks of the army. Recruitment drives were held in most major cities throughout the realm, and Ceryl was no exception. Although somewhat rare in the Cygnaran military, trollkin were enthusiastically encouraged to join, as their great strength, endurance, and fierce loyalty were all traits highly valued by the military.

The following report is from a recruitment officer to his superior referencing the recruitment of a trollkin in the city of Ceryl.

—G.K.



Date: Solesh 4th, 595 AR

From: Lieutenant Avery Grimes

To: Captain Vinder Alforth

Captain,

Our efforts in Ceryl have been very productive, and the people of this fine city have met the recruitment campaign with open arms. In the three days we held our recruitment drive on the steps of the cathedral, we inducted seventy-three men and women into our ranks, all forthright and loyal citizens.

One name on the list below will certainly stand out among the others. Gunnbjorn is obviously not a human name, and, in fact, it belongs to a stout young trollkin who signed up on the first day of our drive. I spoke with him at length and found him to be intelligent, eager to learn, and quite devoted to his city and the nation of Cygnar. I ran him through some of the basic endurance and strength tests administered during trencher basic training, and he passed them all with startling ease. In short, I think Gunnbjorn would make a fine trencher.

We are now on our way to New Larkholm, where I anticipate continued success in our campaign to freshen our ranks with dedicated, loyal men and women.

A. Avery Grimes

As the recruitment officer above suspected, Gunnbjorn was a natural fit for the trenchers. Although he was certainly expected to be a tough and competent fighter—which he undoubtedly was—what the Cygnaran military may not have expected is that Gunnbjorn possessed a keen tactical mind and natural leadership qualities.

Gunnbjorn rose to the rank of sergeant in short order, proving capable and levelheaded in and out of combat. Reports indicate he gained respect from the men in his platoon through honest and fair treatment and a sincere concern for their well being. Gunnbjorn also gained the attention of some of Cygnar's most decorated and respected officers, including the warcaster Captain Jeremiah Kraye, with whom Gunnbjorn formed a lasting friendship.

The following letter from Captain Kraye was attached to an after-action report detailing a skirmish on the Khadoran border. Kraye had been given command of a squad of trenchers drawn from the 82nd Trencher Company to aid him in driving back a force of Khadoran soldiers that had crossed into Cygnaran territory. This squad was led by none other than Sergeant Gunnbjorn.

—G.K.

Date: Glaceus 13th, 600 AR

From: Captain Jeremiah Kraye

To: Captain Galo Irving

Captain Irving,

Thank you kindly for sending a few of your boys my way to push our northern guests back across the border. They came in handy, and I'm sure the job would have been a lot messier without them. As you know, the Khadorans have been probing our borders, and it's my job to intercept and persuade them to keep to their side of the line. Of course, sometimes they get bold and cross into Cygnaran territory in larger numbers with a few warjacks in tow. That was the situation this past week near Fellig.

Now I know you're aware just how good your boys are, but I would be remiss if I didn't call to your attention the bravery, poise, and skill displayed by their sergeant—the big trollkin they call Gunnbjorn. He and his trenchers supported my rangers and warjacks like we'd been working with them for months, and that's largely because Sergeant Gunnbjorn commanded them with the kind of speed and efficiency I've only seen in the best combat leaders.

Sergeant Gunnbjorn is also quite a fighter himself. Along with being a crack shot with the military rifle, he has a real knack for hurling grenades. It was probably a lucky throw, but I saw him lob a grenade right down the barrel of a Destroyer bombard, and the blast set off the ammunition and took the Khadoran 'jack's arm off at the shoulder. I've never seen anything like it in a decade on the battlefield. The fighting eventually ended up at close quarters, and there Sergeant Gunnbjorn excelled as well. He wields an axe as nimbly as any trencher swings a trench knife. He did for half a dozen Winter Guard by himself, and I dare say he inspired his men to fight like devils to match him.

I'll wrap this up by stating the obvious. If you haven't considered promoting Sergeant Gunnbjorn to lieutenant, you should. I for one would certainly like to see what he could do with an entire platoon.

Kraye

Obviously, the opinion of a respected warcaster like Jeremiah Kraye holds some weight, and Gunnbjorn was promoted to lieutenant a few weeks after the date of the letter above.

—G.K.

In the years between 600 and 604 AR, Gunnbjorn and his platoon served primarily in the Thornwood with the First Army and were often called upon to repel Khadoran or mercenary interlopers. For several months in 603 AR his platoon was temporarily shifted to the Third Army, at the request of Captain Kraye, to join the warcaster's patrols along the western coast, helping to repel several pirate raids. Throughout this period, Gunnbjorn served with Kraye no less than six times, his platoon specifically requested by the warcaster and acknowledged for their service.

Like many Cygnaran soldiers, Gunnbjorn got his first taste of real war when Khador invaded Llael. The Llaelese War changed western Immoren for good, and it served as the proving ground for many of Cygnar's greatest military heroes. Gunnbjorn served in a more modest capacity, but his skill and heroism during the war did not go unnoticed.

While involved in many battles, Gunnbjorn's most heralded service in Llael came at the end of the Siege of Merywyn. After the Cygnarans realized the Khadorans were starting to threaten their own border, the generals made the decision to move most of their soldiers out of the city and back to Northguard. Gunnbjorn volunteered to remain behind with his platoon along with a much smaller detachment of Cygnaran soldiers that would continue to support the beleaguered Llaelese.

As the outer city was compromised, his platoon was called upon to aid the city defenders dug in near the Great Cathedral of Ascendant Rowan, the largest Morrowan cathedral in the capital. The cathedral was at the time being used as a makeshift hospice, where the priests could tend those wounded in the fierce fighting. Gunnbjorn ordered his trenchers to set up an imposing perimeter defense that withstood a number of concerted attacks from Khadoran besiegers.

Gunnbjorn was eventually ordered to return with the rest of his regiment to Northguard, but he was given leave to oversee the evacuation of the wounded from the cathedral. Reports indicate that despite a huge force of Khadoran soldiers closing in on his position, Gunnbjorn rallied a number of fleeing Llaelese units, folded them into his platoon, and battled the Khadorans to a standstill. This allowed the Morrowan priests and medics in the cathedral to safely flee the area with the wounded. Gunnbjorn followed after them, eventually leaving the city with most of his platoon intact.

The following recommendation from Colonel Bartholomew Martin, commander of the Cygnaran 77th Regiment, aptly illustrates Cygnar's appreciation of Gunnbjorn's efforts in Llael.

—G.K.

Date: Octesh 23rd, 604 AR

From: Colonel Bartholomew Martin

To: Major Kaelin Dunne

Major Dunne,

As you are no doubt aware, Lieutenant Gunnbjorn displayed exceptional bravery and exemplary leadership during our retreat from Merywyn. I have multiple reports from our officers and those among the Llaelese stating the lieutenant's actions saved the lives of hundreds of wounded soldiers retreating from the cathedral. Additionally, he showed outstanding initiative by taking command of multiple Llaelese units during his own withdrawal from the city.

In short, major, we need leaders like Lieutenant Gunnbjorn now more than ever. With the loss of Captain Ivars, the 81st Trencher Company is without a captain. So it is my recommendation that Gunnbjorn be promoted immediately and given command of the 81st.

Colonel Bartholomew Martin



Gunnbjorn's choice of weapons is nearly as famous as the trollkin himself. His bazooka is a mammoth, shoulder-mounted rocket launcher so large that only someone of Gunnbjorn's size and stature (i.e., a trollkin) could wield it in combat. How he obtained this weapon was surprisingly difficult to discover, as Cygnar, like most nations, is not particularly keen on broadcasting its failures.

The bazooka was an experimental weapon devised by the Cygnaran Armory. The concept was a man-portable rocket launcher with enough punch to deal with warjack armor and enough explosive yield to serve as an effective anti-infantry weapon. Unfortunately, to achieve both these goals, the weapon had to be robust enough to handle the rocket-propelled shells developed for it. The design submitted by the Armory engineers seemed promising on paper but proved entirely too large and heavy for even the strongest human soldier. The weapon was deemed a failure, and the few prototypes produced were shelved.

However, field tests were conducted on the bazooka, and a number of trenchers, all men of great stature, were chosen to test the weapon. Gunnbjorn was included in these field tests, and as the report filed by a senior mechanic from the Cygnaran Armory indicates, he was listed as an outlier, being the only participant comfortable with the rocket launcher. I would not be surprised if Captain Krage's influence played some role in the bazooka ending up in Gunnbjorn's hands.

-G.K.

Date: Glaceus 13th, 606 AR

From: Mechanik Henrick Marlow

To: Chief Mechanik Bayden Talbot

The latest field test of the Mk II Man-Portable Launcher is complete, and I'm afraid the resulting data is anything but encouraging. While the warhead functions as intended, the weapon itself still suffers from severe design issues, mostly related to its impractical size and weight. I'll briefly summarize our findings here.

Recoil: The MPL uses an exhaust port in the rear to eliminate most recoil, but this has proven to be an imperfect solution. Even the smallest instability is dangerous. Private Vanders, who stands well over six feet tall and weighs nearly three-hundred pounds, was unbalanced during firing and broke his arm trying to stop the MPL from hitting the ground. The exhaust channel could probably be improved but would require significant redesign.

Weight: This is without question the main issue. The current MPL prototype weighs almost one hundred pounds, and is extremely long and cumbersome. It could be made smaller and lighter, but not without a complete overhaul in design. If this was done, I would highly recommend getting rid of the revolving ammunition housing—the gains it provides in firing rate is overshadowed by the cumbersome weight and difficulty of operating this mechanism. It may be the thicker barrel provides assurance against injury should the shell be jammed and explode, and

also that the longer barrel provides accuracy, but cumulatively they create a weapon no human being can carry into combat effectively!

Summary: It is technically true that a large enough person can lift and fire the MPL. However, the fourteen men drawn from across the trencher corps to test the weapon, all of above average stature and strength, attested that carrying it into battle was impractical. Also that extended use would be nearly impossible. All but one found the MPL to be unwieldy, difficult to operate because of its weight and bulk, and even outright dangerous because of its recoil combined with the weight.

Honestly, at this point, I regret to conclude that this weapon is impractical, and even a redesign is not in our best interests. My recommendation is that use of the standard rifle grenade be continued; it is a far more practical weapon for the average trencher in combat.

Henrick Marlow

After his promotion to captain, Gunnbjorn quickly gained a reputation as an incredibly effective leader, and he became well known even outside his battalion. This is largely due to his penchant for heroic and selfless acts to protect the men under his charge, and there are numerous examples of Gunnbjorn putting his own life in jeopardy to buy his trenchers a few precious moments to retreat or organize a devastating offensive.

Although there are many military reports that detail Gunnbjorn's heroic deeds, they do not properly convey how his trenchers felt about him. Instead, I have included a personal letter from a trencher private to his family in Caspia regarding the fall of Northguard in 607 AR. This trencher credits Gunnbjorn with saving his life as well as many of his brothers in arms during the bloody retreat from Northguard.

-G.K.

Dear Father,

I know it has been some time since I last wrote, and I'm sorry for that. You must be worried sick with all the news coming into Caspia about what happened at Northguard. Those red bastards broke open our walls and killed so many good men.

I want to tell you that I'm fine, though. We're on our way back to Corvis, and I'm writing this letter while we bed down on the road. I also want to tell you that I'm alive because of one man. He's a trollkin, and he's my captain. His name is Gunnbjorn, and father, I know how you feel about them. I know you say they are savages and thieves. But it's not true for Captain Gunnbjorn. He's brave and smart, and he does his best to protect us and make sure we get home to our families. He's also the best fighter I've ever seen. There's something about him, something fierce when he gets into the thick of battle.

When we were running away from Northguard he held off the Khadorans chasing us almost by himself. He stood there, covered by the trees, firing his big cannon at the Khadorans as they came at us. We were kneeling around him firing our rifles, and father, I felt something strange in that moment. I couldn't miss. Could be luck I guess, but if you ask me, Gunnbjorn had some way of making luck for us.

Anyway, as the Khadoran's got closer, we knew we couldn't hold them off, but we also knew that more of our boys were trying to get out of Northguard. The captain told us all to run, but we didn't want to. We didn't want to leave him. But he gave us an order and we obeyed. We left him there, and I expected he'd be killed and the Khadorans would catch us soon after. But that's not what happened.

The captain found us at the rally point around nightfall, and he brought with him a lot of the boys from our platoon. I don't know how he did it, Father, but the captain held off the Khadorans long enough for the rest of our boys to find him. You can call it prayers, luck, I don't care. All I know is that I am alive because of the captain, and I'd follow him into Urcaen—because I know he'd bring us back out again.

I'm told my platoon will be heading back to Caspia soon. I'll write again when I know more.

Coryn

It's difficult to make any definitive conclusions based on this sort of account, but I believe the strange sensation the private felt during the retreat from Northguard may have been a result of something supernatural. Trollkin shamans can certainly augment their warriors' fighting prowess, and it may be Gunnbjorn inherited some of this talent from his father. If so, it suggests Gunnbjorn may have begun to manifest these abilities even before he joined the united kriels, but perhaps without being aware of it.

—G.K.

Gunnbjorn resigned his commission with the Cygnaran military in 607 AR. The reason for his abrupt departure was not difficult to discover. My sources turned up two documents that shed considerable light on the situation. The first document is a letter to Gunnbjorn himself, containing a very sensitive set of orders.

It should be noted that by this time I believe most of the trollkin kriels of the Thornwood had already vacated that forest, but clearly some had lingered. The kriels in question here may have remained out of a belief that their proximity to the Cygnaran city of Point Bourne might afford them some protection. This time the reverse was the case.

—G.K.

Date: Cinten 9th, 607 AR

From: Major Kaelin Dunne

To: Captain Gunnbjorn, 81st Trencher Company

Captain,

You are to take your company south to Point Bourne and report to Major Harden. There you will assist the major in the evacuation of neighboring trollkin from the southern Thornwood. You will escort the trollkin to the site we prepared for them further south. This is to be a peaceful operation, captain, and I know you will handle the situation with your usual efficiency and levelheadedness.

Major Dunne

There is little doubt that Gunnbjorn was aware of the great number of trollkin refugees displaced from contested regions by the Cygnaran military. However, as far as I could discern, he had never been tasked with their removal himself. Why his commanding officer, Major Dunne, decided to redeploy Gunnbjorn and his company to Point Bourne to oversee the "evacuation" of this small kriel in the Thornwood is beyond me. Perhaps she wished to test his loyalty to the crown or more likely she believed the displaced trollkin would be more apt to comply peacefully if confronted with a trollkin officer.

The following letter from Colonel Bartholomew Martin, who was, coincidentally, Major Dunne's own commanding officer, illustrates his opinion on Gunnbjorn's resignation.

—G.K.

Date: Cinten 24th, 607 AR

From: Colonel Bartholomew Martin

To: Major Kaelin Dunne

Major,

I have received your report regarding the incident with Captain Gunnbjorn near Point Bourne. As you are aware, he sought to resign his commission. When his resignation was refused, he left the military, knowing doing so would be seen as an unlawful action, potentially imperiling his liberty. This is a deeply unsettling situation, as the Cygnaran Army is now deprived of one of its finest officers, an officer whose reputation is now besmirched. I do not condone or agree with Captain Gunnbjorn's decision to abandon his duty and his men, and I find such dereliction highly unbecoming of a man in Gunnbjorn's position. That said, it seems to me this was avoidable. I must question your decision to place him in charge of trollkin relocation efforts. All reports indicate something occurred during this operation that pushed Captain Gunnbjorn to highly uncharacteristic behavior. What transpired during this mission? I assure you it will be investigated and it is to your interests to provide me with a candid report.



I think it is undeniably right and proper that all soldiers of Cygnar choose their duty to the crown over all other obligations, be it to family, nation, or creed. However, it is important that we, as their superior officers, be keenly aware of situations where these obligations might jeopardize the strength and unity of our military. I think, in this, we failed with Captain Gunnbjorn. I eagerly await your detailed report.

Colonel Bartholomew Martin

One final note regarding Gunnbjorn's break with the Cygnaran military. While he was not allowed to lawfully resign, and his discharge is recorded as "dishonorable," there have been no attempts to incarcerate him. It is also clear that he appropriated some military equipment, including his bazooka, upon resigning his commission. However, there is no evidence that Cygnar sought to reclaim this equipment. At the time, they may have felt it was not worth the effort.

It may be that here again the influence of the warcaster Captain Jeremiah Krave may have played a hand, or that of King Leto himself, who has generally advocated against persecuting the trollkin even in circumstances where they have clearly broken Cygnaran law. In this specific case, his heroic service record to his nation may have been a contributing factor. But I wonder if this attitude will persist in light of more recent conflicts.

—G.K.

After Gunnbjorn left the Cygnaran military there is little record of his activities or whereabouts. However, following a hunch, I went to Ceryl and visited the area of the city predominantly inhabited by trollkin. There I spoke with several elders who had been acquainted with Gunnbjorn's father. Most were less than eager to speak with a prying human, but I did find one old and wizened trollkin woman named Lissan who had known Gunnbjorn as a child and was willing to speak with me about him.

Lissan told me that Gunnbjorn had returned to Ceryl seeking his father. My guess is that he was in quite a state after what he must have seen as a grave betrayal by the Cygnaran military, the only family he had known for over a decade. Unfortunately, Ganthak, Gunnbjorn's father, had died years earlier, finally succumbing to the ravages of heavy drinking.

The elder trollkin Lissan went on to tell me that Gunnbjorn had visited her after learning his father had died. She called him "lost" and "wayward" when she spoke of him, and finally said she had convinced him to "leave behind the world of men and seek his true destiny in the krielis." I took this to mean he had gone into the wild to seek out Madrak Ironhide—in fact, I had no doubt of it, for all reports indicated it is exactly what he did.

I think it is important to note that Gunnbjorn's break with the Cygnaran military was undoubtedly the catalyst that led him back to Ceryl, back to his people, and eventually led him to assume a leadership role in the united krielis. I must admit, I do wonder what might have become of Gunnbjorn if Major Dunne had sent another officer to oversee the trollkin relocation near Point Bourne. Would the plight of the trollkin eventually have led him to seek out Madrak Ironhide anyway? Or might he still be a soldier of Cygnar?

—G.K.

Sometime in late 607 AR, Gunnbjorn sought out Madrak Ironhide in Crael Valley, which the trollkin chieftain had seized and fortified along with the refugees from the Gnarlis. Although there are no written records of this meeting, it is clear that Gunnbjorn experienced a kind of spiritual awakening shortly after. I am no expert in trollkin magic, but it is now obvious that Gunnbjorn can both command the strength and loyalty of full-blood trolls and focus his will into magic; whether they are Dhunian blessings or sorcerous spells I do not know. In this he is no different than many of the other great leaders of the krielis, and because of this innate talent, it is not surprising that he was immediately accepted into their ranks.

However, Gunnbjorn possessed something else of value to Madrak Ironhide. He had served for over a decade in the Cygnaran military and was adept at modern infantry tactics, knowledgeable about modern weaponry, and he was an effective and accomplished combat leader. Not surprisingly, Gunnbjorn radically altered the way the trollkin trained for war, as the following report from a CRS spy clearly illustrates.

—G.K.

Date: Doloven 24th, 607 AR

As was suspected, Captain Gunnbjorn has joined Madrak Ironhide in Crael Valley and appears to have assumed a leadership position among the refugees. I have gathered some intriguing intelligence on the former trencher captain. First, he has been witnessed in the company of the full-blood trolls that have been gathering around the refugee camp. Like Madrak Ironhide, Grissel Bloodsong, and Hoarluk Doomshaper, Gunnbjorn appears to have a powerful connection to these brutes, commanding their actions in battle and pushing them to greater heights of ferocity.

I also observed Gunnbjorn drilling large groups of trollkin warriors in military exercises that are common practice among the trenchers. There is little doubt that Gunnbjorn is passing on what he learned as a trencher captain to the refugees, molding them into a more effective fighting force. As was reported before, Madrak's forces already have access to a number of weapons provided to them by King Leto before they left the Glimmerwood. We also saw some evidence of more recently seized Cygnaran military hardware.

I wonder if intelligence reports such as the one above might have contributed to the attack on Crael Valley by Cygnar's Fourth Army. Certainly Gunnbjorn's involvement with the refugees and his training of their warriors add compelling evidence that Madrak Ironhide was preparing for additional violence.

—G.K.

In the last year, Gunnbjorn has been very active, and he now leads a large force of his people against the enemies of the united krielis. He has been present at nearly every major conflict in which the krielis took part, combining the ferocity and toughness of his trolls and trollkin with the hard-nosed tactics of a veteran trencher captain. This combination has proved to be a deadly and efficient mix, and Gunnbjorn has emerged victorious against more numerous enemies on several occasions.

Gunnbjorn was not present when the Fourth Army attacked Crael Valley, and from what I could gather, he was away in Mercir recruiting trollkin from the scattered krielis there.

It is interesting to postulate what might have happened had Gunnbjorn been among the trollkin when Cygnar attacked. His knowledge of their infantry tactics would have certainly given the trollkin some small advantage. Whether this would have been enough to turn defeat into victory, however, is difficult to say.

One of Gunnbjorn's greatest achievements of late, while impressive, was rather fleeting. A number of recently erected krielstones—the great carved stones used by the trollkin to memorialize their mightiest deeds—have been found on the outskirts of Scarleforth Lake. As we know, the Skorne Army of the Western Reaches just recently reclaimed this area.

Obviously, I cannot simply ask the skorne for clarification on this matter, but the krielstones in the area provided all the information I required. I do not have a good grasp of trollkin runes, so I was forced to turn to an expert, in this case, Professor Viktor Pendrake of Corvis University.

—G.K.



Dear Professor Lyke,

It is always a pleasure to correspond with another academic, especially one who shares my interest in the fascinating runic language of the trollkin. I'm very curious as to how you acquired the krielstone rubbings you sent me, as they appear to come from the area around Scarleforth Lake, which I know is now swarming with skorne. You are quite a resourceful fellow to have acquired these. I won't pry, however. Every accomplished researcher has his resources, and it is enough that you chose to share these documents with me.

Now then, to your request. I can and have translated the runes on the two krielstones from which you took charcoal renderings. Here's what the first says:

GREAT GUNNBJORN LED MANY WARRIORS TO BATTLE
HE TOPPLED THE STONE WALLS OF THE ENEMY
HE SMOTE THEM WITH FIRE AND THUNDER
HIS WARRIORS HEWED THEIR FLESH
HIS TROLLS FEASTED ON THEIR BONES

As you can clearly see, this first passage is about the trollkin warlock Gunnbjorn. This was obviously transcribed very recently, as Gunnbjorn has not been a member of the united kriels for long. I am aware the trollkin had recently seized this lake for themselves, but were unable to hold it. The text on the next stone gives us a bit more information.

THE RED CHIEFTAIN WAS STRUCK DOWN
HE COULD NOT STAND BEFORE GUNNBJORN
WITH NONE TO LEAD THEM THE ENEMY FLED
GUNNBJORN WRATH FOLLOWED IN THEIR WAKE
THE STONE WALLS NOW BELONG TO THE KRIELS
THE FERTILE LAKE NOW BELONGS TO THE KRIELS

My guess is that Gunnbjorn slew a skorne military leader, a tyrant or dominar perhaps. It also described how he claimed a number of the skorne forts in the area. Certainly the kriels hoped to hold the lake, I know an associate who was involved in these attacks and might know more. I should mention this region was historically home to a number of significant kriels, and until the arrival of the skorne was the home of Grissel Bloodsong, as one notable example.

Given the timing of recent events and how quickly the skorne have returned to that region, this krielstone carving must be extremely fresh.

Certainly its carving implies the optimistic hope Gunnbjorn would hold that area indefinitely, with the stones as a means of immortalizing this victory. We don't have many examples of such recent boasts, making these inscriptions quite useful from an academic standpoint. I will hazard the recent skorne victories coincide with Archdomina Makeda's return from the east, something I could have warned the kriels was likely, had they asked.

I hope this information finds you well, and please do not hesitate to contact me should you require further assistance.

—Pendrake

Pendrake's letter is certainly intriguing, and I have little reason to doubt the accuracy of his translations. The fact that Gunnbjorn was able to take a number of skorne forts and slay their commander clearly illustrates his abilities as a military leader. Additionally, this type of warfare—protracted siege—is not one for which the trollkin are well known. This is another indicator that Gunnbjorn is training his warriors in the fighting techniques he learned within the trenchers. It would certainly be useful to learn more of the battles that transpired on the skorne army's return, but I was not able to secure an eyewitness at this time.

—G.K.

Gunnbjorn's current whereabouts and activities are unclear, although I am certain he survived the skorne reoccupation of the Scarleforth. I have little doubt he will continue to be a vitally important member of the united kriels and will rally more trollkin—perhaps even those who live within Cygnar's cities—to the cause.

Gunnbjorn is using what he learned in the trenchers to train the warriors of the united kriels. In this it appears he has been quite successful, and there is marked evidence that trollkin under his command are behaving more like a modern military force than a loose tribal band.

I believe Cygnar has made a grave and costly mistake with their handling of Gunnbjorn. They have most certainly robbed themselves of a talented military leader and strengthened Madrak Ironhide and the united kriels in the process.

In short, Gunnbjorn may not lead the trollkin to war against Cygnar, but he might be instrumental in shaping them into a fighting force that cannot be ignored.

—G.K.



FOUNDRY, FORGE & CRUCIBLE

MECHANIKA 101

BY WILL SHICK • ART BY ABRAR AJMAL, BRIAN SNODDY, AND MATTHEW D. WILSON

Mechanika is one of the fundamental and iconic elements of the Iron Kingdoms. From powerful steamjacks and prosthetic limbs to seemingly ordinary self-illuminating lamps, mechanika can be found in all walks of life in the Iron Kingdoms. A fusion of magic and technology, mechanika is the application of magic to augment physical science. Steam pistons and hydraulics work in concert to provide power to magical conduits. Once harnessed, magical power is then fed into special mechanika runes meticulously inlaid on special runeplates, which grant extraordinary effects to the item.



CRAFTING MECHANIKA

Mechanical items have three components: housing, capacitor, and runeplate. The housing is the shell that contains the mechanical components. In the case of a mechanical weapon, this is the weapon itself. The capacitor is the arcane source that powers the mechanika. The runeplate is inscribed with arcane glyphs that give the item its magical effects. Different runeplates can provide very different effects to the same mechanical item, meaning canny adventurers can customize their gear to suit nearly any situation.

Some items require specialized runes and plates that only function with that item. Other devices can work with a host of different runes, and switching between runeplates gives the item different arcane effects. For example, while a mechanical sword can use either a Fire runeplate or an Overkill runeplate for different arcane effects, it cannot be made to function with the Protective runeplate from a suit of warcaster armor.

Some runes provide a constant benefit when the item is powered, while others are only activated briefly for a short-term effect. For example, some mechanical weapons are set with force triggers and only activate upon striking a blow in combat.

Generally, all mechanical weapon and armor runeplates integrate glyphs that compensate for the added weight of mechanical augmentation. These glyphs are constantly active but draw only a minute amount of power from the device's capacitor.

Now that we've covered the basics of mechanika, let's see how an adventurer in the Iron Kingdoms can customize and purchase his very own mechanical weapon.

CUSTOMIZING AND PURCHASING MECHANIKA

The first step in the creation process is to determine the housing for the item. Mechanika housing can be designed around nearly any existing weapon or suit of armor. Choosing the right housing is important, as the housing chosen retains the same rules and abilities as the basic item.

The specialized nature of mechanika housing means it costs ten times the amount of the standard item on which it is based; this can greatly impact your options. A simple axe costs 8 gc (gold crowns), meaning a mechanical axe housing would cost 80 gc. Expensive, but nowhere near as expensive as a mechanical quad iron—multiply the base cost of 200 gc by ten for a whopping 2,000 gc mechanika housing! After reviewing my options, I want my new mechanical weapon—which I'm calling Last Word—to be based off a great axe. The great axe already hits hard, but on a critical hit I can really up the carnage with an extra die on the damage roll.

GREAT AXE

Cost: 25 gc

Skill: Great Weapon

Attack Modifier: 0

POW: 6

Description: These massive two-handed axes are intimidating and deadly. With hafts as long as a man is tall and bearing enormous blades, these weapons are favored by trollkin, ogrun, and humans possessed of exceptional strength.

Special Rules: On a critical hit, this weapon inflicts an additional die of damage.

A character must have at least STR 5 to use this weapon and can only use this weapon two-handed.



The basic great axe is 25 gc, so the housing will cost me 250 gc.

Now that I have chosen a housing, it's time to decide how I want to power my mechanical weapon. Two of the most common mechanika power sources are the alchemical capacitor and the arcanodynamic accumulator.

ALCHEMICAL CAPACITOR

Cost: 10 gc

Power Output: 3

Lifespan: 1 week

Description: This is a small alchemical battery that can be used to power most handheld devices. The capacitor functions by creating an alchemical reaction that generates power.

Special Rules: Though alchemical capacitors are the least expensive mechanical power sources available, they lose efficacy rapidly over time whether used or not.

Alchemical capacitors cannot be recharged.

Fabrication Requirements: Alchemy and Mechanical Engineering

Material Costs: 3 gc

Fabrication Rules: Construction requires both an alchemist's lab and a mechanic's workshop.

Once a character has the raw materials to construct the alchemical capacitor, he must spend four hours preparing and assembling the components. At the end of this time, his player makes an INT + Alchemy or Mechanical Engineering roll, whichever is lower, against a target number of 13. If the roll succeeds, the character creates a functional capacitor. If the roll fails, the character can make another attempt once he has spent an additional hour reworking the capacitor.

ARCANODYNAMIC ACCUMULATOR

Cost: 50 gc

Power Output: 4

Lifespan: 1 month

Description: Arcanodynamic accumulators are capacitors constructed with glass cylinders or spheres that contain steel and gold scrolls etched with complex runes to generate an arcane charge. They are very slow to produce but pack a great deal of energy into a single capacitor. Accumulators can be used to power most handheld devices. The capacitor functions by creating an alchemical reaction that generates power.

Special Rules: The complex mechanika of an arcanodynamic accumulator allows it to keep its charge much longer than the alchemical capacitor.

Arcanodynamic accumulators cannot be recharged.

Fabrication Requirements: Craft (glasswork), Mechanical Engineering, Inscribe Formulae

Material Costs: 15 gc

Fabrication Rules: Construction requires both a mechanic's workshop and a glassworker's workshop.

Once a character has the raw materials to construct the accumulator, he must spend one day preparing and assembling the components. At the end of this time, his player makes an INT + Craft (glasswork) or Mechanical Engineering roll, whichever is lower, against a target number of 13. If the roll succeeds, the character creates a functional capacitor. If the roll fails, the character can make another attempt once he has spent an additional hour reworking the capacitor.

There are two very important items to consider when choosing your capacitor. The first is how much power output the capacitor has, as this will determine how many effects your mechanical device can use effectively. The second is how long the capacitor's charge lasts. Since I'm planning on pulling out all the stops for Last Word, I'm going to go with the arcanodynamic accumulator, which has more power output and a longer lifespan than the cheaper alchemical capacitor.

Now it's time for the best part of the mechanika building process—choosing the runes that will give my weapon its power.

When choosing runes there are a couple of considerations to keep in mind. The first is that each rune has a rune point cost associated with it, which represents the amount of space it takes up on the runeplate and the amount of magical power it needs from the capacitor to function. Each runeplate can accept up to 5 rune points worth of runes, but my arcanodynamic accumulator's power output is only 4. So a plate with 5 rune points simply won't work in my current weapon. Creating a powerful mechanical weapon often hinges on how you balance the limited capabilities of the runeplate and power source.

A blank runeplate is only 10 gc, but the cost of having complex mechanika runes inscribed on it can add up quickly. Looking through the list of possible runic effects for Last Word, I find myself spoiled by choice. With so many ways to deal death to my enemies, it's impossible to just pick one. So I won't! And because I want to confuse as well as annihilate my foes, I've decided on inscribing the Flame rune and the Cold rune.

COLD

Type: Melee Weapon

Cost: 300 gc

Rune Points: 2

Effect: While the weapon has power, it gains +1 POW. On a critical hit, a target without Immunity: Cold becomes stationary for one round.

FLAME

Type: Melee Weapon

Cost: 300 gc

Rune Points: 2

Effect: While the weapon has power, it gains +1 POW. On a critical hit, the target suffers the Fire continuous effect.

These runes not only increase the POW of my great axe to a mighty POW 8, they also grant two very fun critical effects. Woe to any who dare incur my wrath!

Totaling up the bill, my mechanical great axe hasn't come cheap. At 910 gc, it represents a small fortune for most adventurers. And because of the specialized nature of mechanical creation, I can't just go into any store and buy a ready-to-fit arcanodynamic accumulator. Instead, I'll need to go back to the same craftsmen who built my weapon time after time or settle for some less-than-ideal jury-rigging to make a different craftsmen's capacitor fit my weapon.

Luckily, there is more than one way to build better mechanika.

The Arcane Mechanik career in the IK RPG gives players the ability to create their very own custom mechanical items for themselves or members of their party. Given enough time, an Arcane Mechanik can build every single part of a mechanical weapon himself—and at a much-reduced cost. Best of all, you'll never have to worry about not having a properly fitted capacitor for your mechanical items since the craftsman who built your one-of-a-kind item is always around!

CRAFTING IT YOUR OWN WAY

Mechanical armor is probably the most sought-after mechanical item and by far the most expensive. But with the help of the party's Arcane Mechanik, I can get myself a suit of mechanical armor to complement my new weapon without breaking the bank.

Instead of having to pay ten times the price of my chosen armor—a suit of tailored plate—an Arcane Mechanik can craft the mechanika housing himself for only three times the amount of the standard item. So instead of my armor's housing costing 1,300 gc, it only costs 390 gc. Much more reasonable for an adventurer on a budget!

TAILORED PLATE

Cost: 130 gc

SPD Modifier: 0

DEF Modifier: -1

ARM Modifier: +7

Description: This is a suit of light plate armor that usually includes full torso protection along with armored leggings and gauntlets over layers of more form-fitting chain mail and leather. Sometimes this armor includes a fitted armored coat as well. This armor is typically quite expensive because it is tailored to the wearer. Such armor is a status symbol among successful mercenaries, duelists, and aristocrats.

Special Rules: A character wearing tailored plate customized to the body of another character suffers a -2 DEF penalty.

Now it's time to choose my capacitor. Since I already saved so much in the housing stage, I want to go big here, and you can't get much bigger than an arcane turbine.

ARCANE TURBINE

Cost: 500 gc

Power Output: 8

Lifespan: 6 hours at a time, with a steady supply of coal and water

Description: The arcane turbine is a highly efficient and advanced generator that transforms energy from a steam engine into arcane energy. The heart of the turbine is a complex series of wire-coiled wheels spinning inside a thinly layered metal lattice of arcane-sensitive alloys. This creates energy that is carried through arcane conduits to power various mechanical functions, most notably the power field of warcaster armor and peripheral steamjack systems such as sensory equipment and reflex triggers.

While there is variance in arcane turbines used for warcaster armor, most include a highly efficient integrated steam engine that provides a steady charge for up to twelve hours of operation on a full load of coal and water. These turbines can be set to minimal power, deactivating the power field but maintaining range of movement, to double the operation time and reduce smoke output. Warcaster arcane turbines integrate cooling systems to protect the wearer from the steam engine's heat. The arcane turbines on a steamjack are powered by steam vents from its main steam engine and do not require separate coal or water.

Special Rules: An arcane turbine is typically housed in a suit of mechanical armor, but it is not limited to powering that suit of armor. Weapons and shields can be connected to the turbine using arcane conduits at a cost of 10 gc per item. Changing out an attached weapon requires ten minutes of labor and a successful INT + Mechanical Engineering roll against a target number of 11.

An arcane turbine requires 1 gc of coal per day for twelve hours of continuous operation.

Fabrication Requirements: Mechanical Engineering, Inscribe Formulae

Material Costs: 160 gc

Fabrication Rules: Construction requires a mechanic's workshop.

Once a character has the raw materials to construct the arcane turbine, he must spend a week crafting and assembling the components. At the end of this time, his player makes an INT + Mechanical Engineering roll against a target number of 17. If the roll succeeds, the character creates a functional arcane turbine. If the roll fails, the character can make another attempt once he has spent an additional day reworking the turbine.



After 160 gc in material costs and a week of work, the arcane turbine is ready to be connected to my tailor-made armor. All that's left to do is craft the runeplate that will give my armor its sweet power.

Inscribing runes is a long and meticulous process, and it's this skill that forms the core of the Arcane Mechanik's craft. It takes one week per rune point to inscribe a rune onto a runeplate. With nearly a month already spent crafting the housing and capacitor, I don't want to go overboard right now—there's adventuring to do after all!

However, a runeplate can always have additional runes added to it later, so this suit can be a work in progress. While I'm only going to have the Heightened Strength rune inscribed now, I will have our Arcane Mechanik add the Fleet rune in between our next adventure. That will bring the plate to its max capacity, but I'm confident my armor's arcane turbine can power it.

FLEET

Type: Armor

Cost: 450 gc

Rune Points: 3

Effect: While the armor has power, the character wearing it gains +1 SPD and DEF.

HEIGHTENED STRENGTH

Type: Armor

Cost: 300 gc

Rune Points: 2

Effect: While the armor has power, the character wearing it gains +1 STR.



BUILDING QUICKSILVER

Now that we've seen how you can build your very own mechanika, let's take a look at how the same process can be used to replicate the iconic weaponry used by the heroes and villains of WARMACHINE by building our very own Quicksilver, Commander Coleman Stryker's signature weapon.

To begin, we need to choose the appropriate housing for our homage, a Caspian battle blade.

CASPIAN BATTLEBLADE

Cost: 20 gc

Skill: Great Weapon

Attack Modifier: -1 (one-handed), 0 (two-handed)

POW: 4 (one-handed), 6 (two-handed)

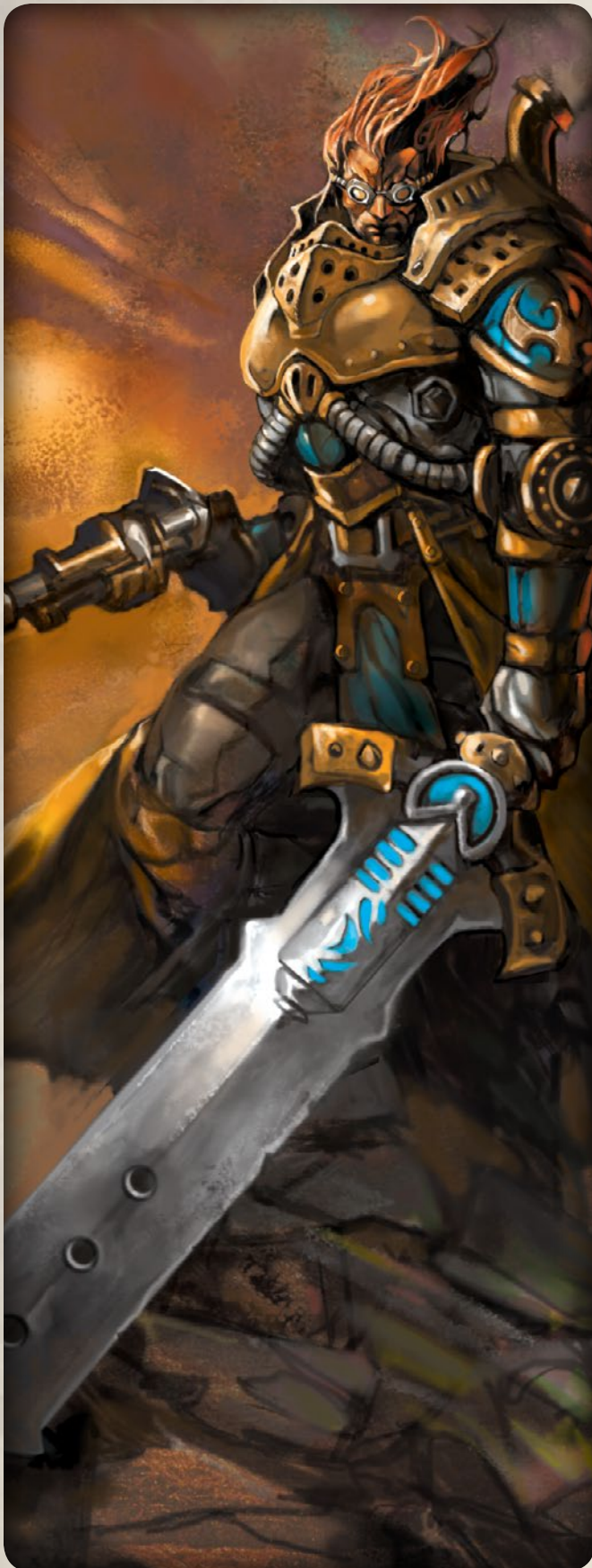
Description: A descendant of the cleaving swords used by the Caspians ages ago, the battleblade is a wide, hefty double-edged blade suitable for cleaving and heavy, slashing cuts. The tip of the battleblade is never sharpened; the weapon is used solely as a slashing and chopping weapon. Some battleblades are rounded off at the end while others come to a short, purely ornamental point, and a rare few flare out at the tip in a heart or spade-like shape. Most favored by the nobility and knightly orders of Cygnar, the overall design of the blade is utilized by swordsmen across western Immoren.

Special Rules: A character must have at least STR 5 to use this weapon in one hand.

We can either buy the housing for 200 gc or turn to our Arcane Mechanik to craft this weapon for 60 gc and about two weeks of work.

With the housing in place, we move on to the power source. Since this weapon will be partially powered by warcaster armor, an alchemical capacitor will provide enough additional power to run 5 rune points worth of runes. Even better, for those non-warcaster characters who want to have a Quicksilver of their own, the lack of a bond plate means a simple alchemical capacitor will provide enough power that weapon and keep you environmentally friendly!

For our runeplate, Electrocuttioner jumps out as the key rune for Quicksilver after a simple glance at the list of options.



ELECTROCUTIONER

Type: Melee Weapon

Cost: 450 gc

Rune Points: 3

Effect: While the weapon has power, it gains +1 POW and steamjacks it hits suffer Disruption. (A steamjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round)

If you are building this for a non-Warcaster character, your Quicksilver is done. But for those of you who are Warcasters, there is an additional rune to add that is a fundamental aspect of all Warcaster weapons—the Bond rune.

BOND PLATE

Type: Melee Weapon, Ranged Weapon

Cost: 300 gc

Rune Points: 2

Effect: This is a runeplate specially designed to enable a warcaster to bond with a mechanical weapon. While a weapon the warcaster is bonded to has power, the warcaster can boost attack and damage rolls with the weapon.

The bond rune is what allows Warcasters to boost their attack and damage rolls and buy additional attacks using focus points. You'll note the Bond rune takes up a hefty chunk of rune points. This is the reason you don't see Warcasters running around with flaming ice axes like Last Word. However, the power of the Bond rune cannot be overstated in the hands of a focus user. With a full runeplate and the required 5 rune points to power it, only a combination of the Warcaster armor's arcane turbine and the built-in capacitor can power our Quicksilver's deadly abilities.

CONCLUSION

Whether replicating some of your favorite weapons from WARMACHINE and HORDES or building your own unique gear, mechanika provides an adventuring group with customizable magic-fueled tools to get any job done. Don't go adventuring without it!

For more on mechanical items and building your own mechanika, the *Iron Kingdoms Full Metal Fantasy Roleplaying Game Core Rules* available this fall has all the information you need.

LEVEL 7 [ESCAPE]

BLACKOUT

BY LYLE LOWERY & WILL SHICK · ART BY NESTOR OSSANDÓN

With the release of *LEVEL 7 [ESCAPE]* right around the corner, we've been looking forward to showing off our new board game, and what better place to do it than Lock & Load? To give Lock & Load attendees a preview of *LEVEL 7 [ESCAPE]*, we debuted a *No Quarter* exclusive bonus scenario—appearing in *No Quarter #44*—to dozens of players eager for their first brush with death in the baleful halls of Subterra Bravo. But before we could subject our Lock & Load guests to the impossible odds of survival in the underground labyrinth, four brave souls at Privateer Press HQ volunteered to be the first to get lost in the dark.

Director of Business Will Shick, retail support specialist Bill French, video producer Tony Konichek, and *LEVEL 7 [ESCAPE]* lead designer William "Oz" Schoonover find themselves trapped in Subterra Bravo as the lights go out, leaving them in a creeping darkness that seems to consume hope just as it consumes light. With the power out, the elevator is stalled and so is the plan for escape. Will, Bill, Tony, and Oz will have to find and activate three generators to restore power to the level and then find another way to escape. To make matters worse, Subterra Bravo's deadly inhabitants stand between them and freedom.

What follows is Will's recount of their trek through Subterra Bravo. Four would enter, but in this desperate struggle for survival not everyone would escape with their lives...

Check out the intro video for *LEVEL 7 [ESCAPE]* to get the details on the game's core concepts:

www.privateerpress.com/videos



ROUND 1

With the power to the elevator down, it was time to find those Generator tiles! I moved into Corridor 101-A and then spent my second movement point to explore through the left door. I drew the top tile from my stack and was greeted with a fear event icon. I placed the tile to make sure the ducts on all three tiles were connected, hoping they would allow us to vent travel quickly through the facility later in the game.

VENTS

The vents in Subterra Bravo offer a secondary way to move around the facility. When you are on a tile with a vent icon, you can spend one move to place your character on any other tile with a vent that has an unbroken duct connecting it to your tile. This ends your movement step.

It isn't always a good idea to connect every vent, though. The clones inhabiting the facility are capable of using the vents as well. Creating a path to help yourself may end up helping them, too.

Since I had revealed an event icon, I moved to the trigger events step of my turn and drew the top event card from the deck.

ENEMY SPAWN —

EVENT

Put a locked door marker on a door on your tile. If the threat pool is more than half empty, each other player also puts a locked door marker on a door on his tile.

EVENTS —

Roll one die for each clone in play. Raise your fear by 1 for each Intelligence icon you roll.
"We're doomed, I tell you. Doomed!"

Attempt a 5 Intelligence challenge. If you fail, discard an adrenaline card. If you fail by 3 or more, each other player also discards an adrenaline card.
"As if monsters weren't bad enough..."

ENEMY ACTIVATION —

1 2 3 4

EVENT CARDS

Event cards are resolved from the top down. If an event card can spawn an enemy, the top-left corner of the card will show an enemy icon. After enemies spawn, the event listed in the main portion of the card happens. Every card has three possible events. The player drawing the card reads the event text for the icon that matches the one on the tile and follows its instructions. Finally, enemies activate according to the box at the bottom of the card that matches the number of players that started the game.



ROUND 1



I let out a sigh of relief, as no enemies spawned. I read the event text and saw I was lucky once again—with no clones currently on the board, the particular event listed couldn't take place. Finally, I moved to the activate enemies section of the card, but with no enemies on the board, I didn't have to worry there either. I felt pretty good about my turn as play passed over to Bill.

Deciding we were better off splitting up in hopes of finding the Generator tiles faster, Bill took off through the middle door of Corridor 101-A and promptly found himself in a dead end! Since he was out of movement, he drew an event card for his trigger events step. Because he hadn't drawn a tile with an event icon, he only had to follow the spawn and activation portions of the card. Luckily for everyone nothing spawned, and with no enemies on the board yet, nothing activated.

On Tony's turn he explored the last unexplored door on the right of Corridor 101-A. His elation at not finding another dead end was quickly replaced with groans of dismay from everyone at the table as he promptly failed the 5 Intelligence check demanded by his event card and was forced to place a clone nest token on his tile. Now any time an event card showed a clone activation icon, a new clone would spawn on that tile, meaning we had the potential to spawn two clones per turn!

Following Tony's turn, Oz spent his two movement points to follow me into Corridor 201-B. He then spent an adrenaline card that allowed him to add +1 to his Speed stat. He raised his fear level by 1 to pay the card's cost and then explored, finding the Yellow Lab tile. Because the tile had a security icon, he immediately went to his trigger events step. If Oz hadn't drawn a tile with an event icon, he could have used his Sprinter skill to discard an adrenaline card from his hand for an additional movement point.

The subsequent event card spawned a clone on the nearest tile with a fear icon, which just happened to be mine! Oz then read the security event and was forced to lock a door on his tile. He of course chose to lock the door he had just moved through, keeping both the clone and me from following him.



ADRENALINE CARDS

Your hand of adrenaline cards can be used to overcome obstacles during the game. To use one of the abilities on a card, you must discard it and move your fear marker the required number of spaces on your fear track. If you cannot gain or lose the amount of fear associated with the ability, the card cannot be used.

ROUND 2

I needed to get out of my current tile and as far away from the clone as possible. I had three options: I could **fight** the clone and try to stun or kill it, I could try to **outwit** it and sneak away, or I could try to **bull-rush** my way through. Thanks to the two skill cards I drew at the start of the game, I had a healthy Intelligence stat of 4, so outwitting the creature was my best option. Not wanting to become trapped for the entire round, I decided to play an adrenaline card to increase my Intelligence stat by +1. I lowered my fear level by 1 to pay for its cost, which put me into the calm zone and granted me an additional +1 to my Intelligence stat. I picked up my six dice and rolled. I needed three brain icons to succeed in outwitting the clone. Had I failed I would have been stuck with the clone, which would have immediately activated and attacked.

Since I couldn't unlock the door to the Yellow Lab, having already used my action to attempt a challenge, I spent my two movement points to join Tony in Corridor 203-B. Although his tile was pretty dangerous with the clone nest in place, I knew that if a clone did appear it would go after Tony since he had the higher fear level. If worse came to worst, I had an adrenaline card that would allow me to

cancel a clone activation. With no adrenaline cards to give me extra Speed for the turn, I drew my event card and felt my heart sink as I immediately spawned a clone right on the tile I had just moved to!

Just before the end of my turn, Bill used an effect found on all adrenaline cards that allows a player to discard any card to raise or lower his fear level by 1. Bill lowered his fear in preparation for his next turn, knowing he would get to draw an adrenaline card at the start of his turn and bring his health back to full. After drawing, Bill moved through two tiles to join Tony, me, and the clone in Corridor 203-B.

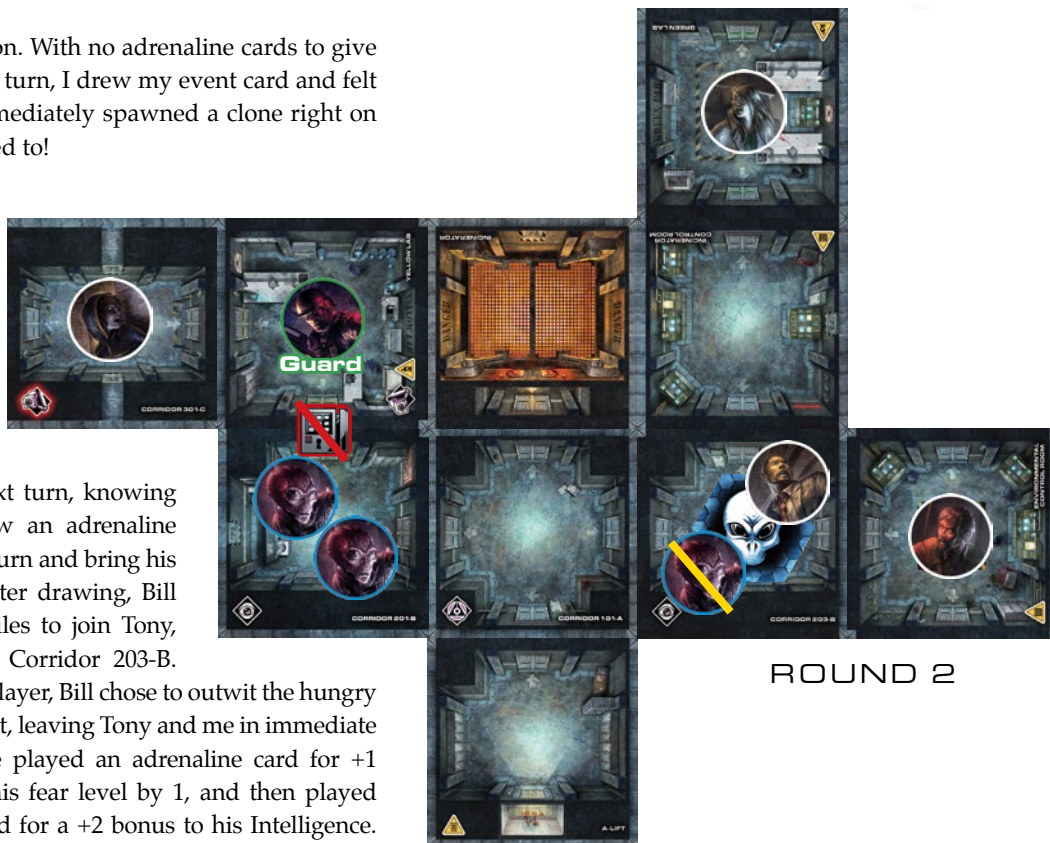
Decidedly not a team player, Bill chose to outwit the hungry clone rather than fight it, leaving Tony and me in immediate danger. To do this, he played an adrenaline card for +1 to his Speed, raising his fear level by 1, and then played another adrenaline card for a +2 bonus to his Intelligence. Bill lowered his fear by 2 to pay the card's cost, putting him in the calm zone and granting him an additional +1 to his Intelligence. Thanks to his adrenaline card boost, Bill easily succeeded on his outwit challenge and used his extra Speed to move through one of the unexplored doors. Because there wasn't an event icon on his tile, Bill ended his turn by drawing an event card—a card that activated the clones! Not wanting to be attacked and hoping to convince Tony to attack the clone on our tile next turn, I played an adrenaline card that allowed me to cancel the clone activation. This kept Tony—and more importantly, me!—safe for another turn.

Tony started his turn by attacking the clone on our tile. He used an adrenaline card to add +1 to his Strength, giving him four dice to roll against the clone's Toughness of 3. While normally a risky move, Tony's Self-Defense Training skill card allowed him to re-roll a single non-fist result on the dice. To our mutual joy, Tony pummeled the clone to the floor, stunning it.

ATTACKING ENEMIES

When you attack an enemy, it can be stunned or killed. If you roll a number of Strength icons equal to or higher than the enemy's Toughness stat, the attack succeeds and the enemy is placed face down on the tile to show it is stunned. An enemy is stunned until there are no players on its tile. It then activates.

If you manage to roll at least twice as many Strength icons as an enemy's Toughness, it is killed and removed from play.



ROUND 2

With the clone temporarily out of commission, Tony raced off in search of his Generator tile, exploring two new tiles before ending his turn by drawing an event card. Luckily, the card spawned no enemies and did not activate the clones.

Oz, now alone and cut off from the rest of the group, continued on his path and revealed a reactivating security event icon in Corridor 301-C. The subsequent event spawned a clone in Corridor 201-B, while the security event spawned a guard and then activated *all* guards. Due to the hostility between the guards and clones in this scenario, the guard moved toward the clones in the adjacent tile rather than toward Oz. A locked door blocked his path, though, so the guard used his move to unlock it. Oz had once again avoided danger, but it was only a matter of time before his luck ran out.

ROUND 3

I began my turn by drawing an adrenaline card and then running as far away from the stunned clone as possible, bypassing Bill and finding my way to the Purple Lab tile, which had a security icon. I drew my event card and cringed as a guard spawned on my tile. I just couldn't catch a break! I knew things were about to go from bad to worse as I read the security event text: everyone had to either discard two adrenaline cards or take a threat token from the threat pool. With no one wanting to lose health, the threat pool went from full to half empty, bringing lockdown much too close for comfort, especially since we hadn't found a Generator tile yet.

THREAT AND LOCKDOWN

There is generally a fixed amount of threat tokens and lockdown tokens for a scenario. When you gain threat, you take a threat token from the threat pool. This pool is one of the things that can trigger the end of the scenario, called lockdown. If the threat pool is empty when you are forced to gain a threat token, lockdown begins.

In scenarios that use a lockdown pool, these tokens count down to the end of the game after lockdown triggers. Starting the turn after lockdown triggers, at the end of each player's turn, he takes a token from the lockdown pool and returns it to the box. The game ends if a player can't take a lockdown token from the pool at the end of his turn.

Lastly, all the clones activated. Here the dangers of the vents presented themselves, as Oz's tile was connected by a vent to Clones 1 and 3 in Corridor 201-B. With a sinister hiss those clones bypassed the guard on the Yellow Lab tile and moved to Oz's tile via the vent, while Clone 2 stood up from being stunned and a new clone spawned on the clone nest.

With the clock ticking down, Bill let out a whoop as he drew the first Generator tile from his stack. He would have to wait to power it up, though, as the tile contained a facility event icon and that needed to be handled first. Another clone spawned in Corridor 201-A because Corridor 202-B had reached its limit of two clones. Thankfully for Oz, no enemies activated. With Bill's turn over, Tony stepped up and found his generator during the explore step of his turn, triggering another facility event and spawning another guard on my tile. Finally, the facility event text made Tony lock the door he had just used.

Trapped on a tile with two clones and with a guard behind him, Oz carefully considered his strategy for the turn. First he played an adrenaline card that allowed him to move one clone to any adjacent space; he moved Clone 1 onto the Yellow Lab tile with the guard and increased his fear level by 2. He then attacked the remaining clone on his tile. Thanks

to his fear level of 6, Oz had +1 Strength, giving him enough dice to succeed in stunning Clone 3. Trying to get as much distance as possible between himself and the ravenous clones behind him, Oz moved through the only unexplored door on his tile and triggered another facility event icon that caused him to gain 2 fear, for the maximum total of 8 and forced him to lock the door he just moved through. Terrified out of his mind, Oz was now the prime target for the clones, and during the spawn step of his next trigger events phase he would automatically spawn a clone on the nearest vent in addition to any regular spawn icons!

ROUND 4

As round 4 began, I found myself facing down two rather unhappy guards, who no doubt were looking to put the beat-down on some escaped prisoners. To outwit the two guards I needed to pass a 4 Intelligence challenge. Thanks to my Science skill card, I would get +1 die on my roll for being on a lab tile.



With my fear level at 2, I was able to play an adrenaline card from my hand to gain +1 to my Intelligence stat. Now as low as it could go, I wasn't going to be able to play any more cards with a negative fear cost unless I started riling myself up. However I was rolling SEVEN dice! Thankfully, lady luck didn't take this chance to spit in my face, and I passed the challenge easily. As I explored, I drew the Generator tile from my stack. With three Generators tiles now on the table, all we needed to do was get them started to turn the power back on and find our way out. Timing would be critical, though. Once all three generators were powered up, lockdown would immediately start, and we would be racing against the clock to make our escape.

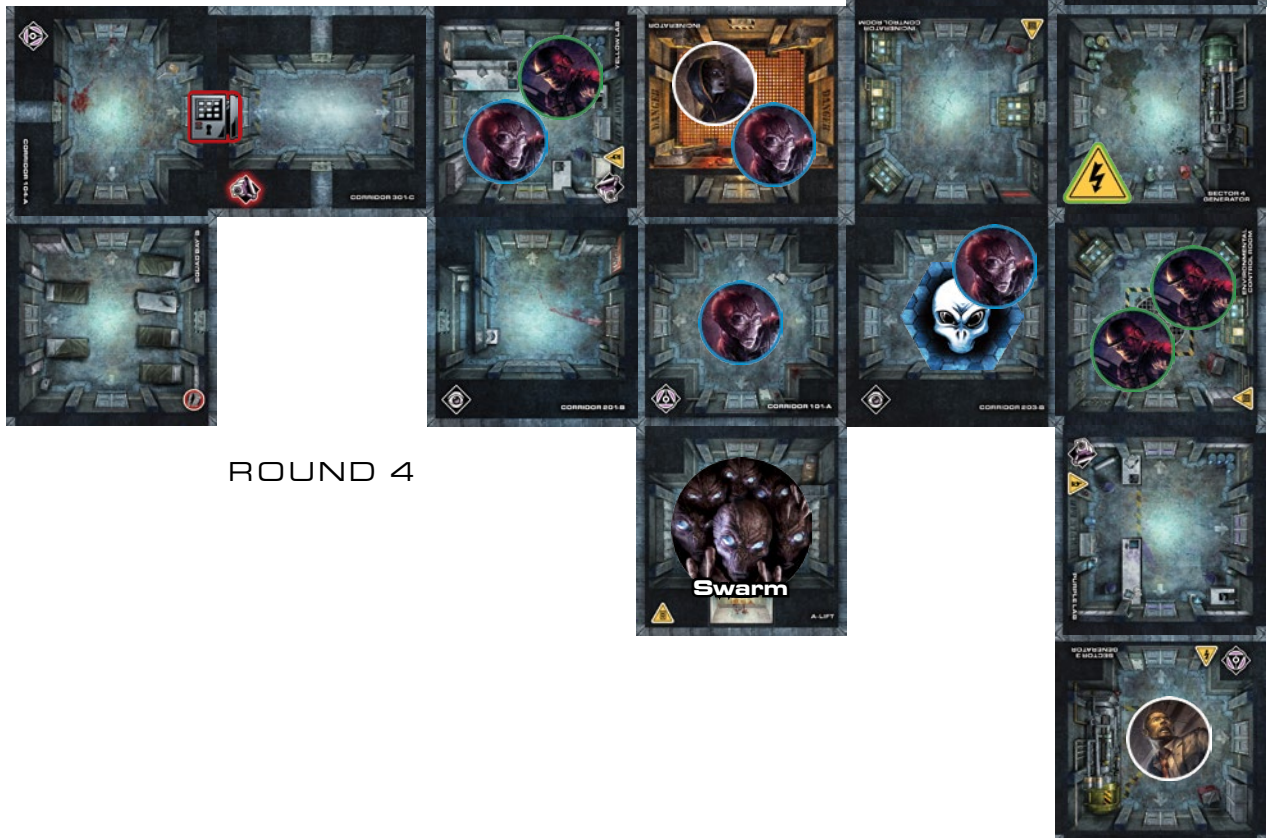
I drew my event card for the turn. The facility event forced everyone to either gain 3 fear or take a threat token from the threat pool. With only four threat tokens remaining in the pool, Bill, Tony, and I all raised our fear level by 3 to avoid triggering lockdown early. Oz, however, was forced to take a threat token since his fear level was at maximum. Last but not least, the clones activated. Clone 1 attacked and killed the guard on the Yellow Lab tile, while Clones 2, 4, and 5 all moved toward Bill, as the path to Tony and Oz were blocked. Clone 3 stood up from being stunned, and Clone 6 spawned on the clone nest, bringing our clone count to maximum for the scenario.

Bill kicked off his turn by spending an adrenaline card to boost his Intelligence stat and rolled to start his generator,

succeeding by the barest of margins. As the powerful machine roared to life, a sudden malevolent hissing filled the halls and a swarm of clones poured from A-Lift, cutting off our escape route. Those of us who had found our generators would begin "peeking" for a new way off this level.

PEEKING

Some scenarios use the peeking rules, which modify exploring. A tile is set aside during game set-up that can only be found by peeking. At a certain time, you will peek instead of exploring normally. Before drawing a tile from the stack, you roll a die. If the result is the double Intelligence icon, the tile set aside earlier is connected to your tile. Otherwise, you draw a tile from the stack normally.



ROUND 4

Having completed his action for the turn, Bill was ready to begin searching for a new way out. He rolled his peeking check and lucked out—Bill immediately found the C-Lift with a result of double brains on the die. Oz was now in severe trouble so far from the exit, and all Bill had to do was wait for Tony and me to activate our generators to escape. During his trigger event step, the facility guards activated twice, killing Clones 1, 2 and 4.

It was now Tony's turn to try and power up his generator. His character was far from the smartest, so Tony played two adrenaline cards to increase his Intelligence stat by +2, giving him four dice to meet the challenge rating of 4. Despite the odds, the dice were with him and his generator roared to life, turning on all the lights in the facility. His triumph was short-lived, however, as the door leading back to the elevator was locked! Having already used his action this turn, Tony would have to wait until next turn to unlock it.

With a maxed-out fear level and cut off from the exit by clones, guards, *and* a locked door, things were looking grim for Oz. His only hope lay in finding a vent that would allow him to quickly travel back to the Incinerator tile via connected vents—and even then he would be smack-dab in the middle of a horde of clones, all eager to sink their teeth into his adrenal glands. Oz drew and placed his first tile of the turn, and the table roared in disbelief as he placed Squad Bay B, its sole vent now giving him hope of actually escaping. Since players can't travel by vents when their fear is above 6, Oz played an adrenaline card to drop his fear level by 2 and raise his Intelligence by +2. He then used his last movement point to scurry through the vent and onto the Incinerator tile. His explore step over, Oz drew his event card for the turn and let out a frustrated cry as lady luck proved her fickle nature yet again. A clone activation icon moved Clone 5 onto Oz's tile, then Clone 6 moved adjacent to him, and finally, *another* clone spawned on the clone nest between him and the exit.

ROUND 5

It was all up to me now. I could turn on the generator, guaranteeing Bill's escape and likely dooming Oz and possibly Tony to becoming clone appetizers, or I could wait and give my compatriots another turn to get closer to the exit.

Looking at the board, I realized my chances of escape were as good as they were going to get. Both Oz and Tony had higher fear levels than me, meaning the clones would move after them and away from my path to the exit. The only problem was that there were

two guards standing between me and freedom. One bad event draw and those guards would put me out of action for good. Oz argued that I should give him a chance to catch up. Tony sat stoically, awaiting my decision on his fate. Bill, of course, pleaded with me to let him escape. As much as I hated to admit it, Bill was right. Letting him escape was my best shot at escaping, too.



Thanks to my high Intelligence stat, I easily turned on my generator, triggering lockdown and spawning a monstrous hybrid on each tile with a fear icon. One of the hybrids was between Tony and Oz and the exit. Knowing time was short with lockdown in effect, I crossed my fingers and dashed into the room with the two guards. As long as they didn't activate, I could sneak past them and get to the exit next turn. My event step caused the clones to activate. Clone 1 moved toward Oz, while Clone 3 attacked and killed a guard. Clone 5 then activated and attacked Oz. Oz quickly played an adrenaline card that gave him +2 Toughness. Due to Oz's high fear level, the clone got an additional die on its attack and managed to inflict 1 point of damage. Clone 6 then moved onto Oz's tile. To end my turn, I rolled a die for the hybrids' activation, resulting in both hybrids moving toward Corridor 101-A and Oz. The hybrid limit was one, though, so the second hybrid bounced through the tile with the other hybrid and right into Oz's tile.

STACKING LIMIT

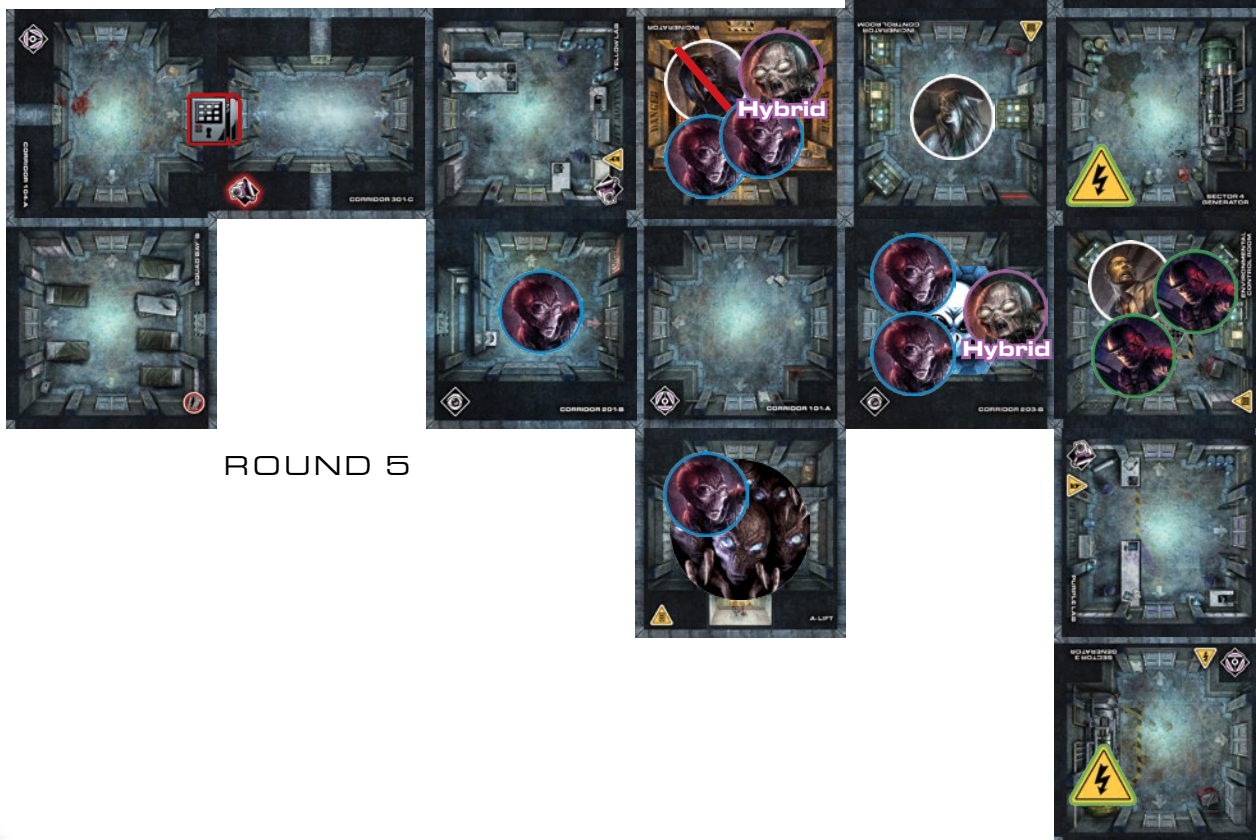
When enemies move, they can't stop on a tile if it would increase the number of that enemy type on the tile past the allowed limit. Instead, they pass through that tile and stop on the next available tile.

With Bill on his way to sweet, sweet freedom, it was Tony's turn. Needing to get past the locked door, Tony decided to attempt a Strength test to break through. He played an adrenaline card to raise his fear level by 3 and gain +2 to his Strength stat. The lock was no match for his brawn, and he dashed onto the Incinerator control room tile.

During his trigger event step, a new clone spawned right in front of him, but Oz was spared, as they did not activate. However, the mighty hybrids had yet to go. Oz needed the dice to come up without a fist icon or the hybrid on his tile would undoubtedly finish him off. Tony rolled the die and proceeded to activate both hybrids. The one in Oz's tile easily dispatched him, rolling EIGHT dice on the attack thanks to the two clones also on the tile. With Oz out of the picture, the other hybrid moved toward Tony, placing itself between him and his path out.

PLAYER DEATH

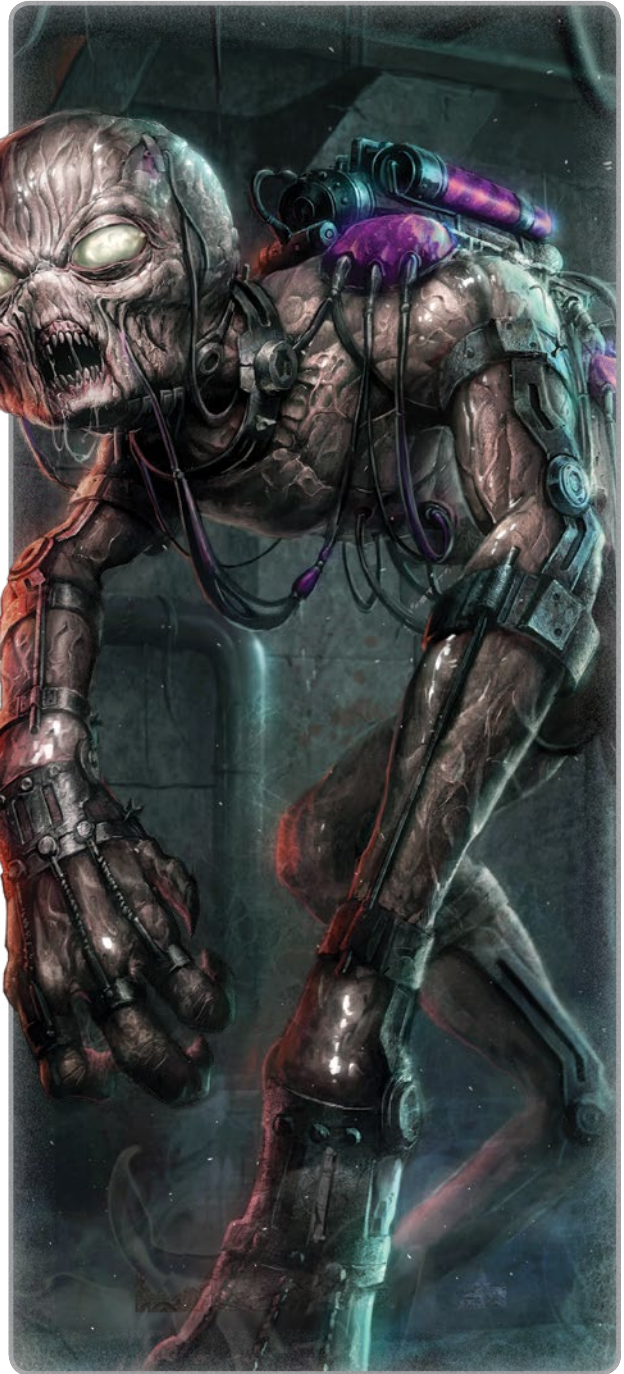
When you are forced to discard your last Adrenaline card or when a hybrid attack raises your fear level past 8, you are knocked out. If you are knocked out before lockdown, you lose a vitality and move your character on to the infirmary tile. If your vitality ever drops to the skull icon or you are knocked out during lockdown, your character has died and the game is over for you.



ROUND 6

Escape was in sight. Oz was hybrid chow, and Tony was likely to follow. All I had to do was sneak past the guards on my tile and I was home free. I was sitting at 2 fear to start the turn. Wanting to roll the maximum number of dice for this critical outwit challenge, I discarded an adrenaline card to raise my fear level to 3 and then played another adrenaline card to gain +2 Intelligence and lower my fear level by 2. I was also on a tile with a control panel, which gave me an additional die to challenge rolls thanks to my Techno-Wizard skill. All told, I was rolling eight dice to beat the outwit challenge rating of 4. I have to say, I felt pretty confident picking up all eight dice. As they rattled to a stop, I let out a victory shout as I easily outwitted the guards and made my way to the C-Lift and freedom. Even though I had escaped, I still had to draw one last event card, which caused the clones to activate. Clones 1 and 2 moved into Tony's tile, while Clone 4 went after the guards. Luckily for Tony, neither hybrid activated.

Things were grim, but not impossible, for Tony. He had just enough tricks with his hand of adrenaline cards to pull himself out of the fire. He discarded three adrenaline cards to bring his fear level from 8 to 5 and then gained 3 fear to play another adrenaline card that gave him +2 to his Strength. He needed to beat a challenge rating of 6 in order to bull-rush past all three tiles with enemies on them. The room went silent as he rolled his pool of six dice. A quick count, and everyone exploded in laughter as Tony failed to even get past the first room, causing the clones there to immediately attack him. Because he had only a single adrenaline card left in his hand, the pair of clones easily dispatched Tony, ending the game.



ROUND 6

CONCLUSION

With the generators running and power restored to the lifts, Bill and Will escaped by the skin of their teeth, but Tony and Oz weren't so lucky. Bill had luck on his side, as he was able to quickly find the elevator to freedom. Will's decision to not wait for Tony and Oz ensured he and Bill would escape, but sealed Tony and Oz's fate. Whether motivated by fear or callousness, Will's actions ensured his own survival, and survival is all that matters in the desperate halls of Subterra Bravo.

INNER SANCTUM

BY WILL SHICK

ART BY JAMES RYMAN & ANDREA UDERZO

Northern Khador, 607 AR

His resounding cry ringing in his ears, Helyoss felt the blade pierce his flesh, pass through his ribs, and lodge in his heart. He was surprised at how quickly the pain passed, washed away by a numbing wave of warmth. He knew most Iosans would feel something at the approach of death—sadness, anger, fear, a mix of all three. He had never felt those things in life, though, so why should death be any different?

The chaos erupting around him seemed distant, every sound melding into one dull roar. He found himself trying to imagine the future. For the first time he felt disappointed he would not be around to see it. It was such an odd thought that he grabbed hold of it as best he could. As the warmth faded from his body he couldn't help but smile. How fitting that dying had brought him the closest he would ever be to feeling alive. Even in death he was an aberration.



Northern Khador, Eight Days Earlier

Helyoss heard the messenger approaching well before the tent flap was pushed open, letting the cool northern air rush inside. Dawn was just creeping over the horizon; whatever the messenger wanted, it had to be important.

"Good. You are up," the messenger said. He had his cloak pulled tight around him to ward off the morning chill, but despite the cold he didn't enter the tent. "You are to report to the command tent immediately. The Blade requires your presence." No sooner had the words left his lips than he was gone, no doubt happy to move on to other, less disturbing duties.

Helyoss remained in a seated position for several minutes, running the words over in his mind. A casual observer might have mistaken him for a statue except for the slight rise and fall of his chest. The black orbs of his eyes gave nothing away, but he could feel the barest of niggling concern in the back of his mind. He tried to grasp the feeling, but it was like trying to catch an echo.

As a soulless Helyoss had the benefit—or disadvantage, depending on how it was viewed—of being free from emotions. He neither experienced them in himself nor understood them in others. He had over many years worked hard at analyzing those around him in an effort to better blend in with the other members of the Retribution of Scyrah. He even tried his best to mimic those emotions externally in situations he felt warranted them. Yet no matter how hard he worked, they remained an enigma to him, and he continued as an unpleasant reminder of the horrifying doom threatening the elven race.

Helyoss had one purpose in life: to be an avatar of death to the enemies of the Retribution. His inability to feel emotion allowed him to kill without mercy, without question. He had no fear of death and no one to miss him when he inevitably fell in battle. The real value of the soulless, however, was their near immunity to the arcane arts. They were black voids in a world steeped in the powers of sorcery.

The power to project this void was different in every soulless. Most could act as a siphon to draw away any spell cast near them, albeit at great personal cost. Absorbing the power inevitably led to physical harm—skin blistered, muscles tore, and bones cracked as the power dissipated—and against more potent spells, such an act would simply destroy the soulless from within. There were, however, soulless who could project a field of arcane disruption over themselves and, depending on the power, perhaps those closest to them. Helyoss was one such individual, and he had been extensively trained to use his ability to great effect, usually as a lone assassin and more infrequently as a member of a coordinated strike force.

Helyoss got up, threw on his cloak, and checked that his blades were clear in their sheaths before striding out of the tent. The blast of morning air chilled his skin, but he made no move to tighten his cloak about him. He caught sight of a handful of mage hunters sitting around a morning fire, attempting to stay warm while cooking some small animal.

Several looked his way and immediately averted their gazes from his cold, black stare. The youngest, however, seemed transfixed, with an expression that might indicate surprise or fear. Helyoss did his best to mimic the reassuring smile he had seen those who were close give each other in times of uncertainty. He realized he must have made some error in posture when the youth abruptly snapped his head around, jumped to his feet, and rushed away in the other direction, making an excuse about needing something from his tent.

Helyoss considered the impossibility of dealing with others and continued making his way to the command tent. As he passed the mage hunters he overheard one say in a hushed tone, "How can we trust something that does not even understand what it means to be one of our people?"

The camp wasn't large, but as a soulless his tent occupied the farthest edge of the perimeter—a physical reminder of their separation from the rest of society. The camp was slowly coming alive as morning took firm hold in the sky. Helyoss passed several more groups of mage hunters but neither expected nor gave acknowledgment to them. Although he often thought about how much easier things would be if he could fit in better, the effort and consistent failure of his attempts to mimic "normal" behavior were too mentally taxing, and he didn't expect he would be with this camp by day's end.

The sight of shining white myrmidons told him he had reached the center of camp. He paused to admire the sleek warjacks. Their curved and pristine armor plates gave them a starkly different look from the humans' clunky warjacks. Ever since House Shyeel with its scores of myrmidons had joined the Retribution, Helyoss had found himself gravitating toward the great machines. They were the closest thing to a battle brother he had. Like him, they were emotionless and deadly tools.

As he approached the command tent Helyoss could hear the sounds of an argument from inside. Upon entering he saw the broad armor of Dawnguard Scyrryl, his massive blade strapped to his back and his helm resting upon the central map table.

"Garryth, this is not up for debate or discussion. Dawnlord Vyros has authority over all Retribution assets in order to achieve the objectives of Winter's Hammer. You and your mage hunters are needed for the upcoming battle, and you dare to refuse those orders?!" Tyrryl slammed his fist on the table, punctuating his point and causing several empty dishes to jump and clatter back down.

Helyoss could see the fear and shock in most of the room. Garryth's cold blue eyes bored into Tyrryl, his lined and angular face remaining inscrutable. In his few interactions with the Blade, Helyoss had found himself wondering if Garryth was not part soulless himself. However, several times he had also seen Garryth in battle, when the cold and meticulous cunning gave way to inescapable fury.

The silence lasted long past comfort, but still Garryth made no move, no reply. Helyoss finally saw Tyrryl shift ever so slightly in his armor, his iron resolve beginning to crack beneath the warcaster's piercing stare.

When the silence was broken it was not Garryth who spoke but a heavily scarred mage hunter commander standing beside him. "Dawnlord Vyros and his Dawnguard have done nothing yet to earn such a right. We have persecuted this war longer than you can imagine. When the name of the Retribution was little more than a whisper on the wind. When to be discovered as a member was to invite imprisonment or execution by those we worked to save. I would choose your next words carefully, Scyrryl."

Tyrryl was noticeably agitated. Helyoss could see his stance tighten and imagined the scyrryl was quickly realizing how hopeless his situation was within the confines of the tent, confronted with not only a warcaster but several mage hunter commanders as well. Any violence would be over before he could even free his massive blade.

"I do not question your loyalty," Tyrryl replied. "Your skills are precisely the reason it is vital you rendezvous with Dawnlord Vyros. This strike will cripple our enemies and ensure that we can drive deep into the heart of enemy territory with little fear of retaliation. On this matter Ravyn and Lord Vyros agree."



Garryth's voice cut off the scarred mage hunter before he could speak again. "I am the Blade of Retribution, and I will go where the Retribution needs. Tell Vyros I shall meet him."

Helyoss waited to see how Tyrryl would react to Garryth's clear insult of addressing the Dawnlord by name only, but the scyir had clearly had enough of the situation. He simply nodded slightly to Garryth before picking up his helm and turning smartly to stride out of the room.

Garryth stared at the map on the table before him. "Vyros is too much a warrior. He believes our victory will be achieved by meeting our enemies on the field of battle." He sighed, shaking his head. "Our victory will be achieved only by slipping a knife into our enemy's ribs while his attention is focused elsewhere." With a grim expression, he began issuing orders to the commanders to prepare the strike force to move out.

Glancing up, he saw Helyoss, who had stood silent and unmoving throughout the earlier exchange. In that moment the soulless understood why the mage hunters referred to Garryth as the Blade. He was a weapon that the Retribution unsheathed to sow uncertainty and terror in its enemies. Helyoss had no doubt that if victory was to be won, it would not be by Vyros' hand but by Garryth's.

"Helyoss, come forward," Garryth said. "I had hoped to use you in an important role, but it seems plans have changed. The price of our new alliances. Your presence is no longer required." The warcaster was at his core a mage hunter, used to operating under his own initiative. The new chain of command and necessities of coordinated strategies chafed him.

It was clear Helyoss was expected to leave, but something made him speak. "If I may ask, sir, what was the task?"

Garryth stared coolly at the soulless. Helyoss took a step back, expecting a strong reprimand for his violation in protocol.

"A captured Khadoran Greylord recently divulged the location of a heavily guarded citadel that serves as a base for their order."

Garryth pointed to a red circle on the map, and Helyoss recognized the color of dried blood. "Not only is this a key base, but buried deep within it are valuable dossiers on several high-ranking Greylords. Including their current whereabouts and spheres of operation."

Helyoss now understood why Garryth had reacted so coolly to Dawnlord Vyros' messenger. This was an immense prize.

"Of course, the citadel is heavily guarded, with magical defenses protecting the inner sanctum. I had hoped to use your innate skills to slip past those barriers while we engaged the fort's garrison. But now . . ." Garryth paused, clearly composing himself, though whether from anger or disappointment Helyoss couldn't tell.

He stared at the circle on the map. The risks involved in this mission were immense. Yet an impulse he did not understand made him speak again. "Allow me to do this. Alone."

Garryth stared at Helyoss, his piercing blue eyes locked with the soulless' black orbs. It was the longest anyone had ever held Helyoss' gaze without recoiling away from the inky void within his stare. Finally the warcaster shook his head. "You cannot do this alone." He turned to a pair of mage hunters to his right and motioned them over. The male was the commander who had argued with the Dawnguard scyir. "Eyre, Aysha," Garryth said, "this is the soulless I spoke to you about. He wishes to proceed with the strike. You are two of my best, and I will not order you to go on what is likely to be a suicide mission. I am giving you a choice."

The female, Aysha, spoke first. "I am ready to fulfill my duty to my people," she said. Her green eyes moved from Garryth to Helyoss, and she smiled.

Eyre's face was twisted with disgust. A lattice of scars ran down the left side, and his left eye was milky white. "I still say we are better off without the help of this . . . thing."

Aysha placed her hand lightly on his arm. "We have already discussed this. We cannot hope to penetrate the magical defenses without the aid of his unique talents."

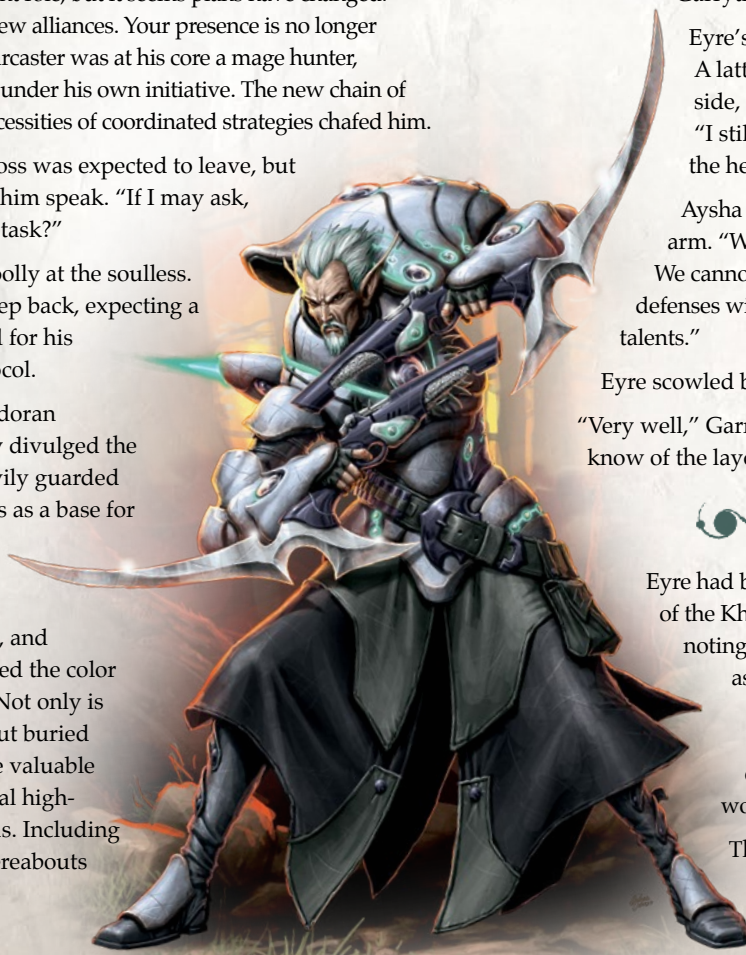
Eyre scowled but finally nodded sharply.

"Very well," Garryth said. "Here is what we know of the layout."



Eyre had been scanning the gatehouse of the Khadoran citadel for hours, noting every move the guards made as they patrolled the walls. He unconsciously traced the lines of his facial scars as he committed everything to memory and worked out the best approach.

The squat citadel was unlike others he had seen, the differences in architecture telling him it was of more



recent construction. Its walls were slanted at sharp angles from the ground and came to points like a star. It had been designed to stand against the weapons of the modern age, and Eyre imagined that from a bird's perspective its shape closely resembled the star and anvil of Khador.

The defenses intended to provide protection against a major assault would not be impenetrable to Eyre's expert team, though. His lip curled as he thought about the soulless. He had argued with both Garryth and Aysha that the creature would be a liability. Strike teams like his relied on personal initiative and complete trust in the other team members. Soulless lacked the capacity for either. They were simply empty vessels of flesh that stood as a mockery of his people. As far as he was concerned, the Fane's policy of killing soulless at birth was the only thing they had done right since Scyrach had begun her slow decent into death.

He was pulled from his inner thoughts by the arrival of Aysha. She crawled up to him, taking care to remain concealed from any watchful human eyes. If it hadn't been for the many years the two had worked together Eyre likely wouldn't have known she was there until she actually touched him. She moved like a phantom through even the most difficult terrain.

Her hood was pulled back, allowing her sable hair to drape over one shoulder. Whereas his features were hard and angular, hers were soft and refined. It made the black facial tattoo all the more stark against her pale skin. When she'd had it done, she'd said she wanted it to commemorate her first kill as a member of the Retribution. Eyre knew, however, that she'd hoped it would silence the whispers of her fellow assassins.

She'd been ostracized by her peers in the Cult of Lyliss for speaking out against excesses she believed the leaders of the organization had indulged. The goddess of autumn's cult had at that time been a vital part of Iosan society, a reflection of Lyliss' own role as assassin among the Divine Court. Though their purpose was to deal death, it was done only in service to a higher purpose, not at the whims of the hallytyr or even the leaders of the Retribution. Aysha had accused the cult's leaders of turning the sacred assassins into nothing more than murderers. While her words had rung true, she had been cast out.

Aysha had found her way into Garryth's inner circle, and it was there Eyre had first met her. He had found himself drawn to her despite the stark differences in their personal outlooks. When he'd asked her the distinction between a mage hunter and an assassin, she had replied, "A mage hunter is not asked to murder Iosans." He'd asked her no more, and she never spoke of it again. Since then, dozens of human arcanists had fallen to her blade, and they had each saved the other's life more times than either could count. He would die for her without a second's hesitation, and he knew without question she would do the same for him.

She said, "The rear of the fort is well guarded. Whatever secrets this place holds, the Khadorans are intent on keeping them."

"It is the same here. These are not ordinary Winter Guard; they move with a discipline and efficiency I have rarely seen among humans." He looked back to the citadel, exhaling in frustration. "I don't see anything we can exploit in their movements to slip past them."

Aysha put a hand on his shoulder, and he savored the familiar feel as she spoke. "We will find a way." Eyre felt a pang as she withdrew her hand. "We should get back to Helyoss and make ready for tonight."

Eyre grunted and took one last look at the citadel before pulling up his hood and slipping back into the dense forest.



Helyoss crouched over the last Greylord, watching as the man struggled to breathe even with the blood flowing from his cut throat into his exposed larynx. The Khadoran's eyes remained defiant as they stared into Helyoss' black orbs. Two other wizards lay close by, already dead. Several nearby trees were layered in thick sheets of ice from the Greylords' futile attempts to protect themselves, and the air still bit with unnatural cold.

Helyoss had heard the group riding hard through the forest, no doubt on their way to the citadel a few miles beyond. He could have easily let them pass, but he had been trained to take every opportunity to bring down human arcanists. The battle had been quick. Helyoss remembered the look of shock on the Greylord's face as he had raised his hand and unleashed a blast of icy frost only to have the runes dissipate from his outstretched hand.

The Khadoran tried to speak, but Helyoss could barely discern more than a gurgle. He didn't understand the harsh Khadoran tongue anyway, but he found himself wishing he could know the dying man's final words.

Lost in thought, Helyoss suddenly felt a strong hand grab his shoulder. He was yanked to his feet and spun about to see the enraged, scarred face of Eyre. Before he could react, the back of Eyre's thick hand slammed into his jaw.

"You stupid dy'shal!" Eyre hissed in an intense whisper. "I told you to watch for threats, not engage the enemy! You have jeopardized the mission and our lives."

Helyoss tasted blood. He made no attempt to answer Eyre's charge. He had not thought of his actions as disobedience but as a fulfillment of deeper-ingrained priorities. He had felt compelled to strike the Greylords while he held the advantage of surprise.

A hand caught Eyre's forearm as his fist came down for another strike, and Helyoss saw Aysha push her way in front of him. She forced him back, away from Helyoss.

"Enough!" She spoke low and slowly. "Enough. You're making more noise than he was."

It was several heartbeats before Eyre's gaze moved away from Helyoss and fell on Aysha. She stared back with cool, green eyes until finally he could no longer meet them and turned away, his shoulders slumping like a scolded child's.

Aysha turned toward Helyoss, her stern gaze softening into concern. She placed a hand on his face and probed gently. "I do not believe anything is broken. It will be pretty sore in the morning though." She pulled a root from one of the pouches on her belt and offered it to him. "Chew on this. It will help ease the pain."

Helyoss took it with only a slight nod, his eyes still focused on Eyre. He didn't know why Aysha was fretting over him. He would be fine, and he found her attention strange and unnecessary.

Seeming satisfied, she began examining the area. As she looked over the scene she suddenly turned back to Helyoss and asked, "These Greylords, were they mounted?" Her expression brightened at his nod. "Did you manage to keep the horses?" There was an edge of excitement in her voice.

Helyoss motioned to a copse of trees several yards away. Aysha walked briskly over to the area and disappeared into the foliage. Moments later she emerged with three Khadoran horses. She pushed back the hair from her face, revealing a satisfied smile.

"Whatever you have planned," Eyre's voice was rough and still carried an edge of restrained anger, "I'm not going to like it, am I?"

She simply smiled, her eyes glinting mischievously.



Helyoss shifted uncomfortably in the saddle as much from the heavy Greylord garments he now wore as from his discomfort at the creature beneath him. He'd always avoided horses; they were temperamental beasts whose moods were even more difficult to decipher than those of his fellow Iosans. And whether it was his discomfort or his unique condition, every horse he'd ever come into contact with had seemed to feel the same about him as well. Even now he could feel the creature tense beneath him as its snorts of displeasure issued clouds of steam from its nostrils.

A careful look at his compatriots when they'd mounted had shown neither having the same issues. Aysha had patted and whispered to her horse, which responded to her as though the two had been a pair for years. Eyre had merely glared out from beneath the fur-lined winter hat that covered his head and ears. His animal's movements were controlled and steady, as if it were keenly aware of the dangerous storm upon its back. Helyoss rubbed his bruised jaw. He held no ill will toward the glowering mage hunter. In fact, he'd decided

he appreciated Eyre's company because he didn't have to constantly try to decipher his mood.

The mage hunters were engaged in a heated conversation some distance behind Helyoss. They were attempting to keep their voices low, but he had trained his senses to razor sharpness and had no difficulty hearing them.

"I do not know why you keep defending it. This soulless is nothing more than a liability," Eyre growled.

"You are blinded by your prejudice." Aysha glanced at Helyoss. "This one is different. Twice now he has shown initiative. That is to be encouraged."

"Soulless are all the same. They are nothing but tools. It is folly to attempt to see anything more in them."

"You forget, I know exactly what it is like to be raised for only one purpose. To be seen as nothing more than an instrument of death," she replied emphatically. "Helyoss is different. Give him the chance to prove it."

Eyre scoffed but said no more.

When Helyoss chanced a look back, he caught Aysha's gaze, and she winked at him. For a moment he considered what the appropriate response would be to such an action, but he quickly decided to do nothing. There was no reason to try and create false attachments to these two. At the end of this mission they would either go their separate ways or be dead.

No wonder my people loathe me, he thought to himself. Even the thought of death makes me feel nothing.

Aysha's voice broke him from his brooding. "If you are worried about my plan, there is no need." She rode up close and bumped his leg with hers. "It will work."

Helyoss stared back at her and nodded. She was so different, so completely alien. He realized her warmth made him more uncomfortable than the wild unpredictability of the beast beneath him. Helyoss felt something unfamiliar in his mind twitch at the imagined image of Aysha dead.

Before he could wonder at the strange sensation, gooseflesh prickled over his skin, and the intense heat of arcane energy washed over him as the trio passed through the first of the citadel's defensive wards. He drew in a sharp breath, unprepared for the sensation. Years of grueling training took over, and he focused his mind on extending his innate anti-magical barrier. As his face twisted with the pain of negating the powerful magic, he saw Aysha looking at him with concern.

Helyoss had never felt anything so powerful before, but he sought to ease her mind. "I am all right," he said flatly. "The wards are powerful, but I can manage them."

His flesh burned intensely, and it took all his concentration to keep the powerful Greylord magic neutralized. Relief flooded him as the trio closed upon the heavy iron doors of the citadel and the arcane energies abated.

Eyre rode brazenly up to the doors and shouted out in harsh

Khadoran, careful to keep his face obscured beneath the heavy fur-lined hat in the dim evening light. After a brief pause there was a loud grinding of gears as heavy machinery sprang to life, and the doors slowly swung open. The trio slowly urged their mounts forward and into the impressive compound.

Three guards approached them, hands lifted in greeting. Helyoss waited with his head down, his hand tightly gripping the pommel of his fighting dagger. As one unsuspecting soldier reached his leg, he said something in Khadoran. When Helyoss offered no response the man looked up, and his eyes went wide as he finally caught sight of the soulless Iosan.

Helyoss' blade flashed twice. The first cut silenced the man; the second severed his carotid artery. The mage hunters had dealt with the other guards, and all three Khadoran bodies hit the ground. Helyoss heard the distinct twang of Eyre's twin hand-crossbows. The bolts passed unimpeded through the thick concrete wall of the gatehouse, and Helyoss could just make out the sound of two more bodies falling.

Eyre nodded, and the trio dismounted and quickly moved the three guard corpses into the gatehouse so they would not be seen. Two other Winter Guardsmen lay by the gate controls, Eyre's bolts jutting from their necks. Eyre checked that both were dead before activating the controls. The loud grinding again rang out as the machinery swung the massive gate closed.

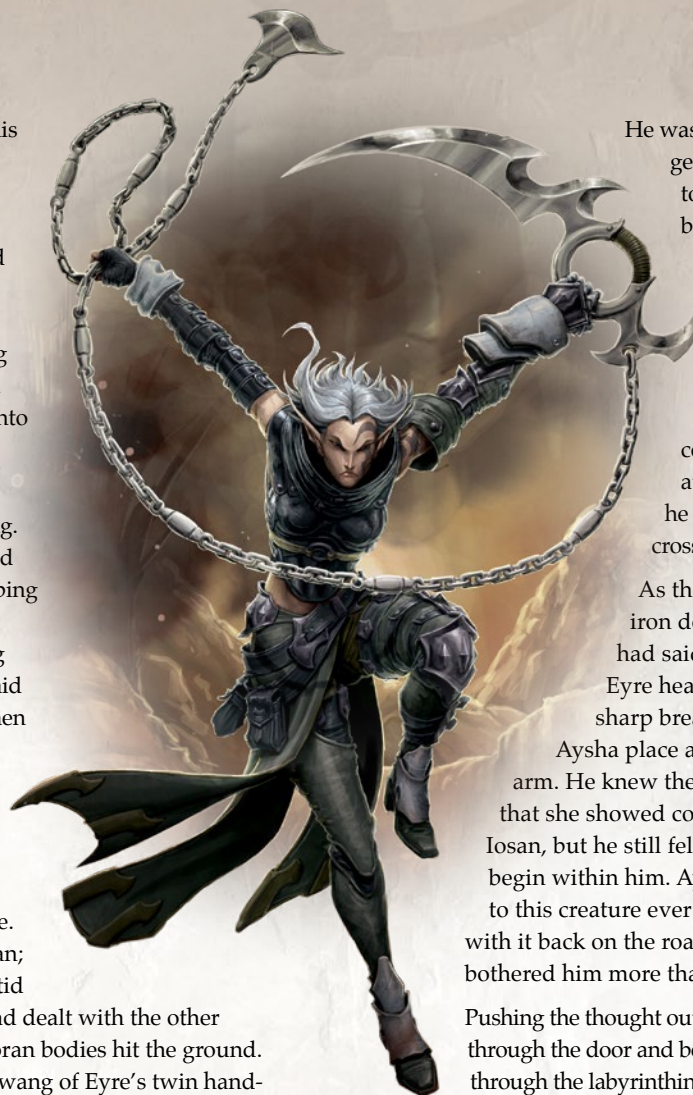
As the clamor died down, Aysha looked to Eyre and said, "I told you it would work. Thanks to Helyoss."

"I would not celebrate yet; we are just getting started."



Eyre flashed Helyoss a cold glare before pushing his way past and into the courtyard. Aysha may have found herself a pet, but that didn't change the fact that the soulless was more of a liability than an asset to their strike team. The only tolerable use for them was as spell wards for fighting units, where their many handicaps counted for little and their sacrifice saved lives.

He scanned the battlements, using his mage sight to pick out the distinct energy of the Khadoran guards patrolling it.



He was confident the trio could get to the entrance that led to the subterranean enclave below the fort if they stayed low and kept to the shadows. He motioned for the others to follow him as he moved as casually and discreetly as possible across the courtyard. Despite his attempts to move with ease, he kept a hand on one of his crossbows.

As they reached the rune-etched iron door Garryth's intelligence had said would lead them below, Eyre heard the soulless take in a sharp breath. Looking back, he saw Aysha place a concerned hand on its arm. He knew the action was just a reflex, that she showed concern for every suffering Iosan, but he still felt the keen burn of jealousy begin within him. Aysha had taken strongly to this creature ever since he'd lost his temper with it back on the road. Her attention toward it bothered him more than he wanted to admit.

Pushing the thought out of his mind, he strode through the door and began making his way through the labyrinthine enclave toward the archive, remembering the detailed map he had studied back at camp. Arcane runes were etched over each doorway and in various places upon the walls, and Eyre could hear the soulless groan with mental effort as the trio passed each warding. He glanced behind him and saw a thick sheen of sweat beaded across its brow. Aysha wore a worried expression.

Eyre locked eyes with her as she looked toward him. "Almost there," he said. He paused before adding, "He can make it." He had to force out the pronoun. She nodded, but worry remained in her eyes.

Helyoss drew himself to his full height. "I am fine," he said. "Good," Eyre grunted, nodding toward the hall just beyond them. "Because things are about to get interesting."



Helyoss' skin felt like it was on fire, and he was relieved to finally discard the heavy Greylord cloak. The familiar feel of the cool leather grips on his fighting daggers sharpened his focus to a single purpose: deal death to the enemies of the Retribution.

Eyre's phantom sight granted him a clear view of their enemies even through the heavy doors and walls of the

compound. "Four at the door," he whispered to Aysha, who had stepped up beside him. "Maybe ten more within." He leveled his crossbow to fire at the guards through the walls, but she put a hand on his arm and pushed it down.

"No matter how fast you are, you cannot get all four of them fast enough," she said.

"I suppose you can do better?" he asked.

She winked as she drew her chain blade. "Watch me."

She darted gracefully around the corner before Eyre could respond. He grunted and motioned for Helyoss to follow. Rounding the corner Helyoss saw Aysha dash toward the guards. There was a whistle of air, and her blade struck like lightning to slice clean through the first guard's neck. As his stunned compatriots were blasted with arterial spray, Aysha jerked the chain blade back before kicking it out to strike again as she closed with the remaining guards. The blade sank into the breastbone of the second guard, and she leapt onto his chest, driving him to the floor while yanking the blade free. In a blur of motion she dispatched the other two guards before either was able to respond.

She smiled at Eyre and Helyoss before pushing through the door. Helyoss raced after her even as he heard the distinct twang of Eyre's crossbow fire. Heavy wooden tables were positioned around the large, oval war room, with maps and wooden figures representing troop movements placed on top of them. Files and papers lay stacked and scattered everywhere. Several Greylords moved about the room along with men wearing Khadoran officer uniforms. When they saw the intruders their eyes went wide. With a burst of speed Helyoss charged

into a group of Greylords, feeling some satisfaction at their confusion as they attempted to summon forth their magic only to have it fail them. His blades quickly ended their concern, leaving them to drop dead to the floor. He jumped back as one of the Khadoran officers charged him, and the man's axe sailed harmlessly past his face. Then he slashed crosswise with both blades across the soldier's throat, which erupted in a gush of blood. Helyoss paused for a moment as he watched the man try to stem the torrent spilling from his neck, taking in every moment with morbid fascination.

"Helyoss, the Greylord!" Eyre shouted to him, but Helyoss was unable to react quickly enough and was sent reeling by a fur-cloaked battle wizard. He regained his footing and leapt after the fleeing Khadoran, but then a sickly sensation cut through his stomach and one of Eyre's spectral bolts passed through him harmlessly. It struck the Greylord in the shoulder, causing him to grunt in pain and turn, cold runes encircling him, as Helyoss drew his blades back to strike at the man's kidneys.

Runes shot forth from the wizard's hand toward the entrance to the room as Helyoss struck. His twin blades easily pierced the Khadoran's flesh and buried themselves in vital organs. The Greylord's body went rigid in shock before collapsing to the floor like a sack of meat. The runes he had summoned dissipated, but as they did so they unleashed a thunderous rumble.

Helyoss saw Aysha grimace as the sound echoed down the hallway. She pulled a folded cloth bag from her belt pouch and offered it to Eyre. "We must take what we came for and get moving. There is not much time." She turned to Helyoss. "Watch the door."

Eyre growled in annoyance but took the bag and began rifling through documents and dossiers from the tables along with Aysha, tossing particularly key papers into the bag as he found them. They moved quickly, but despite the urgency of the situation Helyoss was sure neither was willing to miss anything vital. Helyoss stayed focused on the hallway beyond the war room, listening for any hint that the Greylord's thunder had alerted his comrades to their presence. His

keen ears picked up the sound of boots tramping closer just as Eyre's voice rang out behind him.

"That is all we can carry. Time to go."

Helyoss turned and said, "Good. The Khadorans are on their way."

He heard a dull thud and felt something hard and heavy hit his foot. He looked down and saw a black iron cylinder on the ground. Before he could do anything he heard Aysha shout and felt her crash into him, knocking him aside. The whole room exploded in a flash of light and thunder. His vision blurred and he felt the air



driven from his lungs as the shockwave hit him and sent him flying to the ground.

He tasted blood and felt the cold floor pressed against his face. He tried to push himself up, but his arms wouldn't work right. He looked around for signs of Aysha or Eyre. Pain lanced through his skull and stars filled his vision at the slightest move of his head. He thought he heard himself groan, but the intense ringing in his ears made discerning sound difficult. He closed his eyes and forced himself to focus. First he moved his fingers, then his arms. He swallowed hard and pushed aside the pain that hammered his skull as he tried again to get up. He felt his body rise effortlessly off the floor. It took him a moment to realize a rough pair of hands was hauling him to his knees. He could faintly hear someone barking out words but could not make out any meaning. Slowly his vision began to clear, and he saw that he was flanked by a pair of Winter Guard, one still eyeing him suspiciously. A few yards away was a heavily bearded Khadoran, yelling at Eyre.

At first Helyoss did not see that Eyre was trapped in a layer of arcane ice, frozen by the Greylords' magic. As his senses returned fully he saw there were six of the cloaked wizards in the room along with another pair of Winter Guard.

A surprising urgency suddenly gripped him as he realized he didn't see Aysha among the group. Scanning the room he finally spotted her crumpled against an overturned table. Her eyes were closed, and blood stained her face and torso. He watched her closely for any signs of life and realized with a start that the thought of her being dead was causing him some discomfort. It was a strange sensation.

He saw a slight rise and fall in her chest. She was alive! But none of them would be alive for long, he realized. The Greylord continued to shout at Eyre, likely demanding information on who they were, as the Winter Guard watched. Helyoss tried to determine a way out of their predicament. The Khadorans had taken his fighting blades, but he realized they had not discovered the dagger he kept hidden in a concealed wrist sheath. Though he was glad to have a weapon, he knew there was no hope of him taking down nearly a dozen Khadorans in his current condition, even if the Greylords were unable to use their magic. He looked back to Aysha.

She had saved his life, without question or hesitation. He was a soulless. He was expendable in the eyes of the Retribution. His mind puzzled. Why would she endanger herself for him?

He looked at her blood-streaked face, remembering the softness in her eyes when she'd looked at him. The way her smile came effortlessly when things had looked difficult. The concern that had etched her delicate features when he had been in pain. As he gazed at her, he could almost feel something, some faint echo of an unfamiliar sensation. What was this? He turned it over in his mind.

He realized she had saved him because she cared about him. Looking at her now he realized that he felt an attachment to her. This was something new, both fascinating and strange.

At that moment Helyoss saw with crystal clarity what he had to do. His life for hers. His life for Eyre's. His life for Ios. Grunting with effort he pushed himself fully to his feet. He heard the shouts of the Winter Guard beside him and felt their hands push back roughly on his shoulders. In a blur he drew the hidden dagger and killed both of them. His head spun and he nearly toppled over from the move, but he managed to keep his footing. He heard the roar of a blunderbuss being fired and felt white-hot pain lance through his side. A second boom was followed by another stab of pain in his left thigh, causing him to fall back to his knees. He didn't bother looking at the Khadorans. Instead he turned his jet-black eyes to Eyre, meeting the mage hunter's own fierce gaze.

Helyoss held his stare for a brief moment as unspoken understanding passed between them. Though bound by the Greylord's powerful magic, the mage hunter gave him the slightest nod. Unleashing a fierce war cry, Helyoss plunged the dagger into his own heart and fell into blackness forever.



Eyre struggled against his icy bonds as Helyoss sacrificed himself amid the Khadorans. Their confusion at the strange action was only momentary. As life left the soulless there was a sudden implosion of sound, as if the air itself were being sucked from the room. Eyre felt the magic bonds around him fail and took intense pleasure from the horrified shock etched across the Greylords' faces as all magic was stripped from the area.

In a flash he brought up his crossbows and fired. The two remaining Winter Guard fell, his black bolts embedded in their chests. He drew his blade and growled in Khadoran, relishing the fear in the Greylords' eyes.

He was a wolf among lambs. Stripped of their power the wizards stood no chance. Eyre savored every sword stroke, every spray of blood, every final cry as he sent his enemies to Urcaen. It was over far too soon.

Eyre stepped over to where Helyoss lay, inky black eyes staring into infinity. He paused, for the first time fully meeting the soulless' gaze. After a moment he knelt and reverently drew his companion's eyes closed. Bowing his head he intoned, "May Scyrah speed you to your eternal reward."

His benediction finished, Eyre quickly retrieved the bag from where it had fallen in the blast and checked the documents they had collected to see they were still safe. He slung the bag across his chest as he moved to Aysha. Pulling her to her feet and supporting her weight on his shoulder, he felt relief flood him as she groaned and began to stir.

He gave one last look back to Helyoss' fallen body as the pair made their escape and vowed his comrade's sacrifice would not be in vain.

DIGITAL DESIGN

GALLEON

BY BEN MISENAR

My name is Ben Misenaar, and I'm the studio digital sculptor for Privateer Press. In this article, I'll show you how a 3D model is sculpted, but first, a little background on 3D sculpting.

Although the 3D printing process has been around since the 1970s, it's only become viable for miniature manufacturing in the last ten years or so. Obviously, 3D sculpting happens on a computer, and the software I use primarily at Privateer Press is called Rhino 3D. It's a CAD-based modeling program that works very well for making mechanical sculptures and is ideal for modeling warjacks.

Speaking of modeling, a common misconception about 3D sculpting is that after I've made a model on-screen, it is handed off to a traditional sculptor who then builds the physical model. In reality, the model I create digitally is sent to 3D printer that reads the file and builds the model in layers of liquid polymer a fraction of a millimeter at a time.

To give you an idea of how I create a 3D model, let me walk you through the digital design process for the new Mercenary colossal, the Galleon!

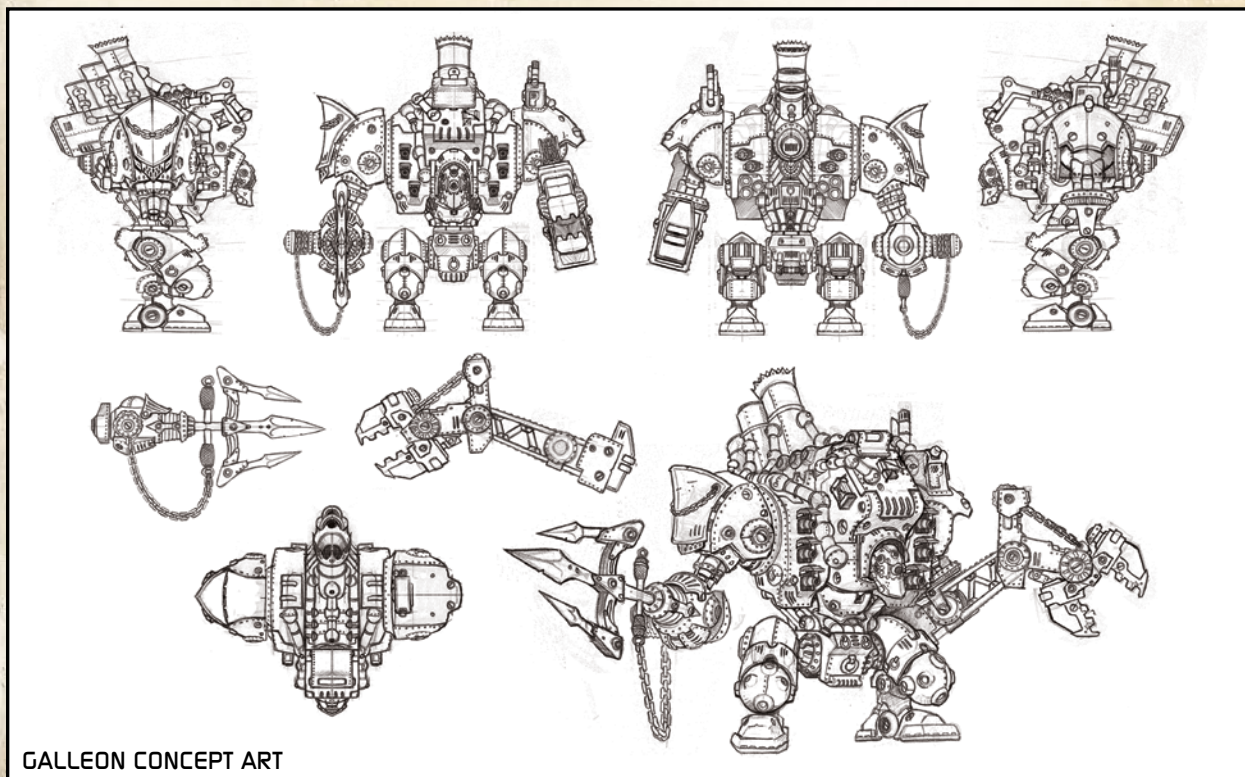
Concept

It all starts with the concept art. Typically, I get a few plan views, meaning dead-on views from the sides, front, top, and back, in addition to a perspective drawing.

Not uncommonly, when working on models from the concept drawings, I come across things that have been drawn in 2D that don't work in 3D. When that happens it's up to me to resolve the difference while focusing on matching the perspective drawing as much as possible.

Before I begin modeling digitally, I will print out the concept drawing in a variety of sizes, cut them out, and compare the scale to existing models to ensure that I have the size of the model dialed in.

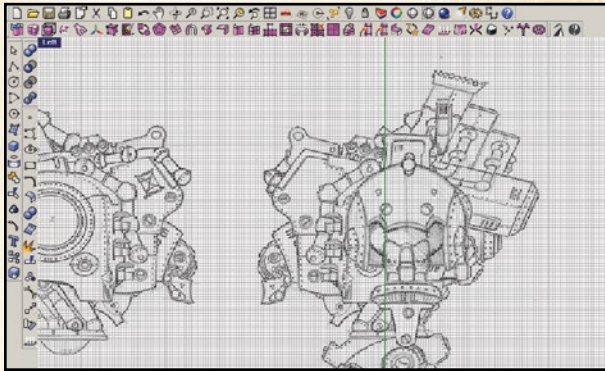
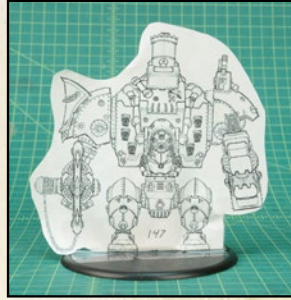
You might assume that sculpting digitally allows you to sculpt at any scale you like, with the understanding that



GALLEON CONCEPT ART

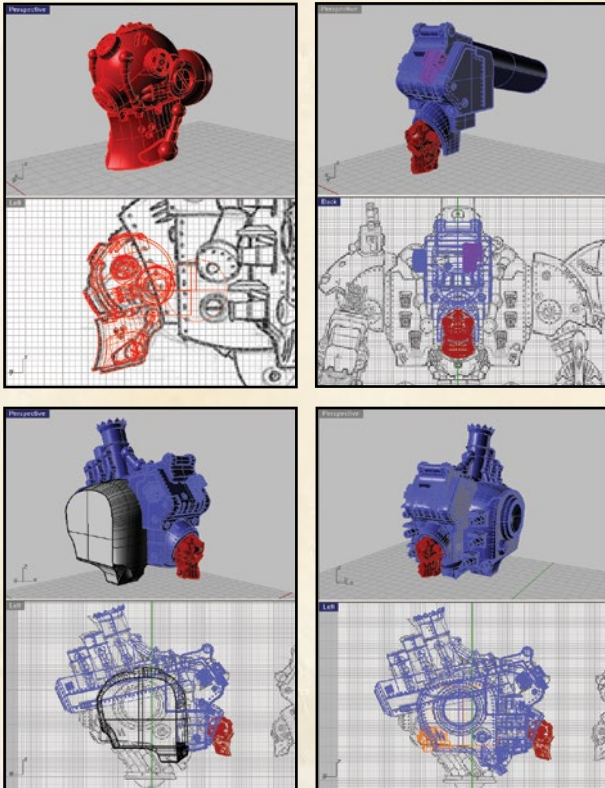
the final model can be scaled later. Although this is true, I have found if I preemptively scale the model digitally, it makes the model easier to work with when a prototype is created.

Once the overall height of the model is established, I drop the concept art into the appropriate view for the sketch. So if it's a drawing of the front of the warjack, I'll drop the sketch into the front view port and so on.

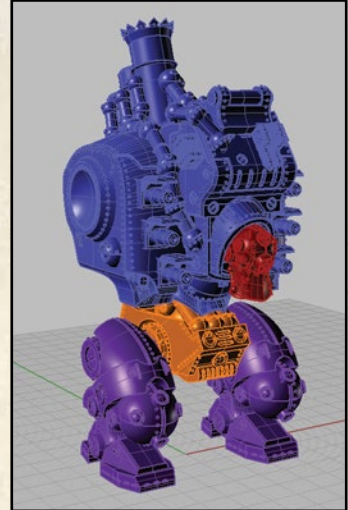


Step 1

Now the sculpting process begins. I tend to start with the head and work my way out from there.

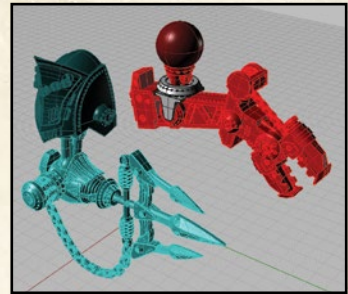


For our review process at Privateer Press, we begin with a round of rendered images that only include the head, torso, and legs, so that everyone critiquing the model can see the core of the model without arms and weapons obscuring the view. Then we "rinse and repeat," making revisions until everyone is satisfied.



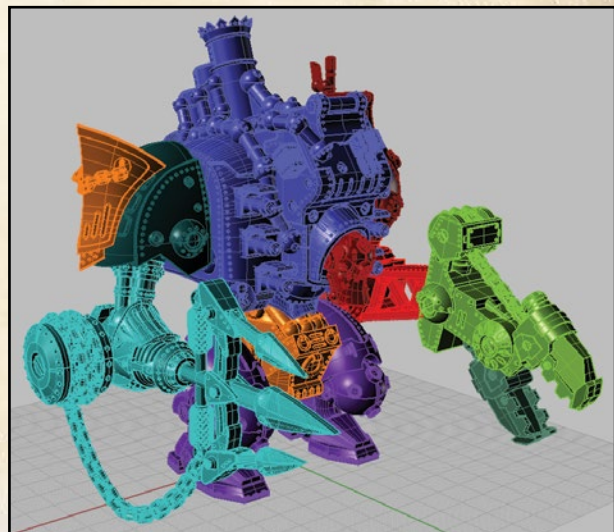
Step 2

With the torso, head, and legs good to go, I move on to the arms, shoulders, and any extras.

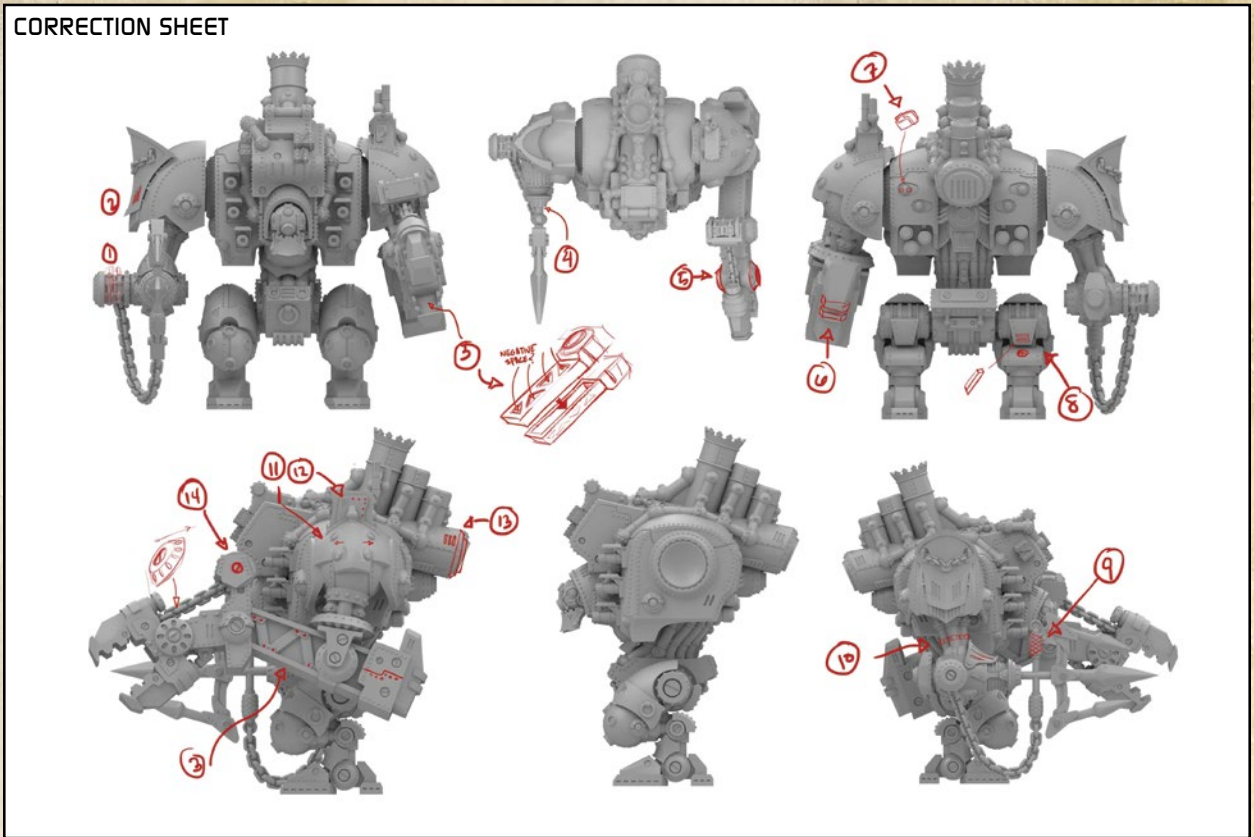


In the first pass on the left arm, I filled in the space between the girders to make it easier to cast. After reviewing the renders, we decided to build it in such a way that it would be possible to have the space between the girders open. You can see an example a revisions sheet on the following page.

In addition, I get a detailed list of what needs to be changed. Each change corresponds to the numbers on the correction sheet. Then it's another round of corrections until the static sculpture is approved.



CORRECTION SHEET



Step 3

You may have noticed that each of the parts of the model has been assigned a different color. Each color group exists on its own layer so that it can be singled out. Think of it like using layers in Photoshop.

As I work on each part, I try to plan ahead and group the parts together by color in a way that makes sense for how the model needs to be produced. I also try to keep in mind which parts may need to be moved during the posing process and group them accordingly.

For example, the head, torso, and arms need to be separated into their respective groups. This is because they are typically produced as separate parts with ball and socket joints so the end user can pose them however he likes.

The legs, on the other hand, need to be posed and fused so they are each a single piece. So, although they are made up of a bunch of different components, the legs are grouped on the same color layer because they will eventually be fused into fully posed left and right legs.



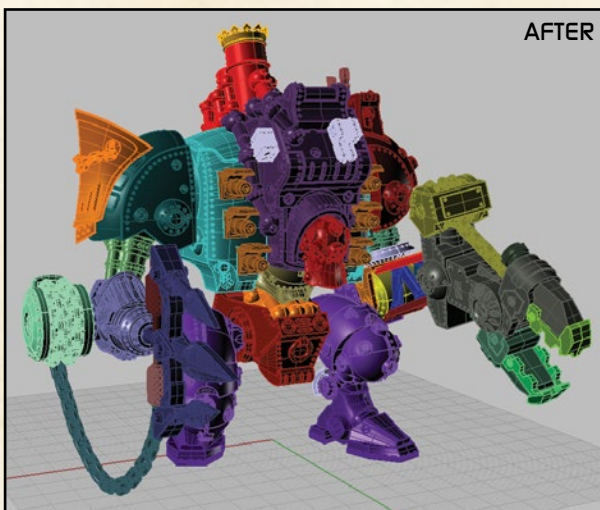
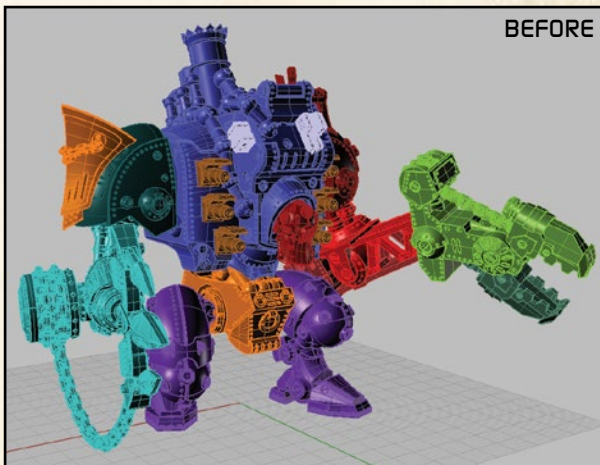
After I have posed the parts that need to be posed and fused, I do another round of renders which are handed off to our sculpt approval team and go through another round of corrections.

Step 4

But wait, there's more! Although design has approved the model, it still needs to become an object that can be reproduced in the real world. So we send the model to our casting department where they look it over and pick out areas that may cause problems during casting. This usually leads to breaking the model down further.

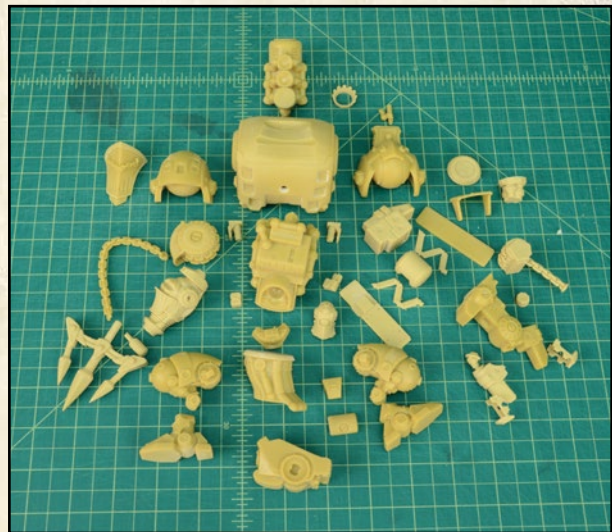
Although parts may be joined back together during final production, adding these separations is much easier to do digitally than by hand, and it gives our casting team more options to make the model work for mass production.

Below is the color part separation for the Galleon prior to the production review and after.



Step 5

Now it's finally time to send the finished 3D model off to a 3D printer who will build the model up using a photopolymer. Once the parts come back from our printer, they are passed on to Privateer Press studio modeler Nate Scott to be cleaned and finished before going into production.



Conclusion

At the end of all this, we have a beautiful model that is easy to reproduce and fun to assemble, paint, and game with. I know that I'm certainly looking forward to getting my own final Galleon model.



M&P

QUICK TIPS

BATTERED & SPLATTERED
















By Chris Oelhafen

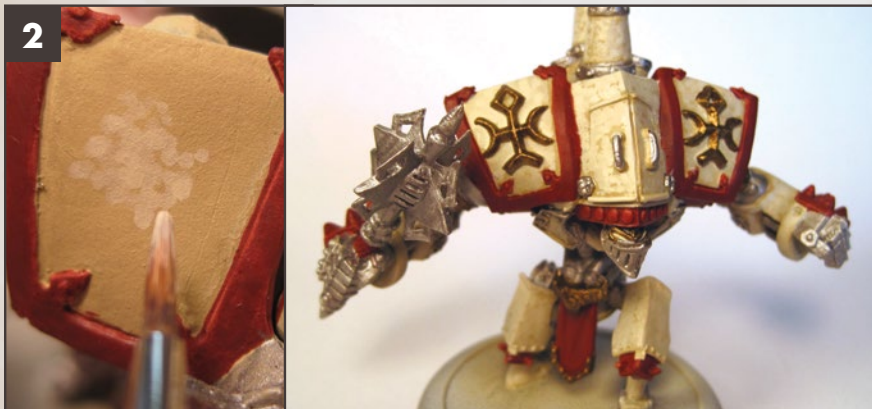
In this article, I'll show you how to add a little character to your models by weathering them with chipping and mud effects. This is a good way to make your warjacks look like they've been slugging it out on the battlefield. The beauty of these techniques is that anyone can do them; they also allow you to skip highlights and details on the model by covering areas with mud splatter! Although I chose to apply these techniques on a Protectorate of Menoth Crusader, the chipping and mud effects would work just as well on nearly any warjack.



1) Start by adding the primary colors to the model. Use 'Jack Bone for the off-white areas and a 50/50 mix of Sanguine Base and Skorne Red for the red areas. Paint the steel parts of the model with Cold Steel.

COLORS USED

	Armor Wash
	Battlefield Brown
	Blighted Gold
	Bloodtracker Brown
	Cold Steel
	Gun Corps Brown
	Ember Orange
	Gnarls Green
	Iosan Green
	Jack Bone
	Menoth White Highlight
	Morrow White
	Sanguine Base
	Skorne Red
	Thamar Black



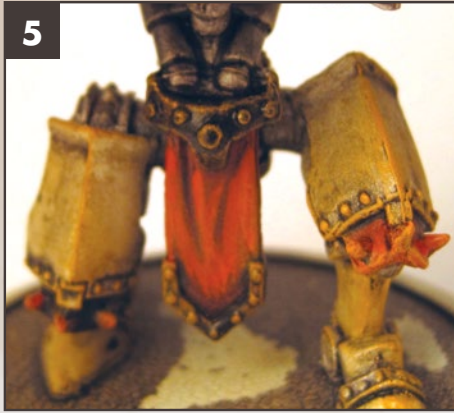
2) Use a stippling effect (generally seen in oil painting) with a 75/25 mix of Menoth White Highlight and 'Jack Bone to achieve a pitted and aged look on the large white areas of the model. Apply the paint by dabbing it on in layers, leaving some of the 'Jack Bone showing through. Use Blighted Gold to paint the muted gold areas.

3) Wash the entire model with Armor Wash. Apply the Armor Wash heavily and let it flow into the folds and grooves of the model. It is important to let the model dry completely before moving onto the next step.





4



5



6



7



8

4) For highlighting, bring the red up to the next level with Skorne Red, paying special attention to the raised edges and corners that would catch more light. Retouch the steel areas again with Cold Steel.

5) Drybrush the entire lower half of the model lightly with a 50/50 mix of Ember Orange and Gun Corps Brown. This will give the model a lighter-colored dirty look that will contrast nicely with the dark mud splatters applied next.

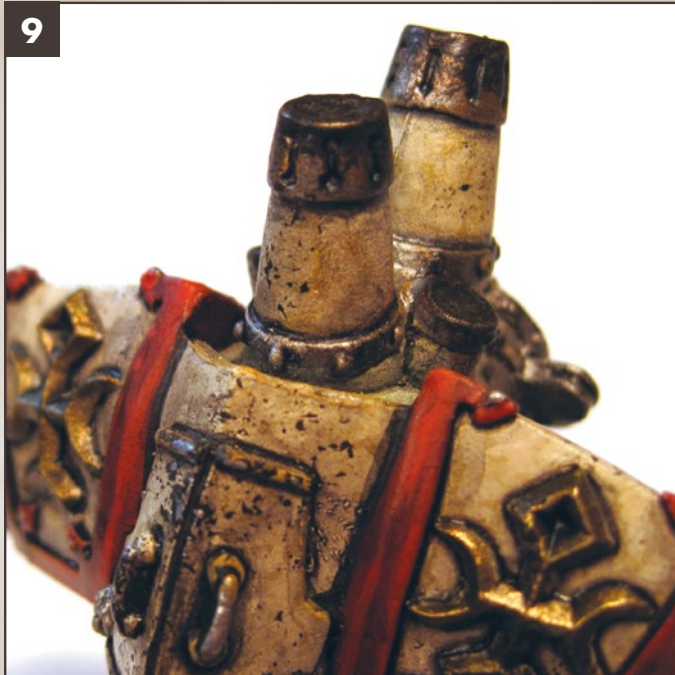
6) Using a toothbrush, splatter Battlefield Brown across the lower third of the model. You don't want it to go on heavy or pool on the model.

7) An easy way to add a chipping effect is to use the foam that comes packed with your models. Tear off a corner of the foam and dab it in Thamar Black. Wipe off most of the paint with a paper towel and dab the foam on areas where you want a chipped effect. Large open areas of the warjack's hull are great for this.

8) Inside of the larger black splatches paint a small amount of Cold Steel to complete the effect.

9) Next, to add a sooty look to the weapon and smoke stacks, drybrush Bloodtracker Brown around the edges of anything you want to appear burnt. Then drybrush Thamar Black over the Bloodtracker Brown, being careful to leave some brown showing around the edges.

10) To finish the model, basecoat the gems and eyes with Gnarl's Green, then highlight the bottom edges first with Iosan Green and then again by adding a drop of Menoth White Highlight to the green to lighten up the color. In the very top corner of the gems add Thamar Black to darken the area, and use a simple dot of Morrow White within the black to create the illusion of reflection.



CONCLUSION

When it's all said and done, your model should look like it has emerged from combat battered but victorious. When planning damage to your models, imagine the heroic actions that must be undertaken to receive these valiant scars. Whether it was your warjack shielding your caster from a crushing blow or your Trenchers out in the forefront, splattered with mud and ready to make the ultimate sacrifice for your army. These techniques can be used across all the models in your army to tell your story. From your mighty warcaster and his towering warjacks to units of grizzled troopers, they all have a story to tell. What do your models say?

HELL-BOUND CHALLENGE

In this challenge, we want you to dig deep for inspiration—really deep. In fact, we want you to plunge into the abyss, charge through the gates of Urcaen, and plumb the very depths of Hell for ideas. This is the Hell-bound challenge, and we want your models to reflect the power of the bottomless pit. How you choose to represent the infernal realms is up to you, but we should be able to clearly see a diabolical influence in your entries. Take a look at Privateer Press Creative Director Ed Bourelle's "Circle of Hell" army (pictured above) to see a perfect example of this challenge's theme.

To submit your entry take a digital photo of your creation, fill out a submission form, and send both to 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

The winner of this challenge will receive a \$100.00 US spending spree at the Privateer Press Store (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*.

ENTRIES DUE BY 09/01/12

See the winner of the Take Flight Challenge
from *No Quarter* #41 on page 94!

TOP OF THE HEAP™

By Lyle Lowery

Those zany goblin bodgers Izzy, Riggs, Puck, and Lug are back for their third adventure in the Bodgers Games line, *Heap*. This time, the goblins fight it out in a post-apocalyptic wasteland over the wreckage of great battles to claim new parts for their ramshackle fleets of outlandish vehicles. The bodgers who can cobble together the most deadly vehicles and drive off their rival gangs will claim the mountainous scrap heap for themselves!

Your gang of goblins starts out with a bare-bones group of vehicles: a Doombuggy, a Scrap Hog, a Gyrohopper, and a Bigg Rigg. Each vehicle has its own specialty. The deadly Doombuggy is adept at damaging and repairing vehicles. From its aerial vantage point, the Gyrohopper specializes in finding just the right parts in the heap. The quick and agile Scrap Hog excels at sneaking parts away from the heap. Finally, the Bigg Rigg's large cargo capacity is able to haul lots of parts. As the bodgers score parts, you'll be able to upgrade your vehicles and strap on new weapons to enhance each vehicle's strengths. Ultimately, the toughest bodgers with the most tricked out machines will stake their claim to the heap!

Each round of game play consists of four steps. They are Draw Cards, Bodge Vehicles, Rush the Heap, and Check the Haul.



In the midst of frantic vehicular combat, the goblins are constantly searching for choice parts strewn across the scarred wastelands. Each round, your sly scavengers have a chance to collect scrap suitable for modifying your maniacal machines. During the Draw Cards step, each player discards any number of cards and then draws from the heap until he has six cards in his hand. The cards in the heap represent parts—perfect for suping up your fleet—as well as combat cards used to attack and defend in the Rush.

After you've rounded up a few parts, it's time to bolt them on to your rides. During the Bodge Vehicles step, each player has a chance to repair broken parts or bodge new parts to his vehicles. You can attach up to two parts from your hand during this step. There are five kinds of parts: weapons, engines, cargo, movement, and bling. Each vehicle can only have one of each type of part. When you bodge





a part onto your vehicles during this step, it grants you a special one-time effect represented by the symbols in the bodge box on the card.

You've boded some tantalizing new parts onto your rolling destruction machines, but that just feeds your desire for even more parts! More parts means bigger, better, louder vehicles, and that's worth fighting for. In the Rush the Heap step, you send your best vehicle in to battle for the right to haul back even more parts to add to your machines. The chaos of combat is resolved by playing cards from your hand, utilizing the combat tree. Each card features a combat tree with an attack and block symbol. The round's first player, or instigator, starts the rush by flipping the top card of the heap. This counts as his attack. The player to his left must block the attack with a card with the block symbol of the same color. The attack symbol on the card he used to block is then his attack to the player on his left, and so on.

Tactics Note

Attacks might also trigger special abilities found in the rush box on the attacking player's vehicle. These effects grant you combat advantages critical for gaining an edge over your competition. If a player is unable to block an attack, he is eliminated from the rush. Play proceeds until there is only one vehicle left running! The victorious bodger gets to haul back parts indicated by the rush boxes on his vehicle and attached parts, but even the defeated goblins might be able to slink away with few parts of their own.

In the Check the Haul step, players have the opportunity to go through their haul piles and add parts to their vehicles. Any parts you choose not to attach must be discarded. After this step, the round is over and a new one begins.

Ultimately, one gang of goblins will rise above the rest with a full fleet of heavily modified motor vehicles. When this happens, an apocalyptic all-out battle erupts, with the full force of each gang giving everything they've got to lay claim to the heap. When one player has at least three parts on all four of his vehicles at the start of the Rush the Heap step, the final round begins. Each vehicle card that has at least three parts attached to it flips over to the turbo side, granting it new abilities. Then each player discards his hand and the parts attached to his vehicles. Players draw a new hand of combat cards indicated by the pileup boxes on his vehicles, and the final showdown begins. After the dust settles and the roar of revving engines dies down, one gang will stand victorious over the heap!

Heap releases this August, so round up your gang of goblin bodgers and get ready to start your engines!



PLAYER GALLERY

TAKE FLIGHT CHALLENGE

The Painting Challenge in *No Quarter* #41 asked you to let your models take flight. How you represented that flight was your choice, and all of you really let your imaginations soar! We saw models with wings, models with helicopter rotors, even a hang glider! As always, the level of skill and devotion to the craft displayed in all the entries was fantastic.

WINNER: SIMON FOSTER

Simon Foster's ingenious trollkin and his pyg gunner have developed a new way to rain terror down upon the enemies of the united kriels. You just never know; the skies may soon darken with whole squadrons of trollkin hang gliders and their trusty—and very brave!—pyg gunners.



RUNNER-UP: JOE CORNELIUS

Joe Cornelius has shown us a frightening vision with his entry. Captain Allister Caine is already a terror on the battlefield—Allister Caine, Pistol Wraith is almost too horrifying to contemplate!



Check out page 91 for
the next Modeling &
Painting Challenge

HONORABLE MENTIONS



"TERMINUS TAKES FLIGHT" - BY DANIEL CORTEZA



"SCAVENGER UNCHAINED" - BY GAVIN ROUSSEAU

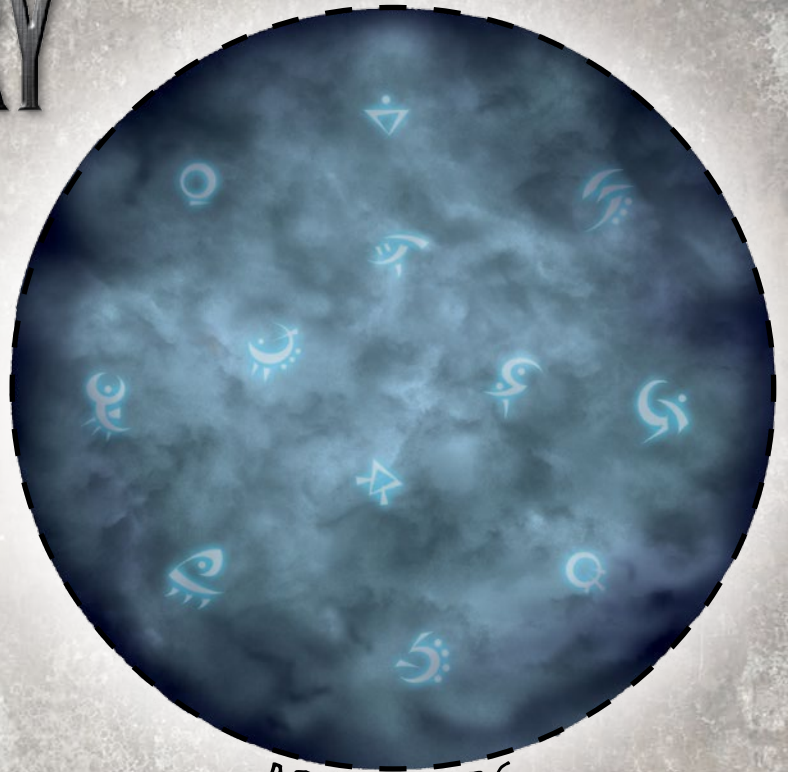
THE ARMORY

TROLLBLOODS

&

PROTECTORATE OF MENOTH

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ROLLING FOG

WALL OF STONE



WALL OF FIRE / SHEET OF FIRE



BURNING ASH



These templates represent specific Protectorate of Menoth and Trollbloods spells and effects. Feel free to photocopy them for your next game.



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