

Privateer Press



NO QUARTER™

ISSUE N° 45
Nov. 2012



GARGANTUANS™

HORDES: GARGANTUANS PREVIEWS CONTINUE!

DEFENDERS OF THRACE

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FOR WARMACHINE AND HORDES

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ON THE COVER

Rask by Andrea Uderzo

CONTRACT CARD SHARK

This year at Gen Con, we threw a party to thank our fantastic group of Press Gang volunteers for all their hard work. The party included food, drink, and a Texas hold ‘em poker tournament. The tournament was a lot of fun, and the Press Gang even invited a few staffers to get in on the action. Unfortunately, they were unaware that Privateer Press licensing and contract manager Brent “The Card Assassin” Waldher would take them up on that offer. Here we see Brent and his mammoth chip stack accumulated after a few hands where he was purportedly “trying to lose.”



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Monsternomicon & Beyond

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Forces of Distinction XI

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PRESENTING THE PAST

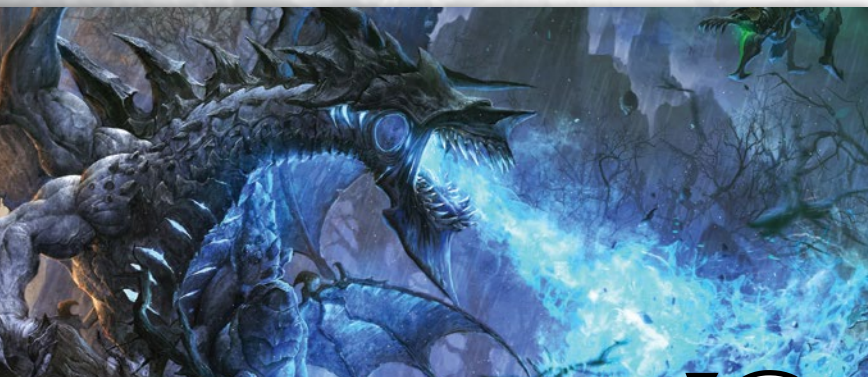
To me, one of the most intriguing things about the Iron Kingdoms is the rich history of the setting, a history that stretches back thousands of years. Often the events in the far-flung past are only hinted at, leaving the reader with a tantalizing name of a person or location. Details on characters like Horfar Grimm and places like the Shield of Thrace and Ancient Icthier are often hidden in the mists of time. Every now and then, however, we get a chance to pull aside the curtain of history and take a closer look at the characters and events that shaped the Iron Kingdoms. In *No Quarter* #45 we do just that. The special feature *Defenders of Thrace* marries a revealing look at one of the setting primordial heroes with a playable scenario, allowing you to experience the ancient past both in the narrative and on the tabletop.

It's not all ancient history in this issue. We also look into the future with previews of upcoming models from *HORDES: Gargantuans*, showcasing the terrifying Legion of Everblight gargantuan and the new Minion warlock Rask. More tabletop goodness can be found in *Forces of Distinction XI*, with a new Theme Force for the triune terror of the Witch Coven of Garlghast.

Fans of the Iron Kingdoms Full Metal Fantasy Roleplaying Game will also find tons of toothsome content in *No Quarter* #45. The *Monsternomicon* delivers a spooky trio of incorporeal undead with the riven, the shade, and the specter. *Foundry, Forge & Crucible* checks in with a bevy of new tools that double as weapons in a pinch, and *Care and Feeding of Steamjacks* provides scads of useful advice on using the metal behemoths in your game.

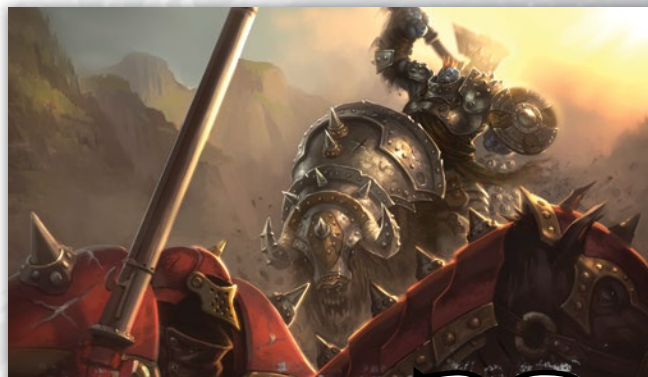
So whether its the antediluvian events that shaped the Iron Kingdoms or the new models coming your way in the near future that interest you, *No Quarter* #45 presents plenty of both.

Aeryn Rudel 
Editor-in-Chief



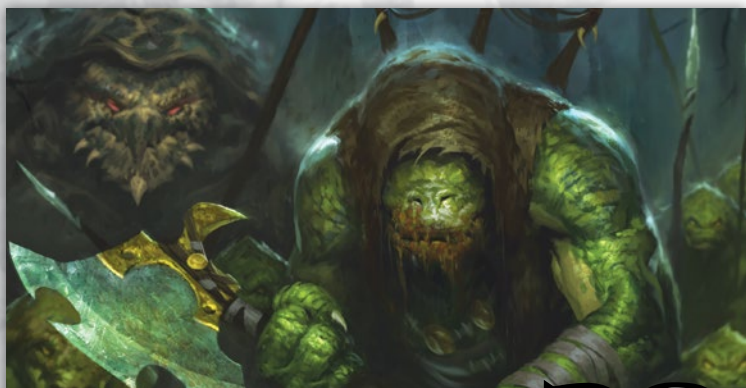
HORDES: Gargantuans Preview

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NEWS FROM THE FRONT

FOODMACHINE 2012: GAMERS AGAINST HUNGER

By Norbert Brunhuber



If you listened to a selection of WARMACHINE and HORDES related podcasts last year, you probably heard my voice more than once (for which I can only apologize) encouraging you to either put on a Foodmachine event or go to one. The response last year was amazing, with so many events taking place around the world we had 60% more cans donated than we had in the years prior. And I can tell that year seven is going to be another massive blowout.

So don't miss out! Worldwide hunger continues to be a problem, and there are people in need right in your very own neighborhood. I've learned that even in relatively wealthy suburban communities, there are still families who are having trouble putting food on the table. So make no mistake, your donation is going to make a difference to someone near you needs who your help.



By the time you read this article there ought to be quite a few Foodmachine events going on. If not, there is still plenty of time to organize one. To help you get started, we have this year's rules pack all ready to go with revised cheats for 2012 that let you play around with some models you don't normally have access to. Every can counts, so we want to hear about your event and what you collected. Just send your results back to us by December 31st via foodmachinePP@gmail.com and you will be eligible for the custom prizes Privateer Press has again offered to create for us.





Foodmachine has gone international and we had the highest number of countries participating last year than ever before, but we can do way better. For added incentive for non-USA countries, *No Quarter* is going to have a special digital spread of pictures from all these events. See the rules pack for details, but this is your chance to get your club or store noticed, and you can be proud of seeing your donation splashed across the pages of the magazine.

Project Orange Crush (Hunger) went into high gear last year, and a Tier-4 Shae army (pictured on the previous page) was sold at raffle with many of the best painters donating models. The raffle raised as much as a large Foodmachine event, so it is definitely one of the best ways to contribute to the cause if you can't make it to a live event. This year we have a Tier-4 Lord Carver army to give away with some of the big names at Privateer Press donating models, namely Matt DiPietro, Meg Maples, and Leo Carson. We even snagged this year's Gen Con Formula P3 Grandmaster winner, Richard Curtiss, to paint up Lord Carver. It's going to be a great looking army, so why not donate? Just visit <http://razoo.com/thrallharvest2012>

To get all the details about Foodmachine, visit <http://foodmachine.njsobs.com> or <http://facebook.com/foodmachinepp>. And if you still have questions, just email foodmachinePP@gmail.com and we'll get you on your way.

Now is the time to donate like you got a pair!



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



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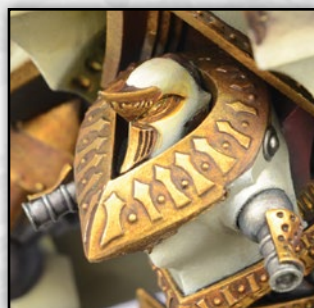
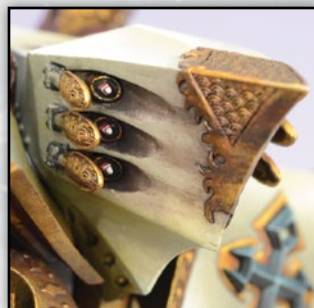


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NEW RELEASES



JUDICATOR
GAME: WARMACHINE/
PROTECTORATE OF MENOTH
SCULPTOR: SEAN BULLOUGH &
BEN MISENAR
PAINTER: MATT DIPIETRO
RELEASE: NOVEMBER
PIP 32050 • \$134.99



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



BANE KNIGHTS UNIT
GAME: WARMACHINE/CRYX
RELEASE: NOVEMBER
PIP 34101 • \$84.99

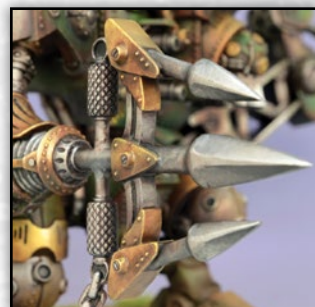
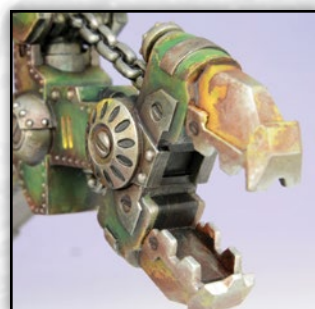
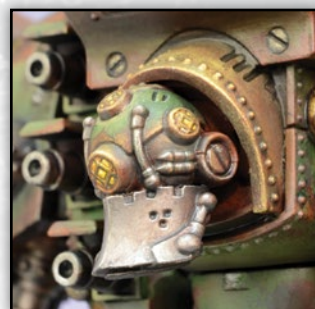


TROLLKIN LONG RIDERS UNIT
GAME: HORDES/TROLLBLOODS
RELEASE: DECEMBER
PIP 71080 • \$109.99

NEW RELEASES



GALLEON
GAME: WARMACHINE/MERCENARIES
SCULPTOR: BEN MISENAR
PAINTER: MATT DIPIETRO
RELEASE: DECEMBER
PIP 41094 • TBD



PYRE TROLL (RESCULPT)
GAME: HORDES/TROLLBLOODS
SCULPTOR: JASON HENDRICKS
PAINTER: MEG MAPLES
RELEASE: NOVEMBER
PIP 71067 • \$20.99



STORMGUARD (RESCULPT)

GAME: WARMACHINE/CYGNAR

SCULPTOR: TODD HARRIS

PAINTER: MEG MAPLES

RELEASE: NOVEMBER

PIP 31099 • \$49.99



NOVEMBER

INTERCESSOR KREOSS

GAME: WARMACHINE/
PROTECTORATE OF MENOTH

RELEASE: NOVEMBER

PIP 32089 • \$34.99



DECEMBER

VYROS, INCISSAR OF THE DAWNGUARD

GAME: WARMACHINE/
RETRIBUTION OF SCYRAH

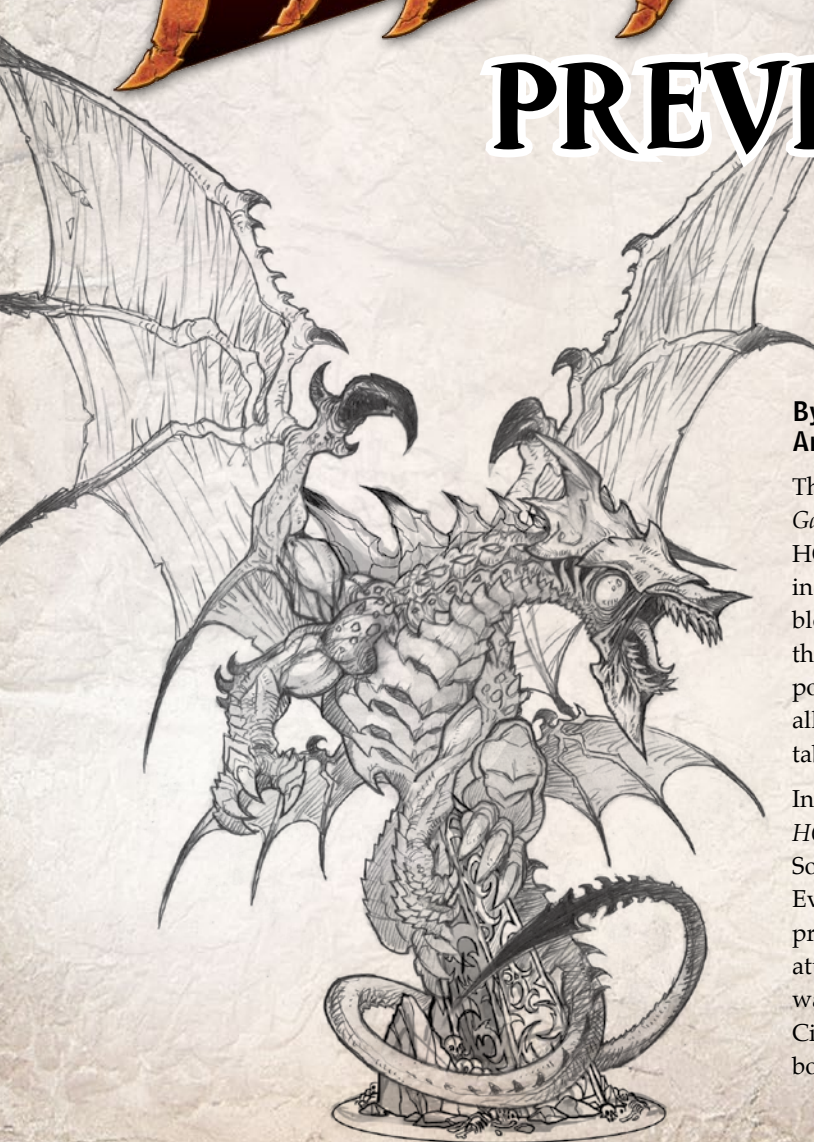
RELEASE: DECEMBER

PIP 35047 • \$34.99



GARGANTUANS

PREVIEWS



By David Carl & Aeryn Rudel
Art by Nestor Ossandón & Andrea Uderzo

Thundering into stores this spring, *HORDES: Gargantuans* presents a bounty of new models for HORDES players. Of course, these new models include the mighty gargantuans, the flesh-and-blood counterparts to WARMACHINE's steel titans, the colossals. However, the new book also presents powerful new warlocks, warbeasts, units, and solos, all guaranteed to add fun and excitement to lists and tabletops everywhere.

In *No Quarter* #45, we want to give you a taste of *HORDES: Gargantuans* beyond the eponymous giants. So in addition to presenting the stats of the Legion of Everblight Archangel, an aerial monstrosity of epic proportions, we're also going to show you a new unit attachment and one of the new warlocks headed your way. So, flip the page and have a look at the vicious Circle of Orboros Warborn Alpha and Minions' first bog trog warlock, the vicious and lethal Rask.

WARPBORN ALPHA

CIRCLE UNIT ATTACHMENT

We claim our tithe in death and glory.
—Warpborn Alpha Hjal Norn



Warpborn Alpha

Ravenous and brutal, skinwalker alphas are fearsome combatants, laying low their enemies before feasting upon them as they die screaming. Those they lead follow without hesitation, knowing that they will find either a glorious death or a victory in the blood and viscera of those who stand against them.

Using the Warpborn Alpha

On their own, Warpborn Skinwalker units are the tanks of the Circle infantry. They have base ARM 16 and have ARM 18 while engaging enemy models. The Warpborn Alpha enhances this existing role in the army with the

Attachment [Warpborn Skinwalker] – This attachment can be added to a Warpborn Skinwalker unit.

ALPHA

☞ **Combined Melee Attack**

☞ **Fearless**

☞ **Officer**

☞ **Pathfinder**

☞ **Terror**

ALPHA						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	7	3	12	16	9

POLE AXE	
POW	P+S
5	13

DAMAGE	8
FIELD ALLOWANCE	1
POINT COST	3
MEDIUM BASE	

Granted: Blood Drinker – While this model is in play, models in its unit gain Blood Drinker. (Immediately after a model with Blood Drinker resolves a melee attack in which it destroys one or more living models, it can end its activation to heal d3 damage points.)

Relentless Advance – When a model in this unit is damaged by an enemy attack, models in this unit gain +2 SPD for one round.

Retaliatory Strike – When this model is hit by a melee attack made by an enemy model during your opponent's turn, after the attack is resolved this model can immediately make one normal melee attack against that model. This model can make one Retaliatory Strike per turn.

Tactics: Rapid Strike – Models in this unit gain Rapid Strike. (A model with Rapid Strike can make one additional melee attack each combat action.)

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

Granted: Blood Drinker ability. When combined with their existing hardiness, Blood Drinker can keep Skinwalkers in the fight turn after turn.

Even more impressive, however, is the Warpborn Alpha's Tactics: Rapid Strike ability that doubles the quantity of attacks the unit can dish out in a given turn. Strategic use of Combined Melee Attack alongside Rapid Strike can turn the Warpborn Skinwalkers into a real wrecking crew no matter how agile or armored their targets. The Warpborn Alpha's own Retaliatory Strike adds yet one more attack to the ceaseless Skinwalker onslaught.



ARCHANGEL

LEGION GARGANTUAN

Their shrieks herald a new age, a new flesh.

—Vayl, Consul of Everblight

ARCHANGEL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	14	6	5	11	18	7



DRAGON BREATH			
RNG	ROF	AOE	POW
10	1	3	14



BITE	
POW	P+S
5	19



CLAWS	
POW	P+S
3	17

FURY	4
THRESHOLD	9
FIELD ALLOWANCE	2
POINT COST	20
HUGE BASE	

ARCHANGEL

☉ Eyeless Sight

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Ride-by Attack – This model can make ride-by attacks.

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

DRAGON BREATH

☉ Critical Fire

🔥 Damage Type: Fire

Strafe [d3+1] (★Attack) – Make d3+1 ranged attacks targeting a primary target and any number of secondary targets within 2" of the first target. Ignore intervening models when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target. Strafe counts as one attack for ROF.

BITE

Consume – If the attack hit a small-based non-warlock/warcaster model the model hit is removed from play.

CLAWS

☞ Open Fist



ANIMUS COST RNG AOE POW UP OFF

DRACONIC AURA 2 SELF - - NO NO

This model gains Righteous Flames. Draconic Aura lasts for one round. (An enemy model that ends its activation within 2" of a model with Righteous Flames suffers the Fire continuous effect ☉.)

Archangel

Everblight still dreams of the time when he took to wing and spread death like a god; now his longing has been made manifest in the archangel. His most perfect spawn, the archangel courses through the sky and unleashes goutts of flame to spread across the earth. It scorches the enemies of its master, coming to ground only to feast upon those who would defy him. Where the archangel goes, so goes Everblight's legion—and with it, the future Everblight envisions.

Using the Archangel

Gargantuans have a clear advantage over other warbeasts when it comes to STR, life spirals, and power attack options. On the other hand, they do not possess nearly as much maneuverability as other warbeasts. The Archangel is a bit of an exception to that rule thanks to Ride-by Attack, Flight, and the highest colossal/gargantuan SPD stat on record. Ride-by Attack certainly facilitates the Legion's known advantage when it comes to hit-and-run tactics, and though the Archangel still needs room to land, Flight allows it to charge right over intervening models without a carefully orchestrated activation order.

The Archangel does not sacrifice melee or ranged damage output for its maneuverability, however. It has a pair of P+S 17 Claw attacks as well as a P+S 19 Bite attack with the first-ever instance of Consume (not Critical Consume). The Archangel immediately swallows any small-based non-warcaster/non-warlock model regardless of damage boxes, Tough rolls, or other defensive measures.

Its Dragon Breath ranged attack is an exceptionally efficient weapon. Its 2-4 Strafe shots make it reminiscent of the Seraph's Blight Strike but with POW 14, AOE 3, and Critical Fire on each Strafe shot. With RAT 5 and FURY 4, the Archangel has impressive ranged capabilities, and it can use Ride-by Attack to fire the Dragon Breath at any point during its movement.



RASK

MINION BOG TROG WARLOCK

RASK						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	7	15	15	5



TRIDENT CANNON			
RNG	ROF	AOE	POW
10	1	—	12



SACRAL BLADE	
POW	P+S
4	11

FURY	6
DAMAGE	15
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: DARK WATERS

When Rask calls upon the dark powers he has mastered amid the dank fens and marshes, he summons into being a thick and murky fog redolent with the stench of the swamp, blinding his enemies and making the air itself almost too thick to move through.

While in Rask's control area, friendly Faction models cannot be targeted by attacks or charges made by models more than 5" away from them. Dark Waters lasts for one round.

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

RASK

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

Call to Sacrifice [Bog Trog] – If this model is disabled by an enemy attack, you can choose a non-disabled trooper model of the type indicated in its command range to be destroyed. If another model is destroyed as a result of Call to Sacrifice, this model heals 1 damage point.

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

TRIDENT CANNON

Magical Weapon

Ammo Type – Each time this weapon is used to make an attack, choose one of the following abilities:

- **Arcane Interference** – When this model hits another model with an attack, upkeep spells and animi on the model hit expire and it loses the focus points on it. When this model hits a warjack with an attack, that warjack suffers Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)
- **Energy Siphon** – When this attack hits an enemy model with 1 or more focus or fury points on it, that model loses 1 focus or fury point and this model gains 1 fury point.
- **Paralysis** – A living model hit by this weapon has its base DEF reduced to 7 and cannot run or charge. Paralysis lasts for one round.

SACRAL BLADE

Magical Weapon

SPELLS	COST	RNG	AOE	POW	UP	OFF
ADMONITION	2	6	-	-	YES	NO
When an enemy model advances and ends its movement within 6" of target model in this model's battlegroup, the affected model can immediately advance up to 3", then Admonition expires. The affected model cannot be targeted by free strikes during this movement.						
BOUNDLESS CHARGE	2	6	-	-	NO	NO
During its activation, target friendly model can charge without spending focus or being forced and gains +2" movement and Pathfinder when it charges. Boundless Charge lasts for one turn.						
FURY	2	6	-	-	YES	NO
Target friendly model/unit gains +3 to melee damage rolls but suffers -1 DEF.						
INHOSPITABLE GROUND	3	SELF	CTRL	-	NO	NO
While in this model's control area, enemy models treat open terrain as rough terrain. Inhospitable Ground lasts for one round.						

Rask

Rask is a mighty bog trog warlock who has traded his people's freedom for some degree of personal autonomy from the bloodthirsty gatormen. Cold and calculating, Rask is a formidable hunter, a skilled warrior, and one of the most ruthless and self-serving creatures in the Blindwater Congregation. Rask prefers to bring his enemies low through a combination of potent sorcery, peerless knowledge of the terrain, and a host of devious trick and obfuscations.

Using Rask

Though not as sturdy as the Gatorman warlocks in terms of ARM or damage boxes, the Bog Trog warlock Rask is actually tougher to dispatch than his brawnier peers. Call to Sacrifice ensures that the cruel and opportunistic warlock cannot be destroyed by most enemy attacks as long as sacrificial Bog Trogs remain within 5". Beyond his own ability to thwart death time and time again, Rask's Dark Waters feat temporarily bestows his entire army with immunity from attacks originating over 5" away.

Rask's ability to evade death is an important aspect of the warlock, but his ranged weapon is also central to his play style. The Ammo Type abilities on his magical trident cannon give him great versatility. He can hinder warjacks, hinder warbeasts, hamstring living models, or even strip enemy upkeep spells from his target.

Rask also has a rock solid spell list that is sure to excite Blindwater Congregation players worldwide. The army support spells Admonition, Boundless Charge, and Fury give him some amazing tools to support his battlegroup and warriors alike, and Inhospitable Ground allows him to mire his enemies, further limiting the damage they can deal his forces.



GEN CON 2012

BY LYLE LOWERY

Gen Con was awash with Privateer Press fever as two of the year's most anticipated releases, *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules* and *LEVEL 7 [ESCAPE]* made their debut. Eager gamers waited in a giant snaking line that wrapped around the convention floor to get their copies of the hot releases before they sold out. In addition to the fervor over the new products, there was a lot of WARMACHINE and HORDES action going down in the nearby Privateer Press events area!

WARMACHINE and HORDES players converged upon Gen Con to fight for bragging rights in various tournaments. Two of the most popular events were the Hardcore and Masters tournaments. Throngs of gamers competed for the camaraderie, the competition, and of course to have a good time.



HARDCORE

Gen Con's annual Hardcore tournament draws some of the toughest WARMACHINE and HORDES competition in the world. Players eager to prove their mettle throw down in a tournament format that requires finely honed skills, mental toughness, and dedication. With challenging time restrictions, a single-list format that requires players to construct well-rounded armies, and fully painted requirements, Hardcore tournaments are not for the faint of heart.

HARDCORE AWARDS

Vanquisher	Most Games Won
Executioner	Most Enemy Army Points
Mage Hunter	Fastest Warcaster / Warlock Kill
Master Craftsman	Best Painted Army

After five rounds of intense competition, Brian White claimed the Vanquisher title with his Harbinger of Menoth-led Protectorate army. Chuck Elswick racked up the kills with his Trollbloods en route to an Executioner title. Keith Christianson's lethal Legion of Everblight list secured the fastest caster kill and with it the Mage Hunter title. Finally, Brandon Hodgins' beautifully painted Circle Orboros army won Master Craftsman.

VANQUISHER — BRIAN WHITE

Harbinger of Menoth	+5
Devout	5
Avatar of Menoth	11
Choir of Menoth (4)	2
Knights Exemplar	5
Exemplar Vengers (5)	11
High Exemplar Gravus	5
High Paladin Dartan Vilmon	3
Paladin of the Order of the Wall	2
Nicia, Tear of Vengeance	3
Vassal of Menoth	2
The Covenant of Menoth	2
Madelyn Corbeau, Ordic Courtesan	2
Saxon Orrik	2
Total	50



NQ: How did you put your list together?

BW: I debated whether I wanted to play the Harbinger of Menoth or Grand Scrutator Severius for Hardcore. I felt Severius was better at a single-list event because he doesn't cringe at certain casters (like Ravyn), but I have much more fun playing the Harbinger. I settled on the caster I enjoy playing the most.

As far as the Harbinger's list, this time she had her pick of everything since she didn't have to share characters with another caster. This meant instantly adding the Avatar and the Covenant of Menoth. I enjoy the play style of melee-oriented armies, so that was the focus of my list. I normally include a Reckoner and Daughters of the Flame,

but my Exemplar Vengers had been doing so well in the Rites of Passage I dropped the Reckoner and the Daughters (plus a Knight Exemplar Seneschal) for Vengers and High Exemplar Gravus. With Crusader's Call, the Vengers have a 15" threat range, which is usually enough to get the first strike, and they have good durability between the Harbinger's feat and Martyrdom.

To round out the list, I added a unit of Knights Exemplar for extra armor-breaking attacks, the Choir of Menoth and a Vassal of Menoth for support elements, and then as many solos as I could fit. Martyrdom on pieces like Vilmon, Nicia, and especially the Covenant of Menoth can have a big impact on the game.

One thing of note, I like running Madelyn Corbeau with the Harbinger. Keeping her in base-to-base contact with both the Harbinger and the Covenant extends their command ranges to 11", plus Intrigue on the Harbinger can end a game.

NQ: What was your favorite moment during the tournament?

BW: I would have to say when the Harbinger of Menoth cast Cataclysm twice against a Conquest from about 7" away. It was something I did not expect to happen going into the event. My opponent that round was playing Forward Kommander Sorscha with the new Theme Force from *No Quarter* #43, and he was using a pair of Conquests. I was able to take down the first Conquest fairly quickly with the Avatar, Vengers, and some Knights Exemplar, but the second one was a different story.

Near the end of the game, I was rapidly running out of models that could do any significant damage to the colossal, plus he had Battle Mechaniks there fixing it. So I had to resort to the Harbinger of Menoth casting Cataclysm twice to put some extra damage on the Conquest and kill the Battle Mechaniks that were in base-to-base with it. The tactic worked, thankfully. The spell did enough damage to finish off the Conquest's movement and super system, plus it killed enough Mechaniks they needed to make (and failed) a command check! My opponent was a great guy, and he was very amiable throughout, even during points in the game where things didn't go his way. It was my favorite game of the convention.

NQ: Do you think you will make many changes for next year?

BW: Most certainly. Though it is hard to say what the changes will be. It is still a bit early to see what impact colossals are going to have on the tournament scene. In a year's time everyone will have their big new toys and will have had time to test them out thoroughly. Plus new casters! I'm certainly looking forward to testing out the new releases for the factions I play.

EXECUTIONER—CHUCK ELSWICK	
Madrak Ironhide, World Ender	+5
Dire Troll Bomber	10
Troll Impaler	5
Trollkin Runebearer	2
Fell Caller Hero	3
Krielstone Bearer & Stone Scribes (6)	4
Stone Scribe Elder	1
Pyg Burrowers (10)	6
Trollkin Fennblades (10)	8
Trollkin Fennblade Officer & Drummer	2
Cylena Raefyll & Nyss Hunters	10
Gatorman Witch Doctor	3
Swamp Gobber Bellows Crew	1
Total	50

Chuck Elswick led his Trollbloods on a bloody path of devastation, piling up 234 army points on his way to a 4-1 record. Elswick managed to score 61 points in three consecutive games, ensuring the Executioner medal was his and his alone.

MAGE HUNTER KEITH CHRISTIANSON Machinations of Shadow: Tier 4	
Vayl, Consul of Everblight	+6
Ravagore x2	18
Angelius x2	16
Scythean	8
Harrier	2
Blighted Nyss Legionnaires (10)	6
Spawning Vessel (6)	3
Blighted Nyss Shepherd x2	2
Spell Martyr	1
Total	50

Keith Christianson commanded his lightning-fast Legion list to great effect, expertly compiling an impressive 4-1 record. His list was as efficient as it was effective, securing the tournament's fastest caster kill in five minutes and forty-five seconds.

MASTER CRAFTSMAN—BRANDON HODGINS

Brandon Hodgins' Circle Orboros army is truly a thing of beauty. Take a look at his Baldur-led force and it's plain to see why Hodgins took home the Master Craftsman title!



MASTERS

The Masters tournament at Gen Con is one of the most prestigious events for WARMACHINE and HORDES players. Tournament hopefuls face a huge field of highly skilled players where the fierce competition forges only the most worthy winners. This year, Brian White squared off against Jason Flanzer, the Lock & Load 2012 Masters champion, for ultimate victory. In the end, White's Protectorate of Menoth army defeated Flanzer's Trollblooms in an epic final showdown.

CHAMPION—BRIAN WHITE List 1	
Grand Scrutator Severius	+6
Repenter	4
Blessing of Vengeance	7
Sanctifier	9
Avatar of Menoth	11
Choir of Menoth (6)	3
Daughters of the Flame	5
Exemplar Errants (10)	8
Exemplar Errant Officer & Standard	2
Holy Zealots (10)	6
Monolith Bearer	2
Exemplar Errant Seneschal	2
Knights Exemplar Seneschal	3
Visgoth Juviah Rhoven & Honor Guard	4
Vassal of Menoth x2	4
Vassal Mechanik	1
Hierophant	2
The Covenant of Menoth	2
Wracks	1
Rhupert Carvolo, Piper of Ord	2
Eiryss, Angel of Retribution	3
Total	75

NQ: How did you put your lists together?

BW: I really enjoyed the 75-point limit for Masters. Even at 50 points, I frequently feel like I can barely fit everything I need, and I rarely have any additional points for the extras I want. Increasing the point size is, of course, a trick in this regard. There were always more things that I "needed," so even at 75 points I felt a little constrained. Somehow, I didn't even get Gorman di Wulfe in either list, and I can't explain how that happened.

What I did to make my 75-point lists was take my 50-point character-restricted lists for Grand Scrutator Severius and the Harbinger of Menoth. I have refined these lists over time and adding to them was much easier than starting from scratch. It gave me a foundation with which I was very comfortable. I did make sure to add an additional heavy warjack in each list, as I figured I'd see more heavy armor at this point level and didn't want to be lacking in the ability to kill enemy warbeasts and warjacks. For both

CHAMPION—BRIAN WHITE List 2	
Harbinger of Menoth	+5
Devout	5
Redeemer	6
Reckoner	8
Sanctifier	9
Choir of Menoth (6)	3
Daughters of the Flame	5
Knights Exemplar	5
Exemplar Vengers (5)	11
High Exemplar Gravus	5
High Paladin Dartan Vilmon	3
Paladin of the Order of the Wall x2	4
Nicia, Tear of Vengeance	3
Vassal of Menoth x2	4
Wracks	1
Madelyn Corbeau, Ordic Courtesan	2
Anastasia di Bray	2
Kell Bailoch	2
Saxon Orrik	2
Total	75

lists, the heavy I added was the Sanctifier, largely because it can run fairly focus independent. I also added in some basic ranged support for the Harbinger (a Redeemer and Kell Bailoch), and Severius' list received Zealots and a Monolith Bearer for additional board control.

NQ: What was your favorite moment during the tournament?

BW: As great as it felt to win the Masters, my favorite moment was in round three, though it was definitely a little bittersweet. My third round opponent was another Atlanta player, and he certainly brought his A-game with Lich Lord Asphyxious and Warwitch Deneghra. We both knew it was going to be Asphyxious versus Severius, and moreover, we had practiced this match-up leading up to Gen Con. The practice games were tough and very close, but he was able to beat me both times we played.

It felt great when I was able to win the game when the pressure was on, but it was a bit disappointing that I knocked out another local player to move to the next round. We had been hoping we wouldn't play each other until the last round in the finals.



MASTERS (CONTINUED)

2ND PLACE—JASON FLANZER Runes of War, Tier 4

Hoarluk Doomshaper, Shaman of the Gnarls	+7
Mountain King	20
Mulg the Ancient	12
Earthborn Dire Troll	10
Dire Troll Mauler	9
Troll Axer	6
Trollkin Runeshapers x5	15
Kriestone Bearer & Stone Scribes (6)	4
Stone Scribe Elder	1
Janissa Stonetide	3
Troll Whelps	2
Total	75

After winning this year's Lock & Load Masters tournament, Jason Flanzer once again showed his mastery of the Trollbloods by making it all the way to the finals of the Gen Con Masters tournament. Flanzer is truly at the top of his game right now.

3RD PLACE—JASON WATT

Harbinger of Menoth	+5
Reckoner	8
Avatar of Menoth	11
Hierophant	2
Vessel of Judgment	9
Choir of Menoth (4)	2
Daughters of the Flame	5
Exemplar Errants (10)	8
Exemplar Errant Officer & Standard	2
Visgoth Juviah Rhoven & Honor Guard	4
Exemplar Errant Seneschal	2
High Exemplar Gravus	5
High Paladin Dartan Vilmon	3
Nicia, Tear of Vengeance	3
Reclaimer	2
The Covenant of Menoth	2
Vassal of Menoth x2	4
Gorman di Wulfe	2
Rhupert Carvollo, Piper of Ord	2
Knights Exemplar Seneschal	3
Wracks (3)	1
Total	75

The Protectorate of Menoth was well represented at the top of this year's Gen Con Masters, as first and third place both went to the faction. Jason Watt went 3-1, with his only loss coming to second place Jason Flanzer.

PRIVATEER PRESS FORMULA P3 GRANDMASTER PAINTING COMPETITION

Gen Con's Formula P3 Grandmaster Painting Competition brings out some of the very best painters from the WARMACHINE and HORDES community. Painters from all over the world submitted beautiful models to be proudly exhibited in the Privateer Press booth's display case. This year's talented painters submitted entries into one of six different categories. Each entry was judged individually and on its own merits. The best entries won gold, silver, or bronze. The overall winner of the competition is crowned Grandmaster and wins a \$2,500 cash prize! This year, that distinguished title went to Richard Curtiss for his stunning diorama entitled "RAGE." We caught up with Richard after his big win and this is what he had to say.

NQ: Tell us a little about yourself.

RC: I live in Indianapolis, and I'm the father of two young men. I started miniature gaming about twelve to thirteen years ago, and a by-product of that was painting. Painting has grown into a passion for me that I truly enjoy.

NQ: What inspired you to first start painting?

RC: My inspiration in the beginning was to play with painted miniatures. I also had a great experience at my first Gen Con many years ago, where I met and talked with folks at the Privateer Press booth. At the time, resources were limited for techniques and instruction, and most of what I learned was trial and error. The chance to sit, watch, and ask questions at the booth really inspired me. Today, I'm always looking to advance my abilities and push myself to produce better entries.

NQ: How long have you been painting miniatures?

RC: I would say that I've been painting for thirteen to fourteen years.

NQ: Tell us a little about your entry.

RC: The concept was pretty simple. I wanted to show an event between a WARMACHINE figure and a HORDES figure. I've always liked the story lines for both characters, and I realized how nice they would look together as adversaries. Color choices were also straightforward, primary colors that are very pleasing to the eye.

NQ: How many hours were spent on your entry?

RC: I spent approximately 70 hours on the project.

NQ: What painting techniques do you primarily use (layering, blending, etc.)?

RC: I use a couple of different techniques that work for me. Most of the base, shadows, and highlighting are done with the two-brush technique. Once I'm happy with the overall look, I use thin glazes to smooth transitions.

NQ: What are you working on now?

RC: I'm working to finish a new Khador army and looking forward to the Formula P3 Grandmaster Painting Competition next year.



CATEGORY & GOLD MEDAL WINNERS

There were many other beautiful models that deserved gold medal recognition.
Here are the gold medal winners from this year's Gen Con Grandmaster Painting Competition!

SINGLE MODEL



SAM LENZ
LYLYTH, HERALD OF EVERBLIGHT



BENJAMIN WILLIAMS
VLADIMIR TZEPESCI, GREAT PRINCE OF UMBREY



ANTHONY PARTRIDGE
LORD CARVER, BMMD, ESQ. III



ZACH LANIER
COMMANDER STRYKER

WARJACK/WARBEAST



SAM LENZ
DIRE TROLL MAULER



TOM SCHADLE
BEHEMOTH



RICHARD CURTISS
JUGGERNAUT

BATTLGROUP



TOM SCHADLE
RETRIBUTION BATTLGROUP

UNIT



TOM SCHADLE
MAGE HUNTER STRIKE FORCE



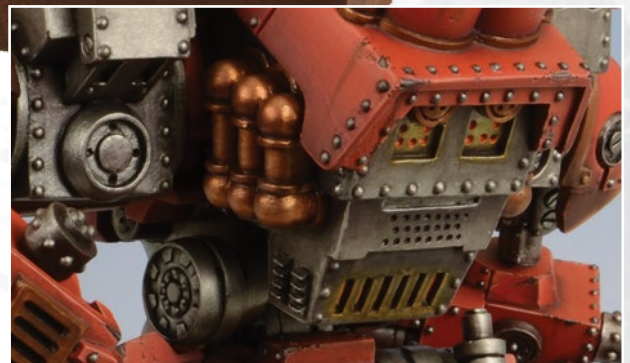
SAM LENZ
TROLLKIN RUNESHAPERS



MASSIVE



RICHARD CURTISS
CONQUEST



DIORAMA



RICHARD CURTISS
"RAGE"



GUTS & GEARS

LONG RIDERS

BY WILLIAM SHICK • ART BY CHRIS BOURASSA, MATT DIXON, AND MATTHEW D. WILSON

Excerpt from a Report to the Ministry of the Great Vizier, Sections Four and Five: Sustenance and Commerce Boards, compiled by Pytor Olivanko, 608 AR

Esteemed sirs,

Following recent military conquests we find ourselves at a point where we must look at the logistics and stabilization of our glorious empire. Gains in both Llael and the Thornwood have provided untold riches in terms of material resources; however, such gains have also brought a surge in population, specifically in former Llael, and our extended military campaigns have required more and more of the empire's food reserves.

While the development and expansion of our proud military must be given precedence, our next imperative should be the expansion and development of new farmlands. It was originally thought the rich agricultural land of Llael would greatly increase our empire's food stores. Unfortunately, the continued fighting in Llael has led to an ever-increasing food shortage in that region, placing additional strain on our domestic stores. With the Protectorate of Menoth now contesting our dominance and no current end to the fighting in sight, we cannot depend on this new region to become self-sufficient any time soon.

Our only option, therefore, is to develop new agricultural lands closer to home. Though our glorious empire has made use of much of the prime farmland available to it, there are still places in which farming can be made viable. Of prime interest to our survey are the expansive plains south of the Kovosk Hills and the smaller expanse between Cherov-on-Dron and New Vroggen.

These two areas represent an exceptional amount of untapped arable land. However, our attempts to establish new farms have met with a significant hurdle, as these plains are the ancestral homes to several trollkin tribes and the last remaining bison herds. It seems there is a reason the current invisible borders between our agricultural lands and the great plains exist, and it is not only due to the difficulties of making the land produce.

The scattered nomadic tribes of the area are highly territorial. Unlike the trollkin tribes that reside in the Scarsfell Forest and Blackroot Wood who build sedentary villages, the tribes of the

plains are constantly in motion, each laying claim to small roving herds of bison. This tendency makes conflict much more likely between them and any citizens who attempt to settle the area. The viciousness of the trollkin response to any intrusion has made even our most stalwart citizens extremely reluctant to settle these lands without promise of significant military protection. As one elderly farmer told me during our survey, "I wish to serve the empire, but I cannot do that crushed beneath the hooves of a bison or cloven in twain by a trollkin axe."

If there is one positive note to this situation it is that evidence suggests the number of tribes and their bison herds that inhabit these areas are dwindling; albeit, for reasons unknown. I was fortunate enough to have acquired the services of several Andulhar, Khadorans who still live a hunter-gatherer existence on the plains. They informed me the bison herds had been steadily disappearing over the last few years along with their trollkin warders. After reviewing military reports filed between 500 AR and 603 AR on trollkin population and the possible dangers they posed to the national state, I have reason to believe the accuracy of the Andulhars' claims. While the explanation for this exodus may remain a mystery, the timing could not be better.

It is the duty of each and every patriotic Khadoran to sacrifice comfort in service to the empire; however, a starving population is an unproductive population. It is imperative in this time of expansion that we continue to provide the necessary sustenance to each and every citizen. Therefore, I strongly recommend a military force be established to purge the remaining trollkin tribes from the Cherov/Vroggen region and the plains in western Umbrey to make way for much-needed agricultural endeavors as soon as possible. I have no doubt the might of our forces will make short work of the disparate nomadic tribes that remain within our sovereign border.

Your Loyal Servant,

Pytor Olivanko

An Oral History of the Long Rider Tradition, as given by Thobrek Grindor of the Hathor Tribe Southern Plains of Khador, 608 AR

Though many among the kriels cannot remember a time when the long riders did not thunder across the open plains to smash asunder those who threaten our kin, our proud tradition was not born with our race but forged from the necessity of war.

Before the Molgur were broken upon the Shield of Thrace, before even Horfar Grimm was birthed into this world, trollkin warrior and bison lived as predator and prey. The bison provided our people everything they needed to survive in a hostile world. In that time, the herds stretched as far as the eye could see across the vast and untamed plains of western Immoren. Legends say a trollkin could walk for days before finding the end of a single herd and had only to walk a few hours before encountering the next.

Even in this time of plenty conflict still ruled the land. Our kin competed with the scattered human tribes who sought to control the bison for themselves. But our strength was more than enough to keep the predations of primitive man

at bay, and our kin enjoyed a time of plenty. The bison provided all they needed to sustain themselves, and our kin's reliance on the herd shaped our way of life.

As time passed, the human tribes changed beneath the stern eyes of their god Menoth; soon they settled into towns and then the first cities. Strengthened by their unity, the men focused their efforts toward mastering the world and bending all of Immoren to their will. It was during this time mankind broke the wild horses that also roamed the plains, and in doing so crafted a powerful new weapon. Atop their mighty steeds, the men of the north gave themselves a new name, horse lord.

The horse gave man the advantage he needed against our kin, and we found ourselves driven from our ancestral lands. Try as we might, we could not stand against the power of horse and rider, and many of our ancestors bled their last pierced by lance or trampled by hoof. For a time, any land men desired they took from our kin.

No one truly knows from whom or exactly when our tradition first arose. Such knowledge has been lost to the mists of history, and legend must pass for truth. Some stories speak of a young shaman named Korgut Rokslayer who, when his tribe was attacked by human horsemen, jumped upon the back of a bison in order to create a stampede, shattering the opposing army beneath hoof and horn. Other legends speak of three brothers who were banished from their tribe, only to emerge years later when vicious Tharn beset their kin. The brothers charged from the hills upon the backs of bison and scattered the Tharn like leaves in the wind. When asked how they had come to ride their powerful mounts, the brothers said that Dhunia herself had brought them together, and it was now their mission to spread this new method of warfare to the kriels.

Whatever the true origins of our tradition, the day trollkin warrior and bison were joined our connection with the great herds forever changed. Not only did the bison provide everything our kin needed to sustain life, they also provided a way to protect it.

As a mount, the bison is a perfect steed for the kin. Horses are unsuitable because they fear our scent. The bison has no such inbred fear and tolerates all our kind, knowing themselves more than capable of handling any threat. Their hardy physique also makes them well suited to the rugged conditions of our homeland, and they require less dedicated care than the steeds of the human nations. A much desired trait, given the tough life we lead on the plains.



The first long riders rode their steeds bareback, as our kin lacked the knowledge to craft saddles or tack and harness. Even with this disadvantage, the power of bison and trollkin was a sight to behold, and the humans soon found the power of their horses broken by the first long riders. As those of you who prove worthy of our tradition will come to discover, there is nothing more satisfying than the thunderous impact of your bison colliding with a mounted foe and seeing enemy rider and steed sent crashing to the ground.

Adaptability has always been a hallmark of our race, and it served us well in mastering this new kind of warfare. To become a true long rider takes years of training and practice. A long rider does not seek to dominate his mount like the riders of other races. Instead we form a partnership with our steeds. Thanks to this union, a long rider can control his mount without the use of bit and bridle, leaving both hands free for combat.

Those outside our tradition quip that a long rider is married to his bison and when one is agitated so is the other. Where they find humor, a long rider finds perfection in his art. With just the slightest press of leg to flank, a long rider's bison knows when to turn, when to halt, and most importantly, when to lower its head and charge.

Seeing our strength, our enemies found new ways to destroy our ability to oppose them. As they built their cities and railroads, they began a systematic slaughter of the great bison herds. They killed not for food or even sport, but only to remove our way of life entirely, and in doing so make way for their own. As the years passed, the plains that once stretched across western Immoren shrank, as did the great bison herds that called them home.

Today, the great herds are gone, and those that remain are shadows of their ancient glory. Where once we looked to the bison for sustenance and survival, the small herds that remain now look to us for protection. We are the shepherds of the long rider tradition, our way of life. While our traditional lands may be shrinking, we will not allow our ways to be erased from the face of Caen. Many of our brothers have heeded the call of Madrak Ironhide and have taken their herds to join his united kriels. Some, like our proud kriel, have remained in our ancestral home, finding safety amid the untamed fringes of mankind's domain. We know this is only a temporary respite from the ravenous appetites of man. War will find us, as it always has. The long riders shall be ready to crush those who come seeking violence beneath thundering hooves or cleave shield, armor, and flesh with our axes.

LONG RIDER

PREREQUISITES: TROLLKIN



STARTING ABILITIES, CONNECTIONS, AND SKILLS	Abilities: Bull Rush, Cavalry Charge, Trained Rider (Bison) Military Skills: Great Weapon 1 or Hand Weapon 1, Shield 1 Occupational Skills: Animal Handling 1, Lore (Trollkin) 1, Riding 1
STARTING ASSETS	75 gc, bison, tack and harness
LONG RIDER ABILITIES	Bull Rush, Cavalry Charge, Combat Rider, Expert Rider, Follow Up, Line Breaker, Load Bearing, Mounted: Counter Charge, Ride-by Attack
LONG RIDER MILITARY SKILLS	Great Weapon 4, Hand Weapon 3, Shield 4, Unarmed Combat 3
LONG RIDER OCCUPATIONAL SKILLS	General Skills 4, Intimidation 4, Survival 3

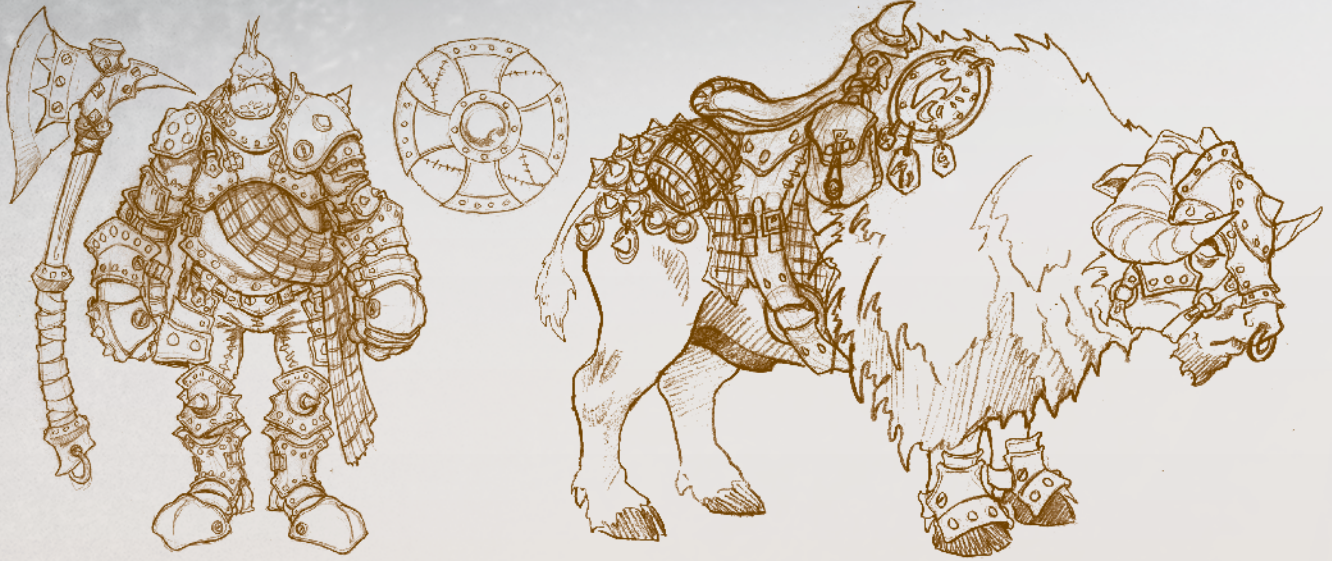
The Long Rider is the mounted warrior of the trollkin kriels. Eschewing horses, Long Riders ride to battle atop powerful bison. The combination of fearsome trollkin warrior and hulking bison is a formidable force, and when charging at a full gallop, they are capable of smashing a heavy steamjack to the ground.

The life of a Long Rider is a nomadic one, and these warriors are rarely found out of the saddle for long. While many fight to defend kith and kriel, some find the call of adventure too great to ignore and set out to earn fame and fortune in the dangerous lands of the Iron Kingdoms.

Playing a Long Rider: The Long Rider career is all about mounted combat, and few other starting careers can boast such skill while mounted. Bull Rush allows the Long Rider the ability to perform Slam power attacks with his bison, giving him a powerful advantage when facing dangerous enemies such as steamjacks. The Long Rider can pair with a number of different careers. The Soldier career increases the deadliness of the Long Rider's combat capabilities, while the Highwayman career gives the Long Rider access to ranged attack options while mounted thanks to Saddle Shot and Pistol 1. Of course, pairing the Long Rider with the Fell Caller career can create a uniquely trollkin character with powerful ranged and melee capabilities.

As he gains experience, the Long Rider's skill when fighting mounted only increases. Adding abilities like Mounted: Counter Charge, Ride-by Attack, and Line Breaker make the Long Rider a mobile bastion of devastation.





NEW ABILITY DESCRIPTIONS:

BULL RUSH

Prerequisite: Riding 1

When riding a mount this character may perform Slam power attacks. A slammed character suffers a damage roll with a POW equal to the current POW of the attacking character's mount. After resolving a Slam power attack, the attacking character can make one normal melee attack.

FOLLOW UP

Prerequisite: Riding 2, Bull Rush

When this character Slams an enemy character while mounted, immediately after the Slam is resolved this character can advance directly toward the slammed enemy character up to the distance the slammed character was moved.

LINE BREAKER

Prerequisite: Riding 3, Cavalry Charge

The character gains an additional die on impact attack rolls.

TRAINED RIDER

Prerequisite: Riding 1

The character has been trained to ride a mount that is otherwise impossible to ride, such as the mighty bison. A character can have this ability several times, each time choosing a different mount type.

NEW EQUIPMENT:

BISON:

PHY	14	SPD	7	STR	14
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Cost: 240 gc

Description: A bison is a strong and powerful animal indigenous to the great plains of southern Khador. Native trollkin kriels have trained these animals as steeds since the days of the original Horselords. Though not as fast as their equine counterparts, bison make up for their slower gait with a devastatingly effective charge, which can send even heavy steamjacks flying. A bison can make Cavalry Charges and Bull Rushes when ridden by a skilled rider.

Only a trollkin character with the Trained Rider (Bison) ability can ride a bison.

A bison has ARM 14 and 14 vitality points. Unmounted, a bison has DEF 10.

A bison can be equipped with barding of any type. However due to the size and unique nature of the bison's frame, all barding costs an additional 20% over the listed price.

A perturbed bison without a rider can kick with MAT 5. The animal can also make impact attacks. Anyone hit by a bison attack suffers a damage roll with a POW equal to the bison's STR.



THE RUNDOWN

In a faction that specializes in being hard to kill, the Long Riders sit near the top of the heap of tough, tenacious Trollblood units. They're the only cavalry unit with 8 wounds per trooper and the only cavalry unit that can perform the Slam power attack. They do have the disadvantage of being slightly slower than other cavalry units (SPD 7), but the Long Riders' pros outweigh their cons by a healthy margin.

Their SPD 7 is the highest base SPD for any Trollblood unit, and the Long Riders are a great flanking unit. However, you won't always want to move them out of the synergistic "web" of overlapping effects from Krielstone Bearers, Fell Caller Heroes, and similar support options that often occupy the Trollbloods' second ranks. No matter their position, Long Riders pack the most punch when they have room to take full advantage of cavalry charge, Brutal Charge, or Bull Rush.

THE CHARGE

The Long Riders' large bases serve them well in offensive capacities but can work against them on defense. While their ARM 17 and 8 wounds are solid, it only takes a couple of charges or boosted damage rolls to reliably destroy a Long Rider trooper (Tough rolls notwithstanding). The easiest way to ensure they make it to the charge is to buff their defensive stats. The Krielstone Bearer & Stone Scribes raise the Long Riders to ARM 19, for instance. Similarly, a Stone Scribe Chronicler can give them Concealment and push their effective DEF to 14, which will negate some attacks entirely.

Making sure the Long Riders get the opportunity to charge or slam is critical. Experienced opponents will engage a Long Rider unit to deny them the charge or Bull Rush order. Run a little interference of your own to counter this. Any unit, warbeast, or solo can get in the way of an opposing melee threat, but smaller, less-expensive options like Troll Whelps and Pyg Burrowers are good candidates for the job.

THE STAMPEDE

On the offense, first remember the rules for Cavalry Charge, which grants Impact Attacks and +2 to charge attack rolls. Add in War Cry from a Fell Caller Hero to push their POW 14 Mount attacks up to an effective MAT 9 and their charge attack rolls to MAT 11. Animi like

Flaming Fists and Rage can increase the Long Riders' axes to P+S 16 or even 17 on the charge.

And then there's Bull Rush. Long Riders provide up to five large-based models' worth of slams and collateral damage without any resources from the warlock. Keep in mind that Slam movement must move directly towards the targeted enemy model. If you try to use more than one Long Rider to Slam the same model, they might get in each others' way. The Bull Rush order also allows the Long Rider to make a mount attack even if doesn't move far enough for a Slam. Use it to get two attacks out of each Long Rider trooper when in melee.

No discussion on pushing the envelope on Long Riders would be complete without talking about the peerless Horthol, Long Rider Champion. He extends two very important benefits to Long Riders. First, he gives them boosted Impact attack rolls. This greatly reduces the chance that a bad die roll will halt a charging Long Rider. Secondly, they gain Follow-Up, which allows the Long Rider to move up to base-to-base with a model Slammed. Along with the second melee attack, it also pushes the Long Rider into a deeper position into the enemy's ranks.

FOLLOW-UP

Unlock all the potential out of your Long Riders units by using your warlock's spells and abilities to their fullest.

- Madrak, Thornwood Chieftain's Sure Foot can stack with other defensive measures to turn the Long Riders into a nigh-immovable wall of meat. On the offense, Carnage makes the Long Riders highly accurate, while Madrak's feat takes full advantage of their Reach and large bases.
- Grissel Bloodsong's suite of fell calls and her Calamity spell overlap to ramp up the Long Riders' offensive output. Hoof It and Fell Chorus allow the Long Riders to flank and then reposition behind enemy lines.
- Borka Kegslayer's Iron Flesh cuts both ways for Long Riders, raising their DEF to 15 while reducing their SPD, which precludes them from charging or slamming. On the other hand, his feat shifts the Long Riders' Bull Rush order into overdrive.
- Madrak Ironhide, World Ender's spells hand over Pathfinder and additional damage dice to Long Riders. His feat stacks very well with their large bases, Reach, and Horthol's Follow-Up. Also pay heed to Epic Madrak's Theme Force, End Times. It makes Long Riders FA: 2.

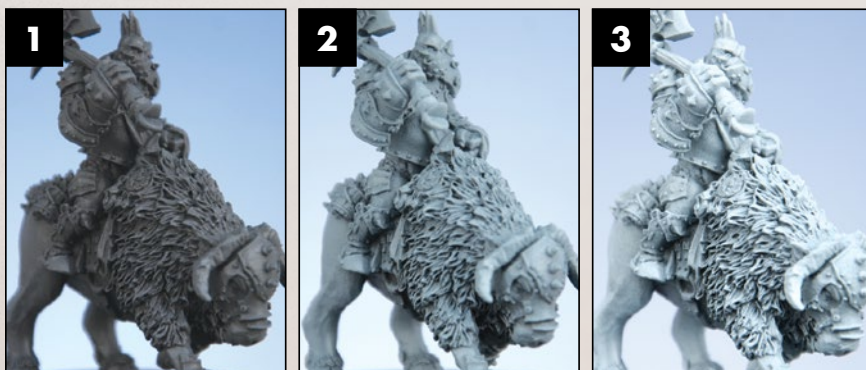
LONG RIDERS OF THE NORTHERN KRIELS

BY LEO CARSON

There are a couple of distinguishing factors that set the trollkin of the northern tribes apart from trollkin of other regions. Their skin color tends to be a lighter shade of blue and different breeds of winter bison provide a cooler but equally deadly aesthetic to the Long Riders. The bison are done with white skin and dark, blue-grey manes. The Long Riders quills are done in orange to contrast their skin and the metals tend to be particularly dark.

For the majority of this tutorial, I used the two-brush blending technique. The basic concept is to apply shading and highlights with one brush, called the applicator brush, then blend the paint into the surface beneath it with a second brush, called the blending brush. A light back-and-forth motion as you pull back from the surface of the paint will achieve the best results. Once mastered, this method allows for greater jumps in value between layers when compared to other techniques.

It is also important to remember painting is an organic process. Often it is necessary to rework areas of the model as the model comes together. Constantly evaluate the piece; every time you sit down after a break, take a breath, and look. What are your impressions? This is good insight into what people will likely be thinking when they pick up your model.



UNDERPAINTING

Using an airbrush to do underpainting gives the best coverage for basecoats and provides a bit of preliminary shading. A simplified version of this effect can be achieved using black and white primers. Prime the miniature black, then lightly dust white primer at a ten o'clock to two o'clock angle downward until the very top of the miniature is pure white.

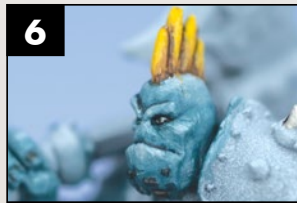
- 1) Over the underpainting, prime the miniature with Formula P3 Black Primer. As always, do this in several layers. First give the miniature a light dusting to give the surface some tooth and then go over it with a heavier solid layer.
- 2) A bluish tint to the underpainting will make life a little bit easier down the road. Load your airbrush with a mixture of Greatcoat Grey mixed with a small amount of Frostbite. Then, holding the miniature in your gloved offhand, spray light bursts from a downward angle. This first coat should be fairly heavy, solidly covering the upper portions of the Long Rider.
- 3) Now use Frostbite and Morrow White for the final layer. Remember to maintain a proper consistency with your paint. Spray a lighter coat at a steeper angle. Very sparingly hit the very highest, most vertical facing pieces of the miniature.

Colors Used: Formula P3 Black Primer, Frostbite, Greatcoat Grey, Morrow White



WHAT YOU NEED

- 'Jack Bone
- Beast Hide
- Black Primer
- Bloodstone
- Bloodtracker Brown
- Brown Ink
- Coal Black
- Exile Blue
- Frostbite
- Greatcoat Grey
- Ironhull Grey
- Menoth White Base
- Menoth White Highlight
- Molten Bronze
- Morrow White
- Pig Iron
- Quick Silver
- Rucksack Tan
- Sanguine Base
- Skorne Red
- Tamar Black
- Thornwood Green
- Turquoise Ink
- Trollblood Base
- Trollblood Highlight
- Umbral Umber
- Underbelly Blue



SKIN

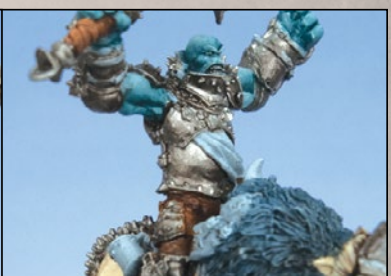
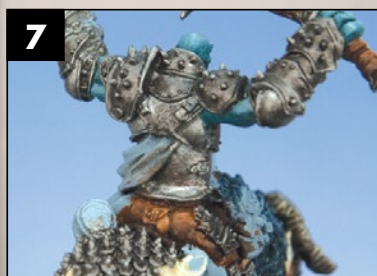
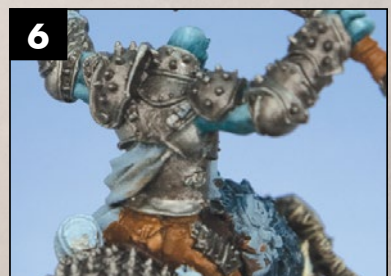
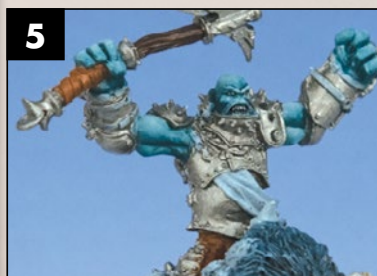
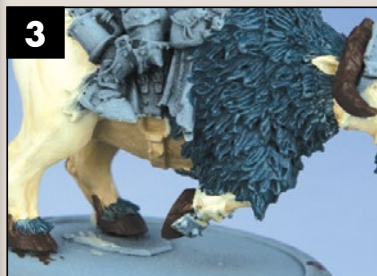
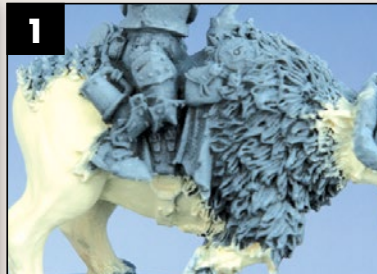
- 1) Basecoat the trollkin flesh with a mixture of Trollblood Base and Underbelly Blue. Doing this in one, thin layer will preserve some of the shading from the underpriming.
- 2) Apply shading to the underside of the muscles with a mixture of Trollblood Base and Coal Black.
- 3) Apply highlights to the tops of the model surfaces using Underbelly Blue.
- 4) Apply further highlights with a mixture of Trollblood Highlight and Frostbite.
- 5) Shade the darkest areas of the flesh with Coal Black.
- 6) Paint the quills, eyes, and stubble.

Colors Used: Coal Black, Frostbite Trollblood Base, Trollblood Highlight, Underbelly Blue

THE BISON, METAL, AND LEATHER

- 1) Basecoat the bison flesh with Menoth White Highlight
- 2) Shade the bison flesh with Jack Bone.
- 3) Paint the hooves, horns, and backs of the knees with Umbral Umber. Wash the mane with a mixture of Exile Blue and Ironhull Grey.
- 4) Draw lines down the hooves and horns with Rucksack Tan. Further shade the bison flesh with Thornwood Green. Shade the bottom areas of the mane with Tamar Black.
- 5) Basecoat the weapons and armor with Pig Iron and the leather and cloth areas with Bloodtracker Brown. Continue to highlight the bone areas with lines of Menoth White Base.
- 6) Shade the leather and armor with a mixture of Tamar Black and Brown Ink.
- 7) Highlight the metal with Quicksilver and the leather and cloth with a mixture of Bloodstone and Rucksack Tan.

Colors Used: Bloodstone, Bloodtracker Brown, Brown Ink, Exile Blue, Ironhull Grey, Menoth White Base, Menoth White Highlight, Pig Iron, Quicksilver, Rucksack Tan, Thornwood Green, Tamar Black, Umbral Umber



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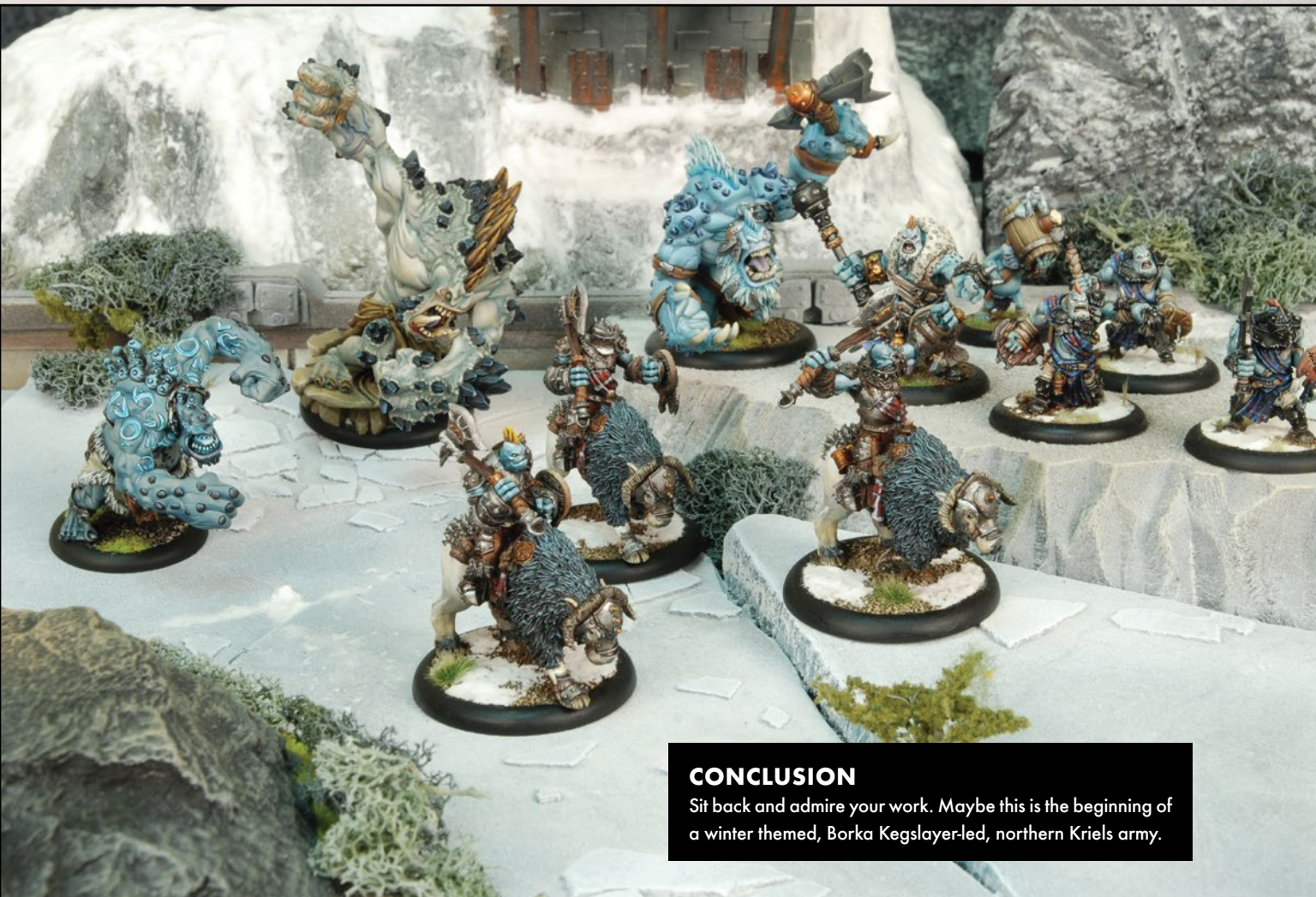
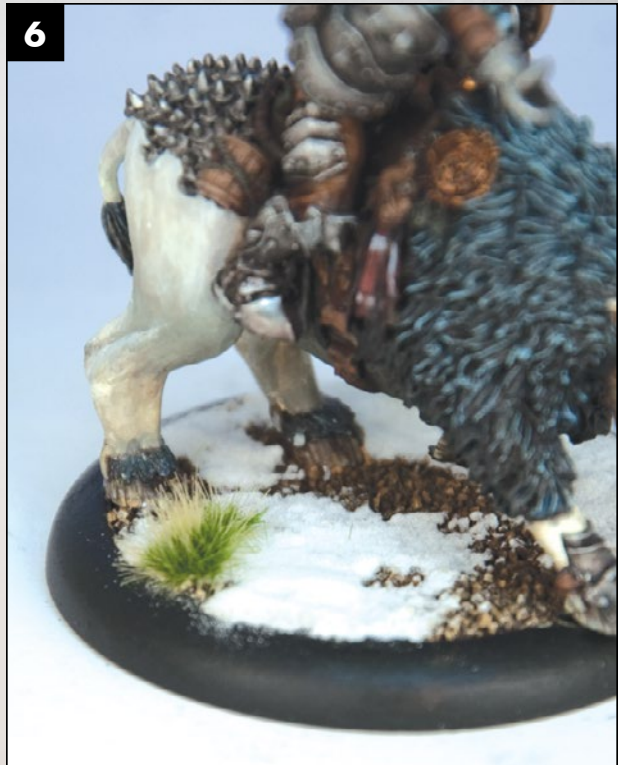
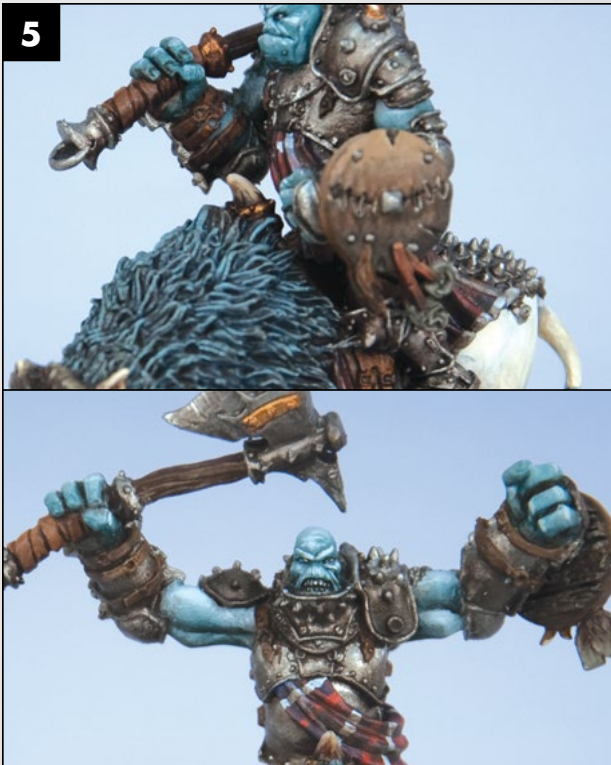
4



COMPLETING THE MODEL

- 1) Basecoat the Tartan with a mixture of Sanguine Base and Skorne Red. Basecoat the pouches and wood areas with Beast Hide. Basecoat contrasting areas of metal with Molten Bronze.
- 2) Paint Skorne Red and Frostbite stripes on the tartan. Instead of drawing each line of the pattern with one brushstroke, single out each plane of the ridges of the cloth and focus on getting one side of the line straight. You're making many, many small connecting lines that are straight on one side and lumpy on the other. Then you're going back and straightening out the lumpy side. The end result is a line smooth on both sides.
- 3) Shade the tartan with Exile Blue mixed with Brown Ink and a little bit of mixing medium. Shade the pouches, wood, and bronze areas with Umbral Umber mixed with Tamar Black and Brown Ink. Use this mixture to add further shading and definition to the whole model.
- 4) Drybrush Underbelly Blue over the top areas of the fur. Paint the eyes and face of the bison.
- 5) Apply the final highlights and shading. Highlight the trollkin flesh with Frostbite, the bison flesh with Menoth White mixed with Morrow White, and the bronze areas with a mixture of Molten Bronze and Quick Silver. Paint the shields and glue them on. Apply any last dark lining to areas that look indistinct.
- 6) For the snow effect, mix white glue and baking soda until you get a frosting-like substance and dab that where you want the snow. The thickness can be used to your advantage to show mounds of snow. While the frosting mixture is still wet, sprinkle dry baking soda over it to add some "fluff;" otherwise, the snow will look slushy when it dries. A couple tufts of light green grass will add some life to the base.

Colors Used: Brown Ink, Exile Blue, Frostbite, Molten Bronze, Morrow White, Quick Silver, Sanguine Base, Skorne Red, Tamar Black, Umbral Umber, Underbelly Blue



CONCLUSION

Sit back and admire your work. Maybe this is the beginning of a winter themed, Borka Kegslayer-led, northern Kriels army.



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

The Gavyn Kyle FILES

Transcribed by Aeryn Rudel
Art by Carlos Cabrera, Jasper Sandner, and Chris Walton

BLOODY BARNABAS

Your request for a dossier on a prominent gatorman leader is one I would ordinarily refuse. As you can imagine, it is quite difficult to track down reliable documents concerning a race without a written language that also shuns human contact. That said, you have chosen the single gatorman, likely in all of western Immoren, with enough influence and history to be a reasonable subject for my services. You will, of course, understand the twenty percent increase to my normal fee—the cost of replacing garments lost to mud alone demands more robust compensation.

Bloody Barnabas is without doubt the most influential gatorman in western Immoren now and perhaps in the entirety of history. I understand that is a bold statement, but as you read the facts, myths, and legends concerning the ancient gatorman shaman, I believe you will come to agree with my assessment. The strength and magical prowess attributed to Bloody Barnabas border on the absurd, and truly he is seen as something far more than mortal by the gatormen under his command. Myths and legends are often rooted in fact, and it may be that Barnabas has accomplished what no gatorman before him has even attempted. He has united large numbers of intensely independent and tribal-minded creatures beneath a single banner.

To truly understand Barnabas, we must delve into his past, a past that is reported to stretch back some three hundred years. Here we may find the answers to two very important questions. First, are the legends and myths concerning Barnabas' power based in fact or are they simply the primitive ramblings of a primitive people? Second, what are Barnabas' true goals and do they represent a credible and imminent threat to mankind?

—GK



Before I ply you with documents dredged up from the depths of history, I feel it is necessary to set the stage with a more scientific approach. Bloody Barnabas is said to be many hundreds of years old, and although I find the idea of a three-hundred-year-old gatorman dubious in the extreme, there is some evidence that gatormen are abnormally resistant to the effects of advanced age. The following document is an excerpt from a treatise penned by the late Professor Conleth Bray, who disappeared in the Fenn Marsh while researching his chosen subjects. The attached portion deals with one of Professor Bray's more controversial theories called "indeterminate lifespan."

-GK

Bloody Barnabas Summary

- * **300 AR:** Estimated date of Barnabas' hatching; unverifiable.
 - * **350 AR:** Barnabas establishes himself as a powerful local war leader and shaman near Blindwater Lake. Leads many successful raids on nearby human villages.
 - * **400 AR:** Begins to conquer other tribes of gatormen, uniting them under his rule. Those that refuse to join him are destroyed. Influence extends to the Bloodsmeath.
 - * **500 AR:** Iconography depicting Barnabas as a deity begins to appear in the Bloodsmeath and as far away as the Fenn Marsh.
 - 541 AR:** Barnabas leads an attack on a Cygnaran supply train near Blindwater Lake, destroying a significant military force.
 - 570 AR:** Barnabas is the undisputed master of the gatormen of the eastern Thornwood. At this time he may have begun to subjugate other swamp-dwelling races, namely the fish-like bog trogs.
 - 606 AR:** Barnabas strengthens his hold on the Fenn Marsh by allying with the powerful shaman Calaban, the Grave Walker.
 - 608 AR:** Barnabas and Calaban attack the river steamer *Alton Alre*, slaughter its passengers, and use the energy derived from their deaths to summon an ancient and powerful swamp spirit.
- *These dates are approximate and the events detailed are attributed to Bloody Barnabas on the dubious theory he is hundreds of years old. The veracity of this information should be considered suspect.

From Gatormen of the Fenn Marsh: A Treatise

By Professor Conleth Bray

A theory commonly held among naturalists is that large reptiles display a trait known as "indeterminate growth." In layman's terms, this means a reptile will continue to grow throughout its life as long as it has access to a stable and constant food supply. There is no upper limit to such growth as long as the creature lives, has enough room to expand its size, and has adequate food. Gatormen, although certainly reptilian, have not inherited indeterminate growth from their primitive forbearers; instead, they display a trait imminently more fascinating.

My research in the Fenn Marsh has revealed that gatormen are highly resistant to the infirmities of age. The Stonescale tribe includes members over a century old, and gatormen as old as two centuries or more are not unheard of. Apparently, if a gatorman does not meet his end through disease, misadventure, or warfare, he can expect to live almost indefinitely. I have dubbed this trait "indeterminate lifespan," and I am in the process of gathering more information on the subject. Although my colleagues have scoffed at what they wrongly term "gatorman immortality," my initial findings suggest that the upper limit of gatorman longevity may be as high as three to four hundred years.

As you can imagine, written records about individual gatormen from three hundred years ago are exceedingly difficult to find. However, much to my surprise, I was able to track down a few letters and other documents describing a gatorman that could be Bloody Barnabas. However, I feel obligated to warn you that the veracity of these accounts are dubious at best. These documents could be describing nearly any powerful gatorman shaman. As such, I have chosen to include only those documents I feel are most probably attributable to Bloody Barnabas.

The first documents date from 355 AR, a correspondence between the eighth Earl of Bloodsmeath and his huntsmen regarding gatorman attacks on local villages bordering the swamp. The huntsman's description of the powerful gatorman chieftain leading the raids is of particular interest.

-GK

Date: Solesh 23rd, 355 AR

To: Sir Varald Elswik

From: Gerrick Blackwerth, Earl of Bloodsmeath

It has come to my attention that the villages on the southern edge of the marsh are under attack by marauding bands of gatormen. There have been petitioners at my gates every day for the past fortnight demanding recompense for destroyed property and slain loved ones. My patience is growing thin just as my purse is growing lighter, and I find myself asking why has my huntsman not dealt with these savages?

I want these creatures eradicated immediately. We must send a strong message that such barbarity will be met with fire and steel. Do I make myself clear, sir?

—Gerrick Blackwerth, Earl of Bloodsmeath

Date: Solesh 28th, 355 AR

To: Gerrick Blackwerth, Earl of Bloodsmeath

From: Sir Varald Elswik

My Lord,

I am quite aware of the gatormen attacks on the southern villages. I am doing what I can to protect the villagers. I have dealt with gatorman attacks in the past, but those raids consisted of small hunting parties, no match for a determined force of mounted and armored men. These recent attacks are something quite different; they are on a much larger scale and show a level of organization I have never seen from gatormen. I believe this is largely due to the presence of a strong chieftain among them.

I have yet to encounter this chieftain myself, but the villagers I have questioned are terrified of him. He purportedly wields a huge axe and adorns himself with the skulls of his victims. Additionally, more than one account insists he commands great swamp beasts in addition to dozens of gatormen.

My lord, let me be blunt. I am ill-equipped to deal with this situation, and I will not throw away my life in a futile attempt to hunt this gatorman chieftain in the trackless swamp. You must provide me more men-at-arms or simply relocate the surviving villagers.

—Sir Varald Elswik

The next document dates some fifty years after the correspondence between the Earl of Bloodsmeath and his huntsman. This document, too, concerns the same region, the gatormen within it, and vicious raids carried out by a singularly powerful gatorman leader. However, this account differs from the previous one in that the attacks were perpetrated not on encroaching humans but on other gatormen.



This letter from an enterprising Corvis merchant to his superiors regarding the end of his trade with a peaceable tribe of gatormen could signify the beginning of Bloody Barnabas' dominance of the area. Again, the gatorman described here bears some similarities to Barnabas, and he is even identified by name. As telling as that may seem, the current Barnabas may have simply borrowed the name of a powerful forbearer to gain the respect and honor associated with it.

-GK

Date: Octesh 4th, 407 AR

To: Trademaster Wendon Merle

From: Senior Trader Harl Baret

Trademaster Merle,

As you may know, I have established contact and peaceable negotiations with a tribe of gatormen, the Red Fangs, in the southern Bloodsmeath. These gatormen have access to fields of freshwater clams that provide a surprising bounty of pearls. Since the gatormen have no use for the pearls, they have been quite eager to trade them for food, weapons and tools, and valueless baubles. I have successfully traded with these gatorman and their chieftain, Hiskurr, for the past two seasons, and it is without doubt one of the most profitable ventures in which I have been involved.

Unfortunately, I have grave news. I recently returned from the Bloodsmeath where I was to meet with Hiskurr and discuss the terms of this season's trade. When I arrived at the Red Fang village, I found it completely destroyed and the area littered with gatorman corpses. Hiskurr was among the dead.

Although my grasp of the gatorman tongue is rudimentary, I was able to discern the following details from the few survivors. The attack on the Red Fangs had been carried out by a powerful gatorman shaman, or bokor, called Barnabas, who had demanded that Hiskurr and his tribe unite with Barnabas' own and accept his rule. When Hiskurr refused, Barnabas and an overwhelming force of gatormen attacked, slaying every Red Fang that did not flee into the swamp.

Obviously the lucrative trade we had with the Red Fangs is over, and I think it is imprudent and dangerous in the extreme to approach this Barnabas for a similar agreement. My hope is the strife in the Bloodsmeath will die down in a few years and we can attempt to reestablish trade at that time.

-Senior Trader Harl Baret

The next document is considerably more recent than the last two, although still over a century old. This excerpt is taken from an essay written by Tersian Dray, a Morrowan priest concerned with the religions of savage peoples, primarily gatormen and farrow. It offers very little information of value, and is essentially a long-winded criticism of these "backwards" peoples and their "false" gods. However, it does offer one important fact of note regarding the establishment of what Tersian believed was an emerging gatorman deity.

-GK

The gatormen of the Fenn Marsh hold to the same misguided beliefs that the swamp is alive with spirits that can be harnessed, controlled, and exploited for magical power. The greatest of these spirits is a being known as Kossk, and it is fair to say this bestial entity is the most important gatorman deity. However, I have recently noted another god appearing just below the image of Kossk upon gatorman totems placed at the edge of tribal boundaries. This new deity appears as a stylized gatorman bokor with a shroud-like headdress, adornment of what appear to be human skulls, and an open maw stained with blood. From what I have been able to gather from the gatorman tribes in the area, this deity is known as Barnabas the Bloody Maw or simply Bloody Barnabas.

Interestingly, totems like those described above can still be found in both the Bloodsmeath and the Fenn Marsh. So what are we to make of this? If we abandon the notion of Barnabas' extreme age, then I think it is quite possible he has simply adopted the guise of a long-dead shaman who amassed great power in his day. This would go a long way to explaining how the myths and legends surrounding Barnabas have persisted so long.

Also of note, this excerpt, dated 505 AR, is the first use of the title "Bloody Barnabas."

-GK

Finally, we make our way from ancient history into the better-documented present. Records and accounts beyond this point I think can safely be attributed to the true Bloody Barnabas. Still, the swamps of western Immoren are dark and deep, and until recently Barnabas and his ilk have rarely ventured beyond them. As such, information is scant, and nearly all of what I have been able to gather on Barnabas' recent activities comes second and even third-hand.

The first document dates from the reign of Vinter III and concerns an attack on a Cygnaran supply column on the edge of Blindwater Lake. This report, which details an account by the quartermaster who survived the attack, is quite compelling, as it details Bloody Barnabas overcoming a significant, modern military force with apparent ease.

-GK

Date: Cinten 11th, 541 AR

To: Major Rickard Whitetree, Northguard

From: Captain Tarlan Dunford

Major,

I have located the remains of the supply column from Corvis, or at least what is left of it. This took more time than I anticipated largely because the road along the western edge of the Blindwater—a road we have used for the better part of a century—is simply gone, swallowed completely by marshland. I only found the remains of the supply column because the hull of a wrecked Nomad projected above the water.

My men and I searched for survivors for some time, and we found nothing but waterlogged corpses, most in terrible shape—torn to pieces and partially devoured. After hours of searching we did find one survivor, the quartermaster Lieutenant Marten UMBER. He was trapped beneath the wreck of a Talon, half mad with terror. We hauled him out of the marsh to solid ground, treated his wounds, and got some food into him. I then attempted to get a coherent report out of Lieutenant UMBER.

He said the supply train was attacked by gatormen, which is not uncommon, as you know. However, for gatormen to attack a force as large as that led by Lieutenant UMBER is unheard of. He told me the gatormen were led by one of their chieftains or shamans named Bloody Barnabas. I've heard this name before, and I believe this chieftain is responsible for other recent attacks on our men and supply trains. This attack was much larger in scope, however, and Bloody Barnabas apparently led fifty or more gatormen supported by great swamp beasts.

The gatormen came out of the water on the edge of the lake, ambushing the column. They attacked the warjacks first, neutralizing them in the first few minutes of combat. After that, it was a slaughter, and Lieutenant UMBER was unable to provide many details, his terror nearly overcoming him. The last thing he said was that Bloody Barnabas caused the "swamp to rise" after the battle and cover the road. As ridiculous as that sounds, the road is gone and the swamp now extends nearly a mile further from the edge of the lake. Of course this could simply be the natural ebb and flow of the Blindwater, but in my five years at Northguard I've never seen anything like it.

We could attempt to hunt down and eradicate these gatormen, but I fear the cost in men and resources would be very high. It is my recommendation we abandon this particular route altogether and reroute our supply trains further west through Deepwood Tower.

--Captain Tarlan Dunford

You have no doubt seen a trend in the types of documents in this dossier. They are all accounts of Barnabas' activities from sources far removed from gatormen society. How then is this great and powerful shaman viewed by members of his own race? There is one individual who can provide this type of perspective, but dealing with him is nearly as dangerous as seeking an audience with Barnabas himself. I was able to track down the notorious gatormen witch doctor who calls himself "Wrong Eye" and convince him to speak to me, but only after plying him with many gifts, including four bottles of the strongest Rhulic brandy I could find.

I was forced to work with an interpreter since Wrong Eye does not speak any human tongue, although he apparently understands quite a few. I have attempted to make sense of the gatormen witch doctor's ramblings, which I transcribed in full during our "interview." I have spared you the entirety of this bizarre conversation and related here only Wrong Eye's answers to very direct questions about Barnabas. When I could keep him on track, Wrong Eye was surprisingly forthcoming with information.

-GK

GK: Does Barnabas wish to unite all gatormen under his control?

WE: Unite? That is a human word. Barnabas is *Hok-shisan*, great one, and all bow to him or die. Simple. He gives each tribe that choice. Most make the choice that lets them live.

GK: How many tribes does Barnabas command?

WE: Blindwater and Bloodsmeath are his, and through Calaban much of the great marsh to the south.



GK: Calaban?

WE: The Grave Walker. A mighty bokor and trusted advisor to the *Hok-shisan*. That one is wily and dangerous.

GK: What about you? Do you bow to Barnabas?

WE: Snapjaw and I bow to none. . .but I do as Barnabas asks when it suits me.

GK: What of the other races of the swamp? The bog trogs? Swamp gobbers?

WE: Offal. Barely worth eating. But the *Hok-shisan* has some use for these creatures. The trogs serve him or face death. Barnabas has yoked the greatest among them to his will.

GK: Does Barnabas wish to conquer those outside the swamp? Humans?

WE: Conquest is only part of his desires. Veneration. Worship. Legend. For these he truly hungers.

GK: I don't understand. He wants the gatormen to worship him like a god?

WE: Many already worship him, but much more is needed for the *Hok-shisan* to achieve that which he truly desires.

GK: What is needed? What is it he desires?

WE: Blood is needed. Death, and the power that lives within it. That is all I will say. . .unless you have more of the burning water.

I did not, unfortunately, have another bottle of Rhulic brandy, and the interview ended. I'll admit to being quite relieved to leave Wrong Eye's presence. His giant pet gator, Snapjaw, had been lurking nearby while I spoke to the witch doctor, moving almost imperceptibly closer to the interpreter and me every few minutes. I have never felt so low upon the food chain in all my life.

Despite the dangers in speaking with Wrong Eye, he did provide some intriguing bits of information. That Barnabas has largely subjugated the tribes of the Bloodmeath and Fenn Marsh is startling, as is the control he has established over the bog trogs. However, the most interesting bit is, I think, the last part about blood and death. Cryptic to be sure, but I feel these words may point to the heart of Barnabas' true goals.

-GK

I have one final document, which I believe dovetails nicely with Wrong Eye's interview. All accounts point to the fact that Barnabas is a mighty shaman, and his command over the swamp and the fell spirits within it are great. However, this power seems to be enhanced by another of this tradition, Calaban. It is unclear why Calaban serves Barnabas, but he seems central to the greater shaman's goals.

The account from the survivor of a river steamer ambushed and massacred by gatormen on the Black River is, I believe, vitally important to understanding what Barnabas is trying to do. He and Calaban were both present during this attack, and it is clear the murder of dozens of passengers served a much more heinous purpose than simple slaughter. You will, of course, note many similarities between the attack on the river steamer *Alton Alre* and the attack on the Cygnaran supply train near Northguard some seventy years earlier.

-GK

Date: Octesh 4th, 608 AR

To: Commander Garrett Talbot

From: Captain Ian Kentwood

Commander Talbot,

My men and I have investigated the vicious attack on the *Alton Alre*, and it pains me to report that we found only a single survivor. The remains of other passengers were found in abundance. Most were dismembered or even skeletonized and were beyond identification. There is no doubt that gatormen were responsible for this terrible attack, as we also found many of their bodies among the slain passengers of the *Alton Alre*.

The survivor we found, a mercenary named Damen Vard hired to protect the *Alton Alre's* wealthy passengers, had escaped death by hiding beneath the corpses of his fallen comrades. From the opposite shore he witnessed the gatormen feasting upon the passengers and. . .something else. Vard is a hardened mercenary and no stranger to violent death, but what he witnessed had him so terrified I could scarcely get a word out of him. We did manage to calm Vard enough to question him, and I'll quickly summarize the bizarre story he related.

After the attack on the *Alton Alre*, the gatormen gathered what remained of the passengers, heaped them on the shore, and began some kind of ritual. There were many shamans chanting, along with two impressive gatormen that appeared to be spiritual leaders of some type. One wore an ornate wooden mask and the other covered his head in a leather shroud.

The ritual went on for some time but was interrupted by the arrival of a large force of farrow. This area is thick with the pig men, and they likely saw the presence of the gatormen as an intrusion on their territory. A fierce battle ensued, and the gatormen warriors attempted to keep the farrow at bay while their shamans completed the ritual.

This is where Vard's account gets very strange. He says the gatormen finished their ritual and summoned a vast spirit made of blood and bones

that fell upon the farrow and devoured them. This was the last I could get out of him, and he refused to speak further on the matter.

As fantastic as it sounds, I don't think Vard was lying to me. He was legitimately terrified. Still, there's more to this story than what he's told us. I'm sure of it. I'm taking Vard back to Fort Falk for further questioning.

—Captain Ian Kentwood

The magic used by gatormen is not something with which I am overly familiar, but I do have access to those who are. After describing the above events to my sources, the overwhelming conclusion was that Barnabas and Calaban had summoned an ancient and incredibly powerful spirit, something far more terrible than perhaps either could command alone. It calls to mind what Wrong Eye said about Barnabas, that he needs "death and the power that lives within it." I believe the murder of the *Alton Alre's* passengers provided the necessary energy to summon this entity.

Of course, this now begs the questions, what else might Barnabas do with this death energy, especially if he had access to quite a bit more of it? It certainly adds some level of credibility to the more outlandish goals attributed to Barnabas, primarily his aspirations toward divinity. If the deaths of the three-dozen passengers of the *Alton Alre's* were enough to summon an ancient and powerful spirit, what

might Barnabas and Calaban accomplish with the deaths of hundreds or thousands? A sobering thought, no?

So we return to the questions I posed earlier. Are the legends and myths surrounding Barnabas based in fact? I would tentatively say yes. Whether the ancient exploits of Barnabas are truly attributable to him or he has simply adopted the name and deeds of some long-dead forbearer matter little, the gatormen he commands believe in his legend.

Finally, is Barnabas a credible threat to the Iron Kingdoms? I would answer this with a resounding yes. Although primitive, gatormen are powerful warriors and their shamans command magic on par with that of any human arcanist or warcaster. Barnabas may command thousands of gatormen and bog trogs. Such a force could be unleashed upon the civilized nations of western Immoren to devastating effect. And while a rampaging army of gatormen is certainly cause for concern, I think the information contained in this dossier indicates that Bloody Barnabas is after something far more terrible than simple conquest, something that will require blood and death on a scale I can scarcely imagine.

—GK



FORCES OF DISTINCTION XI

By Will Shick & David "DC" Carl • Art by Andrea Uderzo

Theme Forces offer players the opportunity to play thematic armies that spotlight particular aspects of a warcaster'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.



DEBTS DUE

by Will Shick

Thornwood, 608 AR

The battlefield was littered with the dead, the ground so steeped in blood and rain the forest floor had become a crimson marsh. Amid the deathly calm of the battle's aftermath stood three lithe figures, their bodies garbed in armored robes, their faces hidden beneath wicked helms. At their center the Egregore floated silently upon tendrils of midnight.

"Our debt to the wraith witch is discharged," said Helleana.

"It is time to claim our due and return to our master," agreed Selene, and Morgaen nodded her assent. The Egregore pulsed sickly green and the coiling black tendrils about it expanded and wrapped languidly around its coven, cloaking them in oily darkness. The group quickly made its way through the battlefield, not pausing even to appreciate the macabre sight of so many Khadoran and Cygnaran dead.

They proceeded through the entrance of the necrofactorium and down the black steel ramps that led into the extensive bowels of the underground complex, where the sickly sweet scent of burning necrotite mixed with the smell of grease and smoldering forge fires. The pure majesty of the massive industrial complex was awe-inspiring. Whatever their master said about Asphyxious, the treacherous lich lord's accomplishment here could not be denied. They passed foundry after foundry, each one ringing with the sounds of necrotechs engaged in their dark work: hammering black iron helljack plating, fabricating cortexes with surprisingly delicate hands, and assembling the pieces into something far greater than the sum of its parts. It was here the Witch Coven of Garlghast found what they sought. Row upon row of black iron helljacks and bonejacks stood waiting for a master's command. Around the silent constructs floated several of the three-headed overseers, performing final ministrations upon the deadly weapons of the Nightmare Empire.

Surveying the room, Selene said, "The Slayers and Seethers will serve our master's goals best."

At her words the Egregore pulsed, and the sisters paused as if listening to a voice only they could hear.

Morgaen turned to Helleana, frowning. "But how could we hope to control so many?"

Helleana nodded, sharing her sister's concern. "Yes, even for the three of us, that may be too much."

The Egregore floated silently, but its black tendrils thickened and writhed beneath it as they slowly crept along the black iron floor, snaking between the heavy feet of helljacks and over the squat carapaces of bonejacks. The witches watched intently, their faces rapt. Each tendril in turn found the form of one of the overseers and coiled its way up the creature's body, swaddling it in darkness for the briefest of moments before disappearing into its cold metal flesh. Soon all had felt the Egregore's caress.

As one, the iron liches floated toward the coven. As they came to rest before the trio, they bowed in submission. Their grating triple voices growled in perfect unison, "We await your orders, mistresses."

The sisters looked first at their new vassals and then to the ranks of helljacks beyond, sinister smiles playing across their faces.



WITCH COVEN OF GARLGHAST MACHINE MINDS

By David "DC" Carl

WARJACKS: Cryx non-character warjacks, Malice

UNITS: Bile Thralls, Mechanithralls, Necrosurgeon & Stitch Thralls

SOLOS: Bloat Thralls, Iron Lich Overseers, Machine Wraiths, Necrotechs, Scrap Thralls, Skarlock Thrall, Warwitch Siren

TIER 1

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

Benefit: Increase the FA of Iron Lich Overseers by 1. Additionally, Iron Lich Overseers can 'Jack Marshal up to 3 warjacks instead of just 2.

TIER 2

Requirements: The army includes two or more Iron Lich Overseers.

Benefit: Reduce the point cost of bonejacks under the control of Iron Lich Overseers by 1 and the cost of helljacks under the control of Iron Lich Overseers by 2.

TIER 3

Requirements: The army includes two or more Machine Wraiths.

Benefit: Machine Wraiths gain Ambush. (You can choose not to deploy a model with Ambush at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place this model within 3" of the chosen table edge.)

TIER 4

Requirements: The army includes two or more warjacks under the control of Iron Lich Overseer solos.

Benefit: Each model in your army with Soul Taker gains 1 soul token at the start of your first turn.

The dank stench of the necrofactorium gave way to the scent of fresh death as the Witch Coven of Garlghast emerged once more onto the battlefield. Behind them helljacks and bonejacks marched with thunderous steps. It was no surprise to any of the sisters when the ghostly form of the wraith witch Deneghra, Asphyxious' favored vassal, coalesced before them.

The deadly warcaster stood silently in front of the three for a moment, the bladed spikes projecting from her back twitching with agitation. Finally she spoke. "I promised you resources to take back to your master, but you have far exceeded your claim."

The Egregore pulsed with sickly green light, and its oily tendrils became thicker and more substantial as they twined about the coven's feet. Though bolstered by their constructs, the sisters knew the outcome of a confrontation with one as powerful as Deneghra was by no means assured.

"Remember our agreement," Helleana said. "We have taken only what we require to see the will of the Dragonfather done."

Selene took up her sister's thought. "While you control this necrofactorium, your works are meant only to serve his ends."

"Denying us is tantamount to denying him," Morgaen finished.

They watched Deneghra closely. The wraith witch stood silently, but the stitching about her midsection went taut as her body tensed, her pallid fingers tightening about the haft of her halberd Eclipse. Though they maintained their emotionless exterior, already the sisters were preparing for violence.

Deneghra spoke coldly. "Your master is Terminus, not Toruk. Do not pretend otherwise." After a strained pause, the stiffness left her body and she stepped to one side. "My debt is paid in full."

The coven breathed inward sighs of relief and prepared to leave. Before they took more than two steps, a great noise sprang up from the forest to the left and right and two massive Krakens emerged, their great iron tentacles snapping dangerously in front of the coven. In a blink Deneghra was amid the sisters. Though the wraith witch still stood at ease, the threat was more than clear.

"It is now *you* who are in *my* debt," Deneghra said, her voice low but fierce. Then her form faded into the ether. The Krakens' tentacles stilled. As the sisters passed beyond the borders of the necrofactorium each looked at the others, smiling slightly.

"Our master shall be quite pleased," Morgaen said.

The Egregore pulsed faintly as it slowly rotated on its tendrils of darkness.

"Yes," said the other two sisters. "That went as we foresaw."





THE CARE AND MAINTENANCE OF STEAMJACKS

BY SIMON BERMAN, KYLE HAGAN, AND JASON SOLES
ART BY NÉSTOR OSSANDÓN, BRIAN SNODDY, AND MATTHEW D. WILSON

The logistics of steamjack maintenance are potentially very complex and not necessarily appropriate for every *Iron Kingdoms Full Metal Fantasy Roleplaying Game* campaign. However, having a basic knowledge of how a steam engine operates can be helpful for both Game Masters setting challenges for their players and for players who wish to more fully immerse themselves in the steam-powered world of the Iron Kingdoms.

It is also worth pointing out that while logistics and supply trains are important aspects of life in the Iron Kingdoms, they should not be used to punish players wishing to portray Field Mechanics, Warcasters, and others who depend upon the use of steamjacks. Unless the Game Master is running a campaign that focuses on the minute details of supply, we recommend letting players make general preparations for the use of their 'jacks and not impede their ability to have fun.

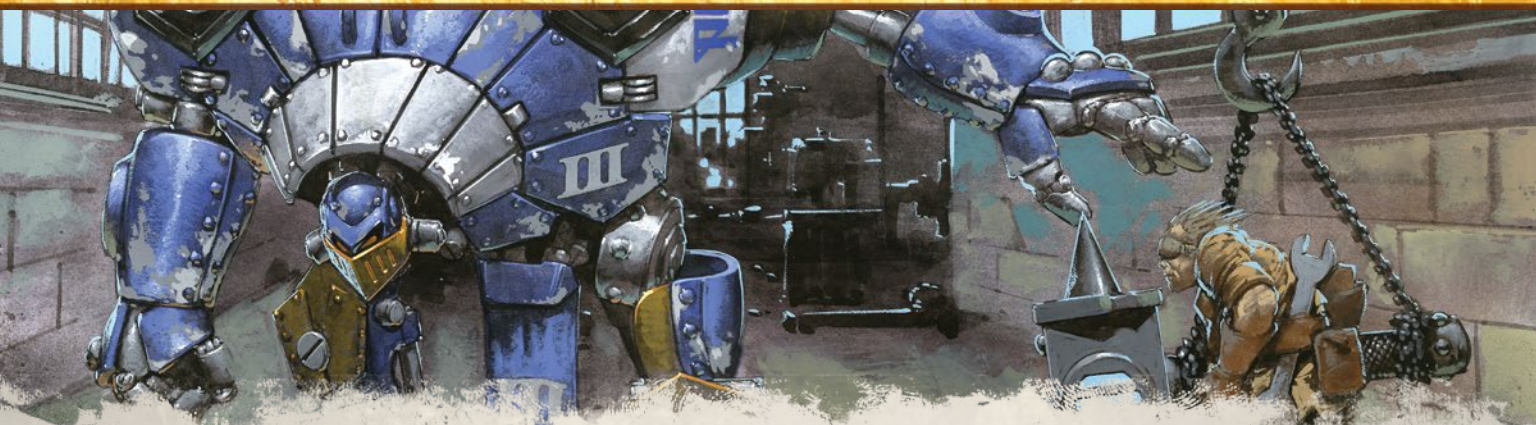
COAL-FED, STEAM-POWERED

Steamjacks are machines powered by specialized industrial steam engines. These engines consist of several components: a steam boiler, a fire box, a coal hopper, a feed regulator, a system of pneumatic valves, and an emergency pressure release. A steam engine uses a coal fire to heat water to its boiling point, thus generating steam. This steam then drives the machine, fires its pistons, and enables it to move, work, and fight.

The steam boiler is a large tank holding the engine's water supply and built-up steam. In most steamjacks the boiler is installed directly beneath the fire box, where coal is burned to heat the water in the boiler and create steam. This steam is constantly replenished as the firebox boils more of the water supply. In order to maintain the blaze in the firebox, it must be fed a steady supply of coal. This coal is gravity fed directly into the firebox from the coal hopper. Typically, the rate at which coal is dropped into the firebox is controlled by a clockwork feed regulator as directed by the 'jack's cortex. This coal-feed regulator is circular and opens to a variety of diameters, allowing a variable amount of coal into the firebox before closing again. The regulator can be used to reduce the heat of the fire and slow down steam generation or stoke the fire and rapidly create additional steam pressure.

Once a sufficient pressure of steam exists in the boiler, the steam can be used to power the 'jack. The steam is vented out of the boiler through three main valves. The first valve directs flow to the pneumatic valve chamber. Here the steam is directed through one or more secondary valves. These valves route the steam to the 'jack's pneumatic system and drive the





pistons that move the 'jack. Opening and closing these valves gives the 'jack its motive power. The second valve directs a constant flow of steam through the arcane turbine. The hot, high-pressure steam rotates the turbine, which provides arcane power to the steamjack's cortex, sensors, and internal relays. This allows the 'jack to follow commands, observe the world around it, and control its internal systems. The third and final valve is the emergency release. This critical component prevents the steam pressure in the boiler from becoming too great, which can cause the boiler to rupture in a massive explosion. This valve is mechanical and opens automatically whenever the pressure in the boiler reaches a certain level. Excess steam will be vented out of the boiler and the valve will close automatically once the pressure drops to a safe level. 'Jacks that have developed personalities sometimes use the whistling of the pressure valve to express their frustration, gratitude, or other simple emotions.

The fuel load of a steamjack is typically several hundred pounds of water and coal. During use, the water is consumed at a greater rate than the coal as steam is directed and vented through the 'jacks pneumatics and arcane turbine and out of the system. A typical fuel load ratio is five pounds of water for every pound of coal.

To prepare a 'jack for work, a mechanik must load crushed coal into the coal hopper and fresh water into the steam boiler. Crushed coal ensures an evenly burning fire and fresh water keeps the pneumatics free from grit and debris. In a pinch, other fuels such as wood and sea water can be used, though damage to the engine, reduced power, or increased burn rates may result.

To start the 'jack, the mechaniks kindle a fire in the fire box and begin to heat the boiler and build up steam pressure. Several minutes after the water has begun to boil, the boiler will acquire enough steam pressure to drive the arcane turbine and power the 'jack's cortex. Once powered, the 'jack will stoke its firebox to generate additional steam pressure. When sufficient pressure has been built up, the 'jack will route the steam through the pneumatic valve chamber and begin to move. As well, most 'jacks are equipped with a secured button allowing the 'jack's controller to simply and expediently engage its systems. The steamjack is now ready to follow commands and perform work. From this point onward the 'jack will regulate its own fuel use to keep itself at optimal power.

THE COST OF STEAM POWER

The logistics of operating steamjacks can be daunting, but the actual costs of fuel are fairly manageable. When purchased in bulk, coal is relatively cheap. In most populated regions of western Immoren, a ton of coal can be purchased for 100 gc. Forward-thinking mechaniks and warcasters stock surplus coal in whichever city or outpost serves as their base of operations. Ready access to water can actually be a greater limiting factor in areas such as the Bloodstone Marches and the deserts of southern Immoren. Most steamjacks carry a load of fuel to allow many hours of exploration, but all steamjacks burn fuel at a much faster rate when engaged in combat. It is worth noting that outside of the battlefield few fights last more than a handful of minutes, so a fully fueled steamjack can be counted on to perform in several brief engagements each day.

The fuel load of a steamjack is typically several hundred pounds of water and coal. A typical fuel load ratio is five pounds of water for every pound of coal. A warjack with a 660-pound fuel load would carry 110 pounds of coal and 550 pounds of water.

Coal is available throughout the Iron Kingdoms and becomes cheaper when purchased in bulk. The following prices are standard throughout the Iron Kingdoms:

- Coal, 20-pound bag: 3 gc
- Coal, 50-pound bag: 5 gc
- Coal, delivery of 1,000 pounds: 60 gc
- Coal, delivery of 2,000 pounds: 100 gc

TRANSPORTATION

It's affordable and convenient enough for most steamjack owners to have their 'jacks accompany them under their own power on short tasks in towns. However, for prolonged journeys arrangements must be made for the transportation of even light steamjacks.

When journeying between cities, steamjack operators rely on reinforced horse-drawn carts to haul their steamjacks. These carts typically are constructed with sturdy metal ramps or steps by which the 'jack is loaded onto the main platform. Once in place the 'jack is commanded to squat in order to achieve a lowered center of gravity to make it a more stable cargo. The 'jack is then cooled and chains are affixed to various tow points common to most steamjack chassis and in turn chained to iron rings installed on the cart to ensure the 'jack does not topple in transit.

A pair of horses can pull a pair of light steamjacks or a single heavy steamjack across a flat surface without trouble. However, slopes of significant grade can be problematic, and larger teams of horses may be necessary to move steamjacks across mountain passes and other steep terrain. It is also virtually impossible to transport heavy carts through marshy terrain or thick forests and steamjacks must move under their own power, though some ground is insufficient to support the tonnage of even a light steamjack.



WATER, WAGONS, AND INCIDENTALS

In addition to the cost of coal, a 'jack marshal must also consider the logistics of getting fuel to the machine. Unless he limits himself to working in an area in close proximity to his coal supply, at some point he will need to invest in water tanks, coal wagons, and a team of horses to get his 'jack from place to place.

- Wagon, small: 50 gc
- Wagon, large: 85 gc
- Water pump, hand: 10 gc
- Water tank, 5 gallon (holds about 42 pounds of water): 2 gc
- Water tank, 10 gallon (holds about 83 pounds of water): 3 gc
- Water tank, 50 gallon (holds about 420 pounds of water): 5 gc

Wagons designed to carry steamjacks are heavily reinforced constructions of wood and steel. They are generally uncovered and have separate locations for fuel and other cargo. Steamjacks are lashed or chained down for transportation to limit the chance of shifting while on the move.

A typical small wagon is large enough to accommodate a single light steamjack and a modest load of fuel or other cargo. The wagon has room for a driver and single passenger. Small wagons are usually pulled by a pair of draft horses (sold separately).

A typical large wagon is large enough to accommodate a single heavy steamjack or a pair of light steamjacks along with a heavier load of fuel or other cargo. The wagon has room for a driver and up to two passengers. Large wagons must be pulled by a team of at least two draft horses.



MONSTERNOMICON & BEYOND

BY AERYN RUDEL & JASON SOLES • ART BY CHRIS BOURASSA & THORSTEN DENK

The *Monsternomicon*s were the essential source of antagonists for players in the previous iteration of the IK 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* will detail a group of monsters for use in the IK RPG, providing all the information Game Masters need to use these dangerous beasts, savage humanoids, and chilling undead in his game.

In this issue we take an in-depth look at the spectral inhabitants of the Iron Kingdoms. These unquiet spirits haunt graveyards, ruins, and other places that have seen much despair and calamity. Two, the shade and the specter, more commonly derive from human souls; a third, the riven, is a tortured spirit of an Iosan priest.

USING THE SHADE AND SPECTER

It should be noted that the shade and specter presented in this article serve slightly different purposes than most monsters in the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*. The shade is more event than monster, and while it does present some threat to the PCs, it is best utilized as a storytelling tool that allows Game Masters to add certain tones and themes to their games.

The specter, on the other hand, is a veritable smorgasbord of ghostly abilities designed to give the Game Master an extensive toolkit with which to create a terrifying challenge to characters of all levels. The specter is a malevolent entity on par with some of the most potent creatures in western Immoren and is best used as the ultimate antagonist for an adventure or even a series of adventures.



SHADE



You feel a distinct chill in the air as you move down the darkened hallway of the ancient manor house. Although you can see little beyond your torch light, the eerie feeling that you are not alone is unshakable. Suddenly, a horrific screeching howl cuts through the silent ruin, chilling your blood, and the wall ahead writhes and buckles as something pushes through into the world of the living.

Shades are unquiet spirits created when a sentient humanoid dies under great emotional duress or through tragic circumstances. Unlike specters and wraiths, shades are only echoes of the person they were in life and are barely sentient. In large part, they are the emotional manifestations of the events that caused their deaths. Truly calamitous events that claim the lives of many can create dozens of shades. As such, the sites of great battles, natural disasters, and the like are often thoroughly haunted with these incorporeal undead.

Shades are usually bound to an area, often the place where they died. However, some shades display a strong connection to an object that was important to them in life. Often the destruction or purification of the object or area to which a shade is bound is the key to ending its tortured existence.

Shades vary in appearance, but generally manifest as shadowy humanoids, slightly amorphous in shape without discernible features. They are incorporeal and can pass through solid obstructions, such as walls and doors.

COMBAT

Although frightening, shades do not typically possess the ability to interact with corporeal objects or creatures, and are generally more of a nuisance than a viable threat. This is not always the case, however, and some few shades can be dangerous to adventurers. Shades that cause living creatures to go blind, interfere with mechanical apparatus, or cause paralyzing terror have all been reported. Shades can also be roused by the appearance of others within the vicinity of the object or location they are bound to. In such circumstances, the “awakened” shade takes to mournful howling and generally makes its presence known.

LORE

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

8: Shades are the semi-sentient spiritual echoes of those who died under tragic circumstances.

10: Shades are often tied to a place or object and cannot travel far beyond the area or object to which they are bound.

12: Shades are generally non-threatening but are nearly impossible to destroy through conventional means.

15: Some shades possess abilities that can harm living creatures or mechanical apparatus.

HOOKS

The site of a local Morrowan church that burned to the ground decades ago claiming the lives of dozens of worshipers is now haunted by tortured, shadowy spirits. A Morrowan priest wishes to cleanse the site, put the unquiet spirits of the dead to rest, and build a new church atop the old. Although he can perform the necessary ritual to purify the site, he entreats the heroes to protect him from the shades while he enacts the lengthy purification rite.

SHADE

SPD	STR	MAT	RAT	DEF	ARM
6	4	3	1	13	10
WILLPOWER	INITIATIVE	DETECT	SNEAK		
8	12	3	6		

Melee Weapon – A shade does not have a melee attack.

Ranged Weapon – A shade does not have a ranged attack.

ABILITIES

Bound – The shade is tied to a specific location or object and must remain within a specified distance of the item or location to which it is bound. This distance, which is set by the Game Master, varies from shade to shade and can be as little as 100 feet or up to a mile. If the location or object to which the shade is bound is destroyed or purified in some manner, the shade is destroyed as well.

Deathly Endowments – A shade can choose one of the following deathly endowments from the list available to specters (q.v.): Blind Fear, Ectoplasmic Field, Fear Monger, Ghost in the Machine, Invisibility, and Phase. Shades are treated as Hero-level specters when determining the effects of a deathly endowment.

Incorporeal – A shade can move through rough terrain, solid objects, and other characters. Blessed weapons affect the shade normally. Spells and magical weapons can damage a shade but roll one fewer die on damage rolls. No other weapons can damage a shade.

Undead – A shade is not a living creature and never flees.

Terror [12] – A shade has Terror [12].

VITALITY 6

BASE SIZE SMALL

ENCOUNTER POINTS 5

SPECTER



The apparition floats across the graveyard toward you, its warped features twisted into a silent open-mouthed scream. Your breath frosts in the air as the specter reaches for you with long taloned fingers that seem horribly corporeal.



but obligations left unfulfilled or even the overwhelming desire for revenge are enough to keep a soul trapped in the world of the living.

Although not specifically bound to a given location, specters often linger near sites important or traumatic to their mortal lives. Other specters may roam freely throughout the Iron Kingdoms, following mysterious agendas possibly not fully understood by the spirit itself. However, the pathos that drives a specter often twists its goals and motivations toward the sinister, and many revel in inflicting pain and torment on the living to assuage their own misery.

It must be understood that the mind of a specter is usually fragmentary at best, possessing aspects of the ghost's mortal personality that have been distorted by the horrors of death. Furthermore, these spirits often possess partial or flawed memories with great gaps. These gaps are often filled with false assumptions driven by dark emotions as the specter struggles to cope with its ongoing existence. Of course there are some specters that cross over with their consciousness completely intact. Far from being the most dangerous, these spirits are often driven by unfulfilled duties or desires to protect those things that were closest to them in life. Despite the dark pathologies that seem to drive specters, some are truly benevolent and can be of great service to those who share their purposes. For example, many of the great Morrowan churches possess gentle spirits who watch over their cherished places of worship.

A specter appears much the same way it did in life, although many can alter their features in horrifying ways to frighten the living. Some specters can even create potent illusions to hide their undead nature...or intensify it.

Dangerous, free-willed ghosts, specters are the souls of powerful individuals that linger beyond the grave to haunt and torment the living. The exact circumstances that create one of these terrifying undead are poorly understood and a matter of much debate between theologians of various faiths and even more scientifically minded extraordinary zoologists. Furthermore, it seems the causes that lead to the creation of a specter vary from individual to individual. However, although the events that create a specter are varied, there is usually an element of pain and tragedy involved. Sometimes this is as simple as powerful emotions at the time of death,

No two specters are alike, and the powers they command can differ wildly. Also, specters grow more powerful and gain yet more potent abilities the longer they remain in the world of the living. In fact, a centuries-old specter can be one of the most terrifying entities in all of western Immoren. However, all specters are burdened with a specific weakness, the price they pay for the deathly powers they control. Those who wish to battle a specter would do well to discover its weakness, as it is likely the only way the creature can be destroyed.

CREATING A SPECTER

To create a specter, first decide the level of challenge it represents: Hero, Veteran, or Epic. Each level provides a different stat block and a corresponding damage spiral.

HERO-LEVEL SPECTER

SPD	STR	MAT	RAT	DEF	ARM
6	4	6	5	15	10
WILLPOWER		INITIATIVE		DETECT	SNEAK
12		15		4	6

VETERAN-LEVEL SPECTER

SPD	STR	MAT	RAT	DEF	ARM
7	6	7	6	17	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
14		17		5	7

EPIC-LEVEL SPECTER

SPD	STR	MAT	RAT	DEF	ARM
7	8	8	7	19	14
WILLPOWER		INITIATIVE		DETECT	SNEAK
16		19		7	9



MELEE WEAPON
POW P+S
 — —



RANGED WEAPON
RNG ROF AOE POW
 — — — —

Melee Weapon – While a specter can make melee attacks, its attacks do not typically inflict damage unless the specter has gained the ability to do so with a deathly endowment, such as spectral talons (q.v.).

Ranged Weapon – Specters do not normally have ranged attacks, but can gain them through a deathly endowment, such as keening howl (q.v.).

ABILITIES

Command Range – Some specters possess deathly endowments with effects based on their command range. Hero-level specters have a command range of 6, Veteran-level specters have a command range of 8, and Epic-level specters have a command range of 10.

Deathly Endowment – All specters gain one or more deathly endowments chosen from the list on the following page. A Hero-level specter can have up to 3 deathly endowments, a Veteran-level specter can have up to 5, and an Epic-level specter can have as many as 7 deathly endowments.

Deathly Burden – All specters gain at least one deathly burden chosen from the list on the following page. Some may have more at the Game Master's discretion.

Feat Points – A specter starts each encounter with 1 feat point. It is allocated 1 feat point at the start of each of its turns. A specter can only have up to 1 feat point at a time unless it has another ability that allows it to have more.

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

Undead – A specter is an undead creature and never flees.

Terror – The specter has a Terror score equal to its Willpower + 2.

Next, choose at least one deathly endowment for the specter from the list provided. Deathly endowments are special abilities available to specters.

Finally, choose at least one deathly burden for the specter. Deathly burdens are specific weaknesses that all specters possess and are usually the only way to defeat them.

VITALITY

HERO



VETERAN



EPIC



BASE SIZE

SMALL

ENCOUNTER POINTS

The nature of specters forces them beyond the traditional assignment of encounter points. Though a Heroic-level specter with Black Gifts, Speed of the Dead, and Bound (Corvis) could be assigned an encounter point value easily enough, an Epic-level specter with Dark Resurrection, Fear Master, Fear Monger, and Temporal Existence (Winter) defies a traditional encounter point value. It has no way to directly damage its enemies, no way to be truly destroyed, yet it can have substantial impact on a combat encounter.

Game Masters should use the specter entry as a toolkit rather than an instruction manual. Specters can take on the role of plot device or recurring villain as easily as they take on the role of traditional monster. However, Game Masters looking for a rough equivalent with which to gauge the power level of an individual's specter can find a good starting point in the creation of comprehensive NPCs (Core Rules, p. 329 and 334).

DEATHLY ENDOWMENTS

Aura of Sickness – Living characters that spend time in the specter's presence sicken and die. The aura of sickness extends from the specter in a radius determined by the specter's level: 500 feet for Hero-level specters, 1,000 feet for Veteran-level specters, and 1,500 feet for Epic-level specters. For each hour spent in the aura, living characters must make a PHY roll against a target number equal to the specter's Willpower + 2. Each time he fails, the character loses 1d3 vitality points and suffers a cumulative -1 penalty to attack rolls and skill checks as long as he remains within the area of effect. Once the character leaves the aura the lost vitality points return at a rate of 1 per hour, and after spending at least one hour outside the aura, he no longer suffers the penalty to attack rolls and skill checks.

Black Gifts – The specter is a will-weaver that was an arcanist in its former life and retains the ability to work magic in death. The Game Master determines which spell list the specter gains its spells from. Its Arcane stat and the number of spells it receives depends on the specter's level:

- A Hero-level specter has ARC 4 and has 2 cost-1 spells and 1 cost-2 spell.
- A Veteran-level specter has ARC 6 and has 2 cost-1 spells, 2 cost-2 spells, and 1 cost-3 spell.
- An Epic-level specter has ARC 8 and has 2 cost-1 spells, 3 cost-2 spells, and 2 cost-3 spells.

Black Harvest – When a living character is destroyed within the specter's command range, the specter gains a feat point. The specter cannot have more than 2 feat points at a time.

Blind Fear – A character that fails his initial Willpower roll against the specter's Terror is blinded for 1 round. Blinded characters treat all other characters as if they were in complete darkness (Core Rules, p. 225).

Corpse Lord – The specter and other Undead creatures within the specter's command range gain a +1 bonus to Attack and damage rolls.

Corrosive Touch – The specter's touch rots living tissue and corrodes metal. Any character or steamjack hit by a melee attack made by the specter suffers the Corrosion continuous effect.

Dark Influence – During its turn, the specter can use a quick action to control a living character in its command range. The specter can only attempt to control a character once per turn. If the target is in the specter's command range, the specter makes a contested Willpower roll against him. If the target wins, nothing happens. If the specter wins, it takes control of the character. The specter immediately causes the affected character to make a full advance followed by a quick action or a melee or ranged attack.

Dark Resurrection – The specter can never be truly destroyed. Instead, if it is incapacitated, it returns to the place of its mortal death with 1 point of vitality in each aspect. The specter regains 1 additional point of vitality in each aspect each day until it is fully healed. The specter will only leave Caen once it has achieved some great purpose or a monumental event comes to pass determined by the Game Master.

Disruptor – When the specter hits a spellcaster with a melee attack, the spellcaster's upkeep spells immediately expire. When the specter hits a steamjack with a melee attack, the steamjack suffers Disruption. (A steamjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round).

Dominator – The specter is a particularly dominating presence and adds 3 to its command range.

Dread Touch – A character hit by a melee attack made by the specter becomes stationary for one round unless it has Immunity: Cold.

Ectoplasmic Field – The specter can generate a dense fog around itself as a quick action. When the specter uses this ability, center a 5" AOE cloud effect on it that remains in play for d3 rounds. The cloud is static and does not move with the specter.

Eldritch Touch – The specter's melee attack gains Blessed. (When making an attack with a weapon with Blessed, ignore spell effects that add to a model's ARM or DEF.)

Fear Mastery – The specter's Terror is equal to its Willpower + 4. Additionally, the specter can suppress its Terror at will for as long as it wishes. Intelligent specters who interact with the living often suppress their Terror while dealing with characters that are not hostile to them.

Fear Monger – When characters make a Willpower roll to resist the specter's Terror, they roll three dice and drop the highest die.

Ghost in the Machine – While within 3" of the specter, steamjacks cannot be allocated focus points.

Grave Chill – The very air around the specter is freezing. While within the specter's command range, living characters suffer -2 DEF unless they have Immunity: Cold.

Grave Resilience – The specter can spend a feat point during its turn to regain 1d6 vitality points.

Grave Summons – The specter retains a close connection with its mortal remains. If its remains or place of final rest is disturbed in any way the spirit will know immediately. It can transport itself to its final resting place at will and at any time.

Invisibility – As a quick action, the specter can become invisible for one round. While invisible, the specter gains concealment and stealth and a +5 bonus to Sneak checks.

Keening Howl – The specter can unleash a blood-chilling howl as an attack. The supernatural power of this howl manifests as a ranged attack with its RNG and POW determined by the level of the specter:

Characters damaged by the spray must make a Willpower roll to resist the effects of the specter's Terror.



HERO-LEVEL SPECTER			
RNG	ROF	AOE	POW
SP6	1	—	10



VETERAN-LEVEL SPECTER			
RNG	ROF	AOE	POW
SP8	1	—	12



EPIC-LEVEL SPECTER			
RNG	ROF	AOE	POW
SP10	1	—	14

Lamentations of the Grave – Living spellcasters pay double the fatigue, focus, or fury point cost to cast or upkeep spells while in the specter's command range.

Malignant Presence – While in the specter's command range living characters cannot regain lost vitality points by any means.

Phase – The specter can spend a quick action to immediately be placed anywhere within 30 feet (5") of its current location.

Preternatural Awareness – The specter's supernatural perception keeps it constantly aware of its surroundings. It gains boosted Initiative rolls, and enemies never gain back strike bonuses against it.

Possession – A specter can attempt to possess a character it hits with a melee attack. When it attempts to do so, the specter and its target make contested Willpower rolls. If the specter's total is higher, it possesses the character. If the character's total is higher, the specter fails to possess the character and the specter loses 1 vitality point.

When the specter possesses a character, all effects on the specter expire, its model is removed from the table, and its activation ends. The possessed character loses his turn this round and will afterward take his turn during the specter's place in the initiative order. The specter controls a possessed character completely, but does not gain access to the character's memories, skills, abilities, spells, etc.

The possessed character can attempt to break free of the possession each round at the end of the specter's activation, excepting the round where he was initially possessed, by making another contested Willpower roll against the specter. If the victim of the possession succeeds, the possession ends and the specter appears in base-to-base contact with the character. The character's activation then follows immediately after the specter in the initiative order on the following round. If the specter wins, it remains in control.

Power Drain – The specter can spend a feat point during its turn to cause mechanika weapons and devices in its control range immediately deactivate. Affected devices cannot be reactivated for one round. Power Drain has no effect on steamjacks or mechanika armor.

DEATHLY ENDOWMENTS (CONT.)

Psychokinesis – The specter can manipulate small objects by manifesting psychokinetic energy. The specter can pick up unattended objects within its command range weighing 5 pounds or less and move them up to 8" as a quick action. The specter cannot use complex objects, such as pulling the trigger on a gun, but it can break glass, rattle doors, and hurl small objects with surprising force by spending an attack action and making a ranged attack roll. On a hit the specter inflicts damage equal to its STR plus the POW of the object hurled, if a weapon in the thrown weapon category, or simply STR plus POW 2 for a mundane object.

Regeneration – The specter regains d3+3 vitality points during each of its Control Phases.

Silence – The specter is surrounded by the silence of death. The specter deadens all sound in its command range, save for the voice of the specter alone. No one but the specter can speak within its command range. No sound escapes or enters this area. A character attempting to Sneak within the specter's command range gains a +3 bonus to his skill rolls. Sound-based PER rolls made by character's in the specter's command range automatically fail.

Spectral Illusion – As a quick action the specter can manifest terrifying visual and aural illusions within its command range. These illusions persist as long as the specter does not move or attack. Characters confronted with the illusions can make PER + Detection rolls to realize they aren't real. The target number to see through the spectral illusion is 12 for Hero-level specters, 14 for Veteran-level specters, and 16 for Epic-level specters.

Spectral Talons – The specter's melee attacks gain POW 8 and can cause damage.

Speed of the Dead – The specter gains an additional quick action each turn.

Unholy Genesis – A living creature slain in a specter's command range becomes a shade (q.v.) under the specter's control.

Note: The list above includes only a partial range of powers that may be manifested by specters. With a little work a Game Master could turn virtually any spell or suitably spooky idea into a deathly endowment. Certainly a specter could have the ability to set fires, summon masses of vermin, cause fruit to wither, milk to spoil, or possessed victims to climb walls like Linda Blair in the *Exorcist*.

COMBAT

Specters can be incredibly dangerous and unpredictable combatants. Not only do they possess an array of terrifying powers, they are also highly unstable entities driven by unearthly pathos. Even the most twisted and fragmentary spectral entities possess intelligence that has been shaped by decades or even centuries of existence. The exact range of a spirit's capability in combat varies from specter to specter.

LORE

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

8: Specters are malevolent free-willed spirits, ghosts of sentient humanoids who commanded much power in life.

10: Specters are not always bound to a location, although they often haunt places of death such as battlefields and graveyards.

12: No two specters are alike, and the powers they command can vary wildly from specter to specter.

15: All specters are burdened with specific weaknesses. These weaknesses are often the best way to combat and destroy a specter.

DEATHLY BURDENS

Afraid – The spirit is deathly afraid of the living and refuses to confront them. It may watch the living from a hiding spot if it can summon the strength of will, but it will require a great deal of careful coaxing to get the spirit to speak with the living.

Bane – The specter takes full damage from a specific type of material; this material ignores its incorporeal trait. This material should be fairly mundane but not typical in the manufacture of weapons. Examples include silver, cold iron, or heartwood.

Barriers – Some spirits are unable to cross certain barriers, such as through walls, across rivers, or into structures where they have not been invited.

Bound – The specter is bound to a specific location, person, or object and cannot travel more than a distance determined by the Game Master from the area or object to which it is bound. If the location or object to which the specter is bound is somehow destroyed, the specter is destroyed as well.

Mad – Some specters are completely insane. Though they may possess great and terrible powers, these spirits lack the strength of will or clarity of thought to carry out any organized plan. They may pause in the midst of combat and simply start weeping uncontrollably and wander off, in conversation they may speak to those long dead, etc. Worse yet, when agitated they may simply enter a psychotic rage and attack until their attention is drawn elsewhere. The specter's command range is reduced by 3. Additionally, the specter rolls three dice and drops the highest when making contested Willpower rolls.

Obsession – The specter is completely obsessed with some goal, idea, or object. Its every thought is an extension of that obsession and its every plan will relate back to this obsession. This obsession is both the key to understanding the spirit and bargaining with it. Of course, if the object of its obsession is threatened, the specter will fight to the bitter end to protect it. Should the obsession be something obtainable or something the specter is capable of losing, it may also be the key to allowing the specter to find final rest.

Semi-Corporeal – On any round in which the specter makes an attack, it becomes partially corporeal for one round. While it is partially corporeal, the specter takes full damage from spells and magic weapons and one less die of damage from mundane attacks.

Sunlight Powerlessness – The specter rolls one less die on attack and damage rolls when in direct sunlight.

Temporal Existence – The specter only seems to exist at certain times and fades from existence at others. It may only exist by day, fading away at night, or possibly it only exists on certain days or seasons of the year. Some spirits may have very long cycles and will fade away for decades or centuries at a time.

HOOK

Soldiers at the Cygnaran coastal garrison of Westwatch are finding the bodies of citizens from Ramarck near the ruins of Nine Stone, an ancient druidic site. The corpses are always in a similar state: hair turned pale white and mouths open in a silent, eternal scream. There are no apparent wounds on the bodies, and it appears they were quite literally frightened to death. The commander at Westwatch is at a loss to explain why people from Ramarck would be drawn to the ancient ruins, although he believes rumors of a ghostly figure seen recently at Nine Stone may have something to do with it.

RIVEN



The dark woods are suddenly illuminated with an unearthly glow, an eldritch light devoid of warmth or comfort. The light emanates from an amulet worn around the neck of a terrifying apparition, an elven shade floating above the ground, its skeletal visage locked in an expression of exquisite pain. A mass of writhing spirits clusters at the spirit's feet, clawing at its body, as if attempting to pull it into the bowels of the earth.

RIVEN					
SPD	STR	MAT	RAT	DEF	ARM
6	4	7	1	15	11
WILLPOWER		INITIATIVE		DETECT	SNEAK
12		14		6	6



WITHERING TOUCH	
POW	P+S
6	10

A living creature damaged by the Riven's withering touch suffers a -2 penalty to SPD and DEF for one round.

ABILITIES

Futile Fatality – If the character a riven inhabits through Spirit Bind is disabled, immediately after the attack is resolved place a 5" AOE centered on the character. All living characters within the AOE suffer a POW 12 damage roll, and the riven is shunted from the character it possessed and appears in base-to-base contact with him.

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

Spirit Bind – A riven can attempt to possess a character in base-to-base contact with it as a full action. To do so the riven and its target make contested Willpower rolls. If the riven wins, it possesses the character. If the target character wins, the riven fails to possess the character and the riven loses 1 vitality point.

When the riven possesses a character, all effects on the riven expire, its model is removed from the table, and its activation ends. The possessed character loses his turn this round and will afterward take his turn during the riven's place in the initiative order. The riven controls a possessed character completely, gaining access to the character's memories, skills, abilities, spells, and so on.

The possessed character can attempt to break free each round at the end of the riven's activation, excepting the round where he was initially possessed, by making another contested Willpower roll against the riven. If the victim of spirit bind succeeds, the possession ends and the riven appears in base-to-base contact with the character. The character's activation then follows immediately after the riven in the initiative order on the following round. If the riven wins, it remains in control.

If a character fails five consecutive attempts to resist the riven's Spirit Bind, the riven possesses the character for rest of the day. Every day thereafter, the target can attempt another opposed Willpower check at dawn to end the possession.

All attempts to attack the Riven while it possesses a character fail, and the possessed character becomes the target of such attacks. However, if the character suffers damage, he may immediately attempt an opposed Willpower roll to end the riven's possession.

Undead – The riven is not a living creature and never flees.

Unwelcome – A riven cannot pass through any border or threshold without receiving permission or an invitation. This includes anything from the national border of Ios to a doorway. If a riven possessing a body passed a border, the riven is immediately shunted from its possessed body and becomes stationary for one round.

BASE SIZE	SMALL
ENCOUNTER POINTS	13

The riven are the crazed, tortured spirits of elven priests who suffered and died during the Rivening. During this time, the connection between the deities of the Divine Court and their worshippers was shattered. Contact remained only between the priests of the fanes of Scyrath and Nyssor and their gods. Many of the most pious Iosans, wracked by fundamental loss (and, some say, tormented divine screams), lost their minds and committed atrocities against their terrified people. Their crimes bind these insane apparitions to Caen, each sin manifested as the spirit of one they wronged. They bear their former holy symbols as painful brands.

Riven appear as a hateful apparitions, their faces contorted in eternal anguish as the hungry spirits of those they wronged continually claw at their bodies, pulling them ever earthward and further away from the eternal rest they so desperately seek. The amulets hanging from their necks bear the symbol of an Iosan deity and shine with a fell luminescence. This hellish glare serves to remind the riven of its sins and the anger of its god.

The riven believe that if they inhabit a body as it dies they might tether themselves to the passing soul and pass into Urcaen. They believe their chances are best if following the soul of an outsider, given the uncertain fate of their own people, and to this end they seek out mortals with pure souls to possess and then kill. In this they delude themselves. The deaths they provoke can never bring them release.



COMBAT

Riven attack mortals for the sole purpose of possessing their bodies in the vain hope they can follow the souls of their victims into Urcaen. They generally ignore Iosan and Nyss targets, preferring to possess humans, who they believe offer them a greater chance of salvation. Once a riven has chosen a target to possess it will immediately attempt to use spirit bind on the victim, take possession of his body, and then attempt to maintain control. If a riven manages to gain temporary control (it's victim fails 5 consecutive opposed Willpower rolls), it will attempt to flee combat, unwilling to risk losing control of the victim should his allies have the means of ending its possession.

LORE

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

8: The riven are the crazed, tortured spirits of elven priests who suffered and died during the Rivening.

10: The riven are haunted by the spirits of their former victims and bound to Caen for their sins.

12: The riven believe that if they inhabit a body as it dies they might tether themselves to the passing soul and pass into Urcaen. As such, they will attempt to possess mortals, especially humans, who they believe offer them a greater chance of salvation.

15: A riven cannot cross borders and thresholds, and if forced to do so, is shunted from the body of a mortal it possesses.

HOOKS

A rash of odd suicides have occurred in a small, woodland village near Corvis. The victims are primarily hunters and woodcutters who ply their respective trades in the Glimmerwood. The townsfolk say the victims were acting oddly and were "not themselves" before taking their own lives. A local Morrowan priest believes a fell entity is haunting the woods and is behind the suicidal deaths. He is looking for mercenaries to enter the Glimmerwood to seek out and destroy this dire threat.





FOUNDRY, FORGE & CRUCIBLE TOOLS OF THE TRADE

BY MATT GOETZ • ART BY JUSTIN OAKSFORD

Tools have a long history of martial use in the Iron Kingdoms. In the hands of peasant revolutionaries and military engineers and wielded by villagers and far-flung construction crews, these ersatz weapons have carved a bloody niche on the battlefield. Often used by those lacking access to conventional weaponry, tools from nearly every field are repurposed for battle.

While rarely as efficient in combat as weapons purpose-made for battle, some choose these impromptu arms because of their utility in other roles or as a means of allaying suspicion. A cat's paw is nearly effective at braining a nosy city guard as it is cracking open a stubborn lock, and an assassin armed with a deadblow hammer and masquerading as a metalworker may get close to a target without raising suspicion.

Many trades in western Immoren require the use of tools that cut, crush, burn, and break, and a warrior with a shrewd eye, some creativity, and maybe a bit of desperation can find a way to adapt most of these implement to battle.

BLOWTORCH

Cost: 15 gc

Ammo: 10 turns of continuous use

Effective Range: 3 feet (0.5")

Extreme Range: —

Skill: Pistol

Attack Modifier: -1

POW: 10

AOE: —

Description: A common tool in a mechanik's kit, the blowtorch is primarily used to solder and braise metal and heat armor plates for shaping. Common blowtorches emit a tongue of fire

BOMB LANCE



about two feet long and are fueled by canisters of compressed flammable gas. Some models include a bellows worn under the arm and operated like a bagpipe, which pumps oxygen to the flame to further increase temperature and the overall efficiency of the blowtorch.

Special Rules: A character using a blowtorch gains a +1 bonus to Craft (metalworking) skill rolls.

Blowtorches cause fire damage. On a critical hit, the target suffers the Fire continuous effect.

A character can use a blowtorch to make ranged attacks against targets in his melee range. The character does not gain an aiming bonus when targeting an enemy in his melee range. The character does not suffer the -4 penalty to attack rolls for being engaged when attacking a target within his melee range.

An extra canister of fuel costs 3 gc and provides enough fuel for ten minutes of continuous use.

BOMB LANCE

Cost: 30 gc

Ammo: 1 (harpoon)

Effective Range: 48 feet (8')

Extreme Range: 240 feet

Skill: Light Artillery

Attack Modifier: -2

POW: 12

AOE: —

Description: A fearsome device used by whaling crews, the bomb lance is a shoulder-fired cannon that launches a heavy harpoon packed with explosives. An impact trigger in the head detonates the weapon, ripping apart the target and showering the surrounding area with steel shrapnel. Designed to dispatch whales, the bomb lance is a terrifying weapon in battle. Since it fires a much heavier projectile than a traditional harpoon gun, the bomb lance has a reduced range and requires a deft hand to place shots.

Special Rules: On a hit, center a 3" AOE over the target. Characters in the AOE, including the initial target, suffer a POW 6 damage roll.

It costs 5 gc for each harpoon, plus blasting powder and casing for one shot.

CAT'S PAW

Cost: 6 gc

Skill: Hand Weapon

Attack Modifier: -1

POW: 2

Description: A common tool, a cat's paw provides additional leverage to aid in prying things apart and is frequently used in carpentry, construction, and by dock workers to open shipping crates. A normal cat's paw is a thick hexagonal iron bar with a chisel-pointed hook on one end. Some models have been designed with use as a weapon in mind, and have a leather-wrapped handle and crossbar. In combat, a cat's paw is used much the same way as a club or mace.

Special Rules: A character can use a cat's paw to attempt to break open a lock with a STR roll. The Game Master sets the target number for the STR roll based on the physical qualities of the door and the lock. A flimsy lock set into an interior household door may require a successful STR roll against a target number of 12, while a heavy townhouse door may have a target number of 17 or more. A reinforced metal door with a heavy lock set flush into stone may require a STR roll against a target number of 20; if it is possible to break open with a cat's paw at all.

Trying to bust open a locked door is certain to draw the attention of anyone within earshot. Obviously this process is not as quiet or subtle as picking a lock, but it can be quite a bit faster.

On a critical hit while using this tool as a weapon, a living target hit has a chance to be knocked out by the attack. If the target suffers damage from the attack, he must make a PHY roll against a target number equal to the attacking character's STR + 11. If the target succeeds, he stays conscious. If he fails, he is knocked out.

DEADBLOW HAMMER

Cost: 15 gc

Skill: Hand Weapon

Attack Modifier: -1

POW: 3

Description: A specialized hammer used in metalworking, a deadblow hammer is hollow and filled with sand or metal shot. The material inside shifts when the hammer swings, increasing the overall striking force of each blow and reducing the rebound of heavy strikes. While deadblow hammers are large and heavy, they are much less fatiguing than those with solid-cast heads, as the full force of a blow passes to the target.

When used in combat, deadblow hammers have a reputation for the devastating strikes they impart to felled enemies. In the days of the Thousand Cities, some warlords employed teams of hammer-wielding infantry — known as "Knockers" — who followed behind the front line of an assault, dispatching the wounded with crushing blows.

Special Rules: A character using a deadblow hammer gains +1 to Craft (metalworking) skill rolls.

A character using the hammer as a weapon can spend 1 feat point to gain an additional die on the damage roll against knocked-down and prone targets.

ENTRENCHING TOOL, MILITARY

Cost: 15 gc

Skill: Hand Weapon

Attack Modifier: -1

POW: 3

Description: A natural evolution of the common entrenching tool, the military entrenching tool is a utilitarian weapon, combining the qualities of spade, saw, and hatchet into a nearly indispensable item. Designed from feedback given by veteran trencher crews, the military entrenching tool has a thicker profile than a standard spade, which supports a thick chopping edge running down one side. On the other side, a series of crosscut teeth allow the tool to function as a basic handsaw.

Special Rules: A military entrenching tool is considered a spade for the purposes of Dig In and similar abilities.

FLARE PISTOL

Cost: 25 gc

Ammo: 1 (Flare)

Effective Range: 36 feet (6")

Extreme Range: 180 feet

Skill: Pistol

Attack Modifier: -3

POW: See below

AOE: See below

Description: Able to create signals visible up to two miles away, flare pistols often see use in the hands of explorers, military scouts, and naval crews. Essentially a smoothbore pistol, flare pistols can fire a variety of different alchemical flares. Inaccurate and with a very short effective range, flare pistols are weapons of last resort.

Special Rules: A flare pistol typically fires one of two types of ammunition:

Signal Flare: Flares emit light equivalent to the effect of alchemical torchlight for 3 rounds. A signal flare is visible up to 2 miles away at night and half that distance during the day. When used as a weapon, signal flares are POW 8 and cause fire damage. On a critical hit, the target suffers the fire continuous effect.

Smoke Signal: Smoke signal flares are AOE 3 and cause no damage. The AOE is a cloud effect that remains in play for one round. A smoke signal is visible up to 2 miles away during the day and quarter that distance at night.

It costs 5 gc for powder, casings, and alchemical compounds for five flares of either type.



LINETHROWER

GAFF, HAND

Cost: 1 gc

Skill: Hand Weapon

Attack Modifier: 0

POW: 2

Description: The gaff is a stout metal hook used to spear and pull fish aboard a ship. The hand gaff features a horizontal wooden handle that fits in one hand, allowing the gaff hook to project through the wielder's middle fingers.

GAFF, POLE

Cost: 1 gc

Skill: Great Weapon

Attack Modifier: -1

POW: 3 (one-handed), 4 (two-handed)

Description: The pole gaff features a barbed hook mounted on a wooden pole four to six feet in length

Special Rules: When wielded two-handed, a pole gaff is a Reach weapon.

On a critical hit, a character that suffers damage from a pole gaff is knocked down.

ICE AXE

Cost: 5 gc

Skill: Hand Weapon

Attack Modifier: 0

POW: 2

Description: A nearly ubiquitous tool in mountain regions, an ice axe aids both climbing and decent in frozen conditions. The light head of an ice axe is cosmetically similar to much larger pickaxes and usually has sharp serrations at the tip of the cutting blade. The long main spike is counterbalanced by either a hammerhead to drive pitons into rock or a small chopping blade used to cut hand and footholds in glacial ice. Ice axes have strong leather straps attached to the haft to allow the user to quickly free his hands while retaining his equipment.

Special Rules: A character using an ice axe gains a +1 bonus to Climb skill rolls when climbing over snow and ice.

LINETHROWER

Cost: 40 gc

Ammo: 1

Effective Range: 24 feet (4')

Extreme Range: 120 feet

Skill: Light Artillery

Attack Modifier: -2

POW: 10

AOE: —

Description: A large shoulder-fired cannon meant to secure guy wires to standing structures or to launch lines great distances for the construction of cable cars and temporary bridges, the linethrower requires a two-step process to fire. The primary shot launches a self-anchoring harpoon to the target surface, while the secondary shot creates an anchor point. Winding devices inside the shaft of both harpoons retract, creating a taut line. In combat, clever operators often use the launcher to create obstacles for charging cavalry, to bring down weak walls, or to pull enemy soldiers from ramparts and watchtowers.

Special Rules: Firing the linethrower requires both an attack and a quick action. The quick action fires the anchor point into the ground, and the attack action is used to actually launch the harpoon at the target and requires an attack roll.

If the linethrower damages a target with a medium or smaller base, after the attack is resolved the target makes an opposed STR roll against the linethrower's STR 7. If the target fails the opposed roll, he is pulled 3" toward the anchor point. The linethrower's operator can continue to pull the target toward the anchor point each round with a quick action, as long as the target continues to fail the opposed STR roll. If the target succeeds on the opposed STR roll, it pulls the harpoon from its body. The linethrower operator can also release the target at any time with a quick action.

The linethrower is a two-handed weapon.

It costs 1 gc for blasting powder and casings for five charges.

Additional linethrower harpoons cost 3 gc each. The linethrower comes with both an anchor and a line harpoon.

RAILMAN'S ADZE

Cost: 20 gc

Skill: Great Weapon

Attack Modifier: -2

POW: 7

Description: Consisting of a steeply curved chopping blade mounted at a right angle to a long wooden shaft, the railman's adze shapes the wooden railway sleepers of the railroads that web the Iron Kingdoms. The head of the railman's adze is very heavy, and only the strongest can use it without succumbing to fatigue.

Combat use of the railman's adze is a natural response to the frequent raids railroad crews must endure by bandits and savage predators. With few other weapons nearby, the crews must fight with whatever is available, and the adze has quickly earned a fierce reputation for its ability to strike tremendously

heavy blows. This power does not come without cost, however. Swinging such a heavy weapon can leave the user exceptionally vulnerable to counterattack, as he must wrestle the weight of the adze back into a ready position.

Special Rules: A character must have STR 6 to use the railman's adze as a weapon. When used as a weapon, the railman's adze must be used two-handed.

On a miss, a character equipped with a railman's adze suffers -2 DEF until the start of his next turn.



ROCKBREAKER SPRAY

Cost: 80 gc

Ammo: 6

Effective Range: SP 6

Extreme Range: —

Skill: Light Artillery

Attack Modifier: -2

POW: 10

AOE: —

Description: The rockbreaker spray uses a cocktail of alchemical compounds heated in a pressure chambers worn on the back of the operator. Pulling the release valve of the weapon causes the chemicals to spray out of the nozzle, where they mix in the air.

When sprayed on a stone, the heated mixture has an intense, if short-lived corrosive effect. Stone surfaces not eaten away in the primary blast of the rockbreaker spray become brittle and easier to work with traditional tools. Primarily used in mines to blast away walls of rock, the rockbreaker spray has found its way into some military arsenals and is used to undermine enemy fortifications.

The rockbreaker spray can be fired at individual characters, and its effects on flesh are horrific in the extreme. However, it is cumbersome and inaccurate and is not often used in an anti-infantry role.

Special Rules: This weapon causes Corrosion damage and characters hit suffer the Corrosion continuous effect. Additionally, targets made of stone or brick suffer an additional die of damage from the rockbreaker spray.

It costs 10 gc for an additional canister of corrosive alchemical compounds for the rockbreaker spray.

SPIKE MAUL

Cost: 25 gc

Skill: Great Weapon

Attack Modifier: -2

POW: 6

Description: Designed to drive railroad spikes into place with a single blow, the spike maul is a heavy sledgehammer attached to a stout wooden shaft. Iron bands run down the length of the shaft, adding to the hammer's overall weight and protecting the handle against splitting. The head of a spike maul tapers sharply down to the striking surface to direct the force of a blow into a smaller area.

Although cumbersome, a spike maul is an effective weapon that can knock an opponent off his feet. However, it is far heavier than hammers designed for battle and can leave its user vulnerable to counterstrikes due to the broad swings required to use it effectively.

Special Rules: A character must have STR 5 to use the spike maul as a weapon. When used as a weapon, the spike maul must be used two-handed.

On a miss, a character equipped with a spike maul suffers a -2 DEF until the start of his next turn.

On a critical hit, the target is knocked down.



ROCKBREAKER SPRAY



M&P IRON KINGDOMS CONVERSION II: MODELING & PAINTING ARCANE & FIELD MECHANIKS

BY ROB HAWKINS

Last time we looked at some conversion techniques for Gun Mage and other gun-slinging characters. This time I'll show you a few ways to convert miniatures from the WARMACHINE and HORDES ranges into unique Arcane and Field Mechanik characters that incorporate the visual aesthetic of a secondary class or race. Since both types of mechaniks can be accompanied by steamjacks, we'll also build a unique light steamjack cobbled together from various kits.

TROLLKIN FIELD MECHANIK/SOLDIER

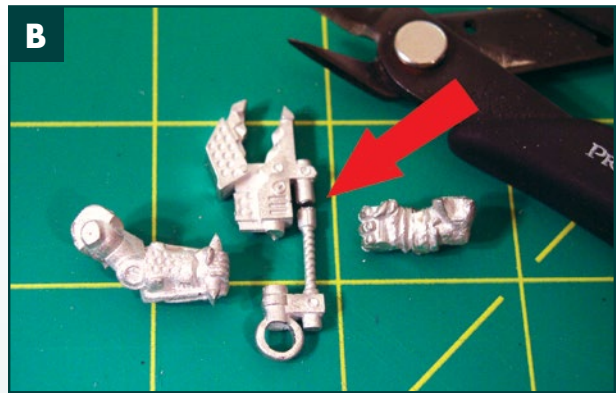
There are plenty of miniatures available in the Trollbloods faction, but I wanted a model with a more urban appearance than the tartan-wearing Kriel Warriors, and Bull (of Dannon Blythe & Bull) fit the bill perfectly. The conversion requires a simple arm swap and the addition of some extra equipment to represent his heavy pistol and tools.



Parts Needed

- Bull Body
- Trollkin Scout w/Hood Axe Arm
- Trollkin Scout Leader Left Arm
- Battle Mechanik Officer Left Arm
- 2010 Butcher Gun
- Vassal Mechanik Pack
- Battle Mechanik Officer Tools & Head

STEP ONE



A) Begin by making the major cuts needed to attach the parts. The image shows the areas that will be clipped away (marked in red). Cut away the nub and arm below the sleeves on Bull's body to create smooth, flat attachment points.

Next, trim the tops of the arms so they will fit properly. On the left arm you are removing about 4 mm of material, but on the right arm you only need to clip a bit off the top to create an angle, making the arm more vertical once attached.

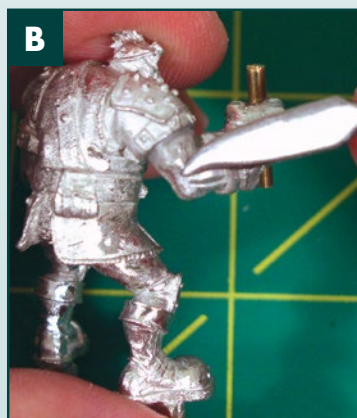
B) The easiest way to separate and reattach the tool with a secure bond is to separate it into two halves and replace the handle with a 1.90 mm brass rod. Using a jeweler's saw, carefully cut through the small strut on the tool, along the seam (indicated by the red arrow). Then you can clip away the arm without bending or breaking the tool.

STEP TWO



Pin the tool back together by drilling through the hand with a 1.90 mm bit. Then insert the brass rod "handle" through the hand. Drill into the attachment points on each part of the tool, creating the holes the handle will fit into. Use a standard 0.85 mm bit and brass rod to pin the small strut back together. Check that the tool halves fit back together properly, but do not glue them in place yet. At this time, you can also drill the holes to pin the arms to the torso.

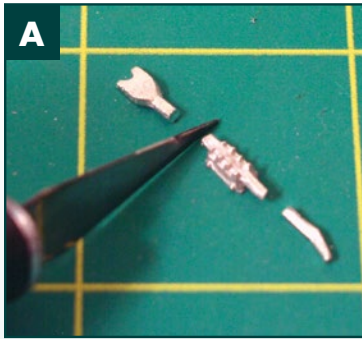
STEP THREE



A) Pin and glue the arms in place, taking the final position of the tool into consideration. (You don't want the model holding it right in front of his face!) There is a bit of freedom to rotate the arms, allowing you to position them how you like.

B) When the glue has dried, use Formula P3 Modeling Putty to patch the gaps at the attachment. If you've kept your cuts clean, only minimal putty work is needed, the majority of which will be filling the gap on the inside of the right arm.

STEP FOUR



Attach the model's spare tools and equipment. You're free to glue the extra parts however you like. If you want to keep things quick and simple, you could glue the Battle Mechanik Officer's tools to the pack or on his belt, but here's how I got the crowbar tucked under his shoulder strap:

A) Start by cutting the ends off the tool and discarding the center portion.

B) Drill into the sides of the pouches on the model's chest.

C) Glue each end of the tool into the holes. You can either use a larger drill bit (1.25 mm will do) and push the ends of the tool into it, or (like I did) use a 0.85 mm bit and crimp the end of the tool with needle-nose pliers to create a point that will fit into the hole.

D) Glue the pack and heavy pistol to the model and the other mechanic's tool on the side of the pack. Notice that the attachment point on the tool needs to be trimmed down a little; this is simply done with clippers, just below the two small rivets.



STEP FIVE



Finally, glue the large tool together and the model is ready for painting!



HUMAN ARCANE MECHANIK/PRIEST

While the Protectorate of Menoth range includes plenty of priestly models, not many of them lend themselves to the image of a heavily armored mechanik. I settled on the Flameguard Cleansers. They wear heavy armor, priestly robes, and have a certain "tough guy" mechanik vibe about them.

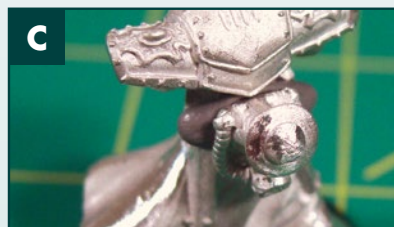
The Cleanser Officer is the easiest model to convert because of his separate arms and head. To incorporate the equipment befitting an Arcane Mechanik, I added parts from General Adept Nemo for the arms and heavy tool.



Parts Needed

- Flameguard Cleanser Officer Body
- Battle Mechanik Officer Tools & Head
- Flameguard Cleanser Officer Head
- General Adept Nemo Right Arm
- General Adept Nemo Staff
- Captain Arlan Strangeways Wrench
- General Adept Nemo Boiler
- Exemplar Errants Scabbard
- Thunderhead Tube #2

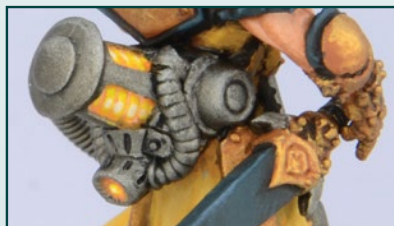
STEP ONE



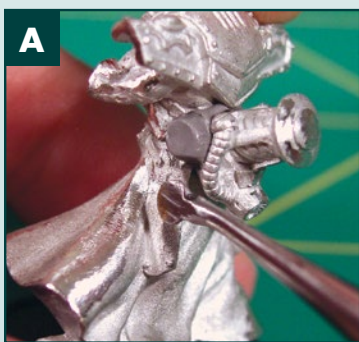
A) Begin by adding the generator to the model's back. Clip away the tabs and attachment nubs on the parts to achieve a snug fit.

B) Drill holes and add a pin to help secure the parts.

C) Add a roll of modeling putty to the model's back and press the pin through and into place. The putty will squish out around the edges and help fill any gaps under the generator.



STEP TWO



A) Shape the exposed putty on the sides with your sculpting tool. Form the putty into a round cylinder and press the end flat with the spatula end of your tool.

B) Add the detail of a cap or seal on the end by pressing a circle into the putty cylinder. Any appropriately sized metal tube will suffice in the same manner as the mechanical pencil rivet technique. I've created this tool out of 3/16-inch aluminum tube wrapped in masking tape. Let the putty dry completely before moving on.

STEP THREE



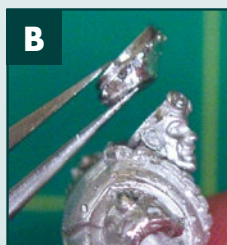
- A)** Prepare to attach the right arm and sword by removing the sword strap and the nub on the elbow (marked in red). Shave down the interior side of the scabbard and the attachment point on the priest's hip so the sword doesn't protrude too far.
- B)** Pin the sword to the hip but don't glue it just yet. The hand will rest on the hilt, and the sword needs to pivot until the fit is correct. You will need to trim the arms on the body a little to get the forearms to fit properly. Clip off a little bit, check the fit, and make adjustments as necessary. Don't worry if you cut too much away; any gaps can be filled with putty later.
- C)** Once you get the parts the way you like, pin and glue the forearm in place.

STEP FOUR



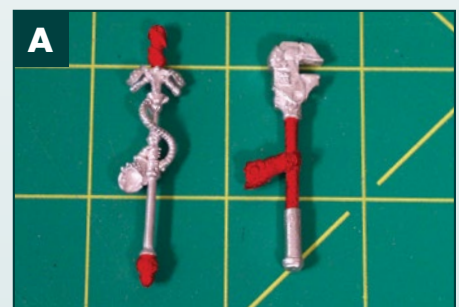
Before you get too far along with the arms, file the pendant smooth. If your priest is a disciple of Menoth, you could leave it as-is, otherwise, file off the Menofix. Add a simple ball of putty and smooth the edges to create a gemstone. The Menofix icons on the shoulders are abstract enough that they don't really need to be changed.

STEP FIVE



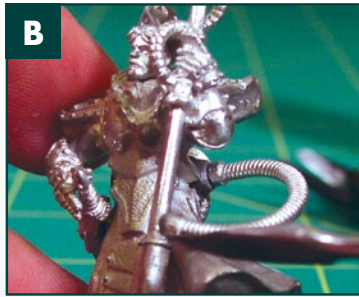
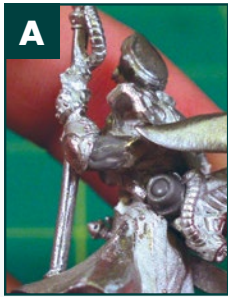
- A)** Combine the top of the Cleanser Officer's head with the Mechanik's head by removing the red-shaded areas. The neck should be shortened enough so the chin rests on the armored collar. Cut the top off the bald head right along the edge of the goggles strap. Of course you could just use one head or the other if you wanted to simplify the conversion.
- B)** Glue the head to the torso. On the hat, file away any remaining filigree and then attach it to the top of the head.
- C)** Smooth over the join and thicken up the hat with some modeling putty.

STEP SIX



- A)** To create a unique mechanika tool, clip away the parts shown in red from Strangeways' wrench and Nemo's staff.
- B)** Then, pin the pieces together as shown. Attach the left arm in the same manner as the right one; trim the upper arm and make adjustments as necessary to get a solid fit. Don't glue the arm on until you've finished the head so you have room to work.

STEP SEVEN



- A) Pin and glue the left arm in place and smooth over both arm joins with putty.
- B) Attach the power cable for the mechanika wrench. Clip the nubs off each end and then bend the part to get it into position. Pin one end into the generator but don't glue it yet.



Trying to pin the cable into the side of the wrench handle is crazy, so just add a ball of putty to the end of the cable and press it against the handle. Shape it to create the connection point and let the putty cure. Once it's dry, you can pop the cable off for painting and then glue it back in place.

STEAMJACK

Every Field Mechanic needs a good steamjack to do his heavy lifting. Unlike the assembly line manufactured warjacks, steamjacks are sometimes cobbled together from spare parts and uniquely reflect the personality of their designers.

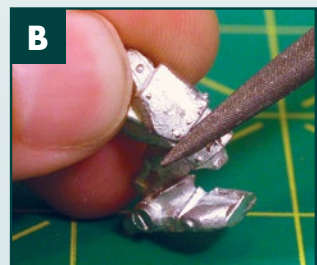
This light steamjack is particularly beat up and assembled from multiple kits. I chose the Buccaneer torso for its distinct armor plates and limbs from a few different sources. I'll show you how to create battle damage, missing rivets, and armor patches.



Parts Needed

- Buccaneer Torso
- Grenadier Head
- Reckoner Right Leg
- Reckoner Left Leg
- Lancer Right Arm/War Spear
- Vanguard Left Arm
- Reckoner Condemner Shield
- Vassal Mechanik Pack

STEP ONE



- A) Begin by removing the top of the left Vanguard arm with clippers. To differentiate the legs from a Reckoner, remove the spikes and tips of the toes.
- B) Use the flat side of a half-round file to smooth the surfaces of the kneepads. On the feet, file away the riveted strip in the center and smooth out the clipped-away edge of the toes.



- C) Here's how the finished legs should look.

STEP TWO



STEP THREE



Step 2) Drill holes to pin the arms and legs to the torso. Since we are mixing parts of different warjacks, pinning the parts will ensure a secure fit in the long run. The 0.85 mm bit and brass rod are sufficient to create the attachment points at the shoulders and hips.

Step 3) Glue the Reckoner's Condemner shield onto the hand to create the punching spike. The Vanguard hand has a shield handle that fits rather well into the groove on the underside of the shield.

STEP FOUR



Assemble the remaining parts of the steamjack. If you're not feeling particularly ambitious, you can call it done. Or you could add some battle damage using the following techniques.

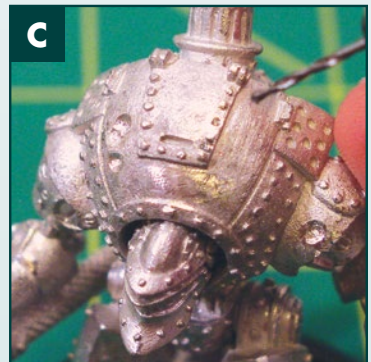
STEP FIVE



A) Create battle damage, dents, or pockmarks in the hull with your pin vise. The goal isn't to make a hole, so only drill into the metal enough to create a divot. Use different sized drill bits to make larger and smaller dents.



B) To make popped-out rivets, begin by slicing off the rivet with your hobby knife.



C) Then, using your pin vise and a small bit, drill a hole where the rivet used to be.



D) Add patched sheet metal by applying a thin layer of modeling putty. Smooth over the surface and square off the edges with your modeling tool.



E) Finish off the plate by pressing rivets into it using a mechanical pencil with the lead removed.



F) The Vanguard arm has half of a strap that would have connected to the Vanguard's shield. Use some putty to continue the strap the rest of the way around the model's arm.

STEP SIX



Finally, add the Vassal Mechanik pack of spare parts to the steamjack's back. After all, what good is having a 'jack if it's not going to lug your stuff around?



CONCLUSION

I hope these tutorials have both inspired you to create miniatures for your own Iron Kingdoms RPG characters and shown you a trick or two you can apply to your other conversion projects. These parts are all available through the Privateer Press online store, allowing you to create the conversions shown here at home.

'Til next time!



AN ALTERNATE SCENARIO FOR WARMACHINE & HORDES

DEFENDERS OF THRACE

BY AERYN RUDEL
& DAVID "DC" CARL
ART BY MARIUSZ GANDZEL



The following fiction and scenario depict the desperate struggle between the ancient Menites who settled what is now central Cygnar and the savage tribes of Molgur barbarians who dwelled within this untamed wilderness. The story focuses on the Menite warrior-priest Valent Thrace, who would go on to build the great wall known as the Shield of Thrace. The scenario and the alternate models provided can be used to replicate this ancient battle or they can be used with existing WARMACHINE and HORDES armies to give the confrontation a modern twist.

SHADOWS OF THRACE

Upper Wyrmswall, 2815 BR

Valent, son of Varus, stood upon the earthen ramparts of Thracia, leaning heavily on his battered shield. He looked out over a desolate no man's land that stretched a hundred yards from the crude wooden walls of the village palisade to the tree line of the dense forest beyond. The area had been cleared by fire and blade, the towering spears of great pines felled for their timber and to leave the enemy nowhere to hide. Around the burned stumps the ground was littered with arrow shafts, shivered weapons, and dozens of corpses.

The villagers had collected their own dead, but the bodies of their foe had been left to rot. Now the smell of putrefaction was always in his nose, and he'd watched the bodies before the palisade slowly disintegrate under the attention of carrion eaters and swarms of vermin. Valent believed he had become inured to such sights, that violent death held no further mystery or shock for him. His guts no longer roiled at the sight of innocents hacked apart and partially eaten. His heart no longer churned with rage at the choked pleas for

mercy uttered by men lashed to a stake and slowly flayed alive. His sword hand no longer clenched reflexively at the mere thought of those responsible for such atrocities: the Molgur demons that lurked within the forest beyond his meager walls.

He had won this stoicism—some might call it callousness—from long years of fighting an enemy who appeared human yet seemed bereft of any humanity. He told himself and the hundred or so men and women under his care that the terrible cruelties inflicted upon them were the inerrant will of Menoth, a test of faith and righteous perseverance. Lately, however, these words tasted like ash on his tongue and felt more and more like lip service paid to a god that no longer cared.

He shoved the blasphemous thoughts away with some effort. To dwell on such things served no useful purpose. He shook his head and ran his hands through his tangled black hair, then turned and looked down on the village inside the walls. The settlement his father had named Thracia consisted of thirty daub-and-wattle houses surrounding Menoth's temple, a squat stone building in the center of the village. Two wide dirt lanes lined with villager's homes ran north-to-south and east-to-west and intersected in the temple square. Around the entirety of the village stood a wooden palisade, with earthen ramparts built beneath it.

The people of Thracia wandered listlessly between the buildings, stopping occasionally to turn their ashen, hungry faces up to the ramparts and the few armed men atop them. Valent's father, Varus, had led them here five winters ago, forsaking the relative safety of the more established Menite settlements for the untamed yet fertile wilderness at the base of the great mountains to the northwest. The area was inhabited by the Molgur, tribes of barbarous humans who worshipped a terrible entity known as the Devourer Wurm. The tribes had been small and poorly organized, and the Menites, armed with weapons and armor of bronze, had quickly slain or driven off those Molgur living near the site where Thracia would be built.

The homes and the palisade had gone up soon after, and Thracia enjoyed a year of relative peace and prosperity. Then the Molgur returned.

Valent remembered the first attack clearly. A dozen bestial warriors had come in the night, slinking through the moonless dark intent on murder. The sentries on the palisade had been lax, and the Molgur were up and over the wall, their axes already wetted with blood, by the time the first alarm horn sounded. The chaos that had followed claimed the lives of twenty villagers, including Valent's father. It had taken hours for Valent to rally Thracia's warriors and hunt down and destroy every Molgur inside their walls.

With Varus slain, his mantle and authority had passed to Valent, who had immediately turned his people to fortifying the palisade and clearing the forest around it. Over the next two years, the

attacks had intensified as multiple Molgur tribes banded together to attack the Menite settlers. The threat had been constant, requiring that armed men escort the villagers to the fields beyond the walls, but it had not been enough. Each week men and women had died, and no matter how many of the Molgur were slain, their numbers had never seemed to dwindle. Eventually, terror of the enemy overcame the people of Thracia, and they had withdrawn behind their walls completely. Their crops had withered, and when Valent had sent out men to hunt game, more often than not they had been captured, staked at the edge of the tree line in plain sight, and tortured to death as part of some vile Devourer ritual. The Molgur could not breach the palisade, but its safety was double edged. It protected them from the Molgur axes but likely doomed them all to the slow agony of starvation and disease.

The sudden shrill whine of a Molgur war horn wrenched Valent away from the misery inside his walls and focused his attention on the horror mustering beyond them. He whirled around to see a group of hulking figures emerging from the trees at the edge of the clearing, well beyond the range of the Menites' bows. Although nominally human, the Molgur warriors seemed more beast than man; they moved quickly and kept low to the ground, like predators on the hunt. Each was naked save for scraps of leather and hide around his loins and the odd piece of armor scavenged from the dead. Their exposed skin was covered in swirling patterns and symbols painted in muted hues of red and black, iconography sacred to the Devourer Wurm. Most of the Molgur were festooned with various charms and fetishes dangling from

THE SUDDEN SHRILL WHINE OF A MOLGUR WAR HORN WRENCHED VALENT AWAY FROM THE MISERY INSIDE HIS WALLS AND FOCUSED HIS ATTENTION ON THE HORROR MUSTERING BEYOND THEM.

crude leather thongs around wrist, neck, and ankle—bits of horn, bone, and more ghoulish trophies taken from fallen enemies. They carried no shields, nor were they armed with missile weapons; instead each gripped a massive two-handed axe of chipped stone or, in rare cases, crudely wrought copper or bronze.

Valent picked up his shield, slipped his arms through its loops, and snatched the hunting horn hanging from his belt. He placed the horn to his lips and blew a long, winding call. The Molgur horn had already sent the villagers fleeing to their homes; his call was a signal to his warriors to assemble on the ramparts.

The Molgur were still exiting from the forest, and there were now dozens of them standing in a rough semicircle at the edge of the open killing field before the wall. They did not move into the clearing or react in any way to Valent's hunting horn.

Valent heard the iron clatter of armored men moving toward him. Moments later fourteen armed and armored Menites stood to his

left and right, each gripping one of the few precious bows they'd brought with them from the south. He glanced around at the gaunt, hollow-eyed figures whose dull scale hauberks hung upon wasted frames. These were all that remained of the fifty fighting men his father had brought to protect the settlement. In addition to their bows, each carried a quiver of arrows, a short-hafted axe with a heavy bronze head, and a small, round shield of wooden planks covered in leather. Only he and the village seneschal, Ternius, carried swords.

"What are they doing?" Ternius asked, pushing his way through the men to stand beside Valent. Ternius was a lean, wolfish man in his fifties, gray of hair and beard though still a capable fighter. "It's not like them to announce their presence or come at us in such numbers in broad daylight."

Valent nodded but said nothing. Ternius was right. Something was different, and that filled him with a terrible sense of foreboding. The men on the ramparts looked to him, their eyes beseeching him for a few words to hearten them against the terror beyond the wall. He had none to give them. Instead, he drew his sword and pointed it to the left and then to the right. "Spread out along the northern wall," he commanded. "I want arrows nocked and the approach to the north gate covered. Baeren, Orthus, position yourselves at the south gate; they may hit us from both directions." As the men moved to take their positions, Valent added, "Menoth go with you." The words rang hollow, and he felt little comfort in uttering them, just as his men must have felt little comfort in hearing them.

Ternius remained beside him, one hand on the hilt of his sword. His craggy face was impossible to read. "They're fraying at the edges, Valent," he finally said. "No man, no matter how strong his faith, can stand this madness—" and here he waved his sword hand at the gathering mob of Molgur, "without eventually losing himself to it."

Valent gritted his teeth, hearing his father's voice in the grim assessment. "I am keenly aware of our plight, Ternius," he said bitterly, turning to face the older man. "Do you not think that my every waking moment is consumed by it? Have you not considered that I pray each night for some sign, some salvation?" He stepped close, bringing his face inches from Ternius'. "There is only silence," he whispered fiercely. "We have been abandoned to our fate." He paused, letting the rage and desperation wash over him, and then he said that which had haunted his every waking moment for the last year. "It is punishment from the Creator for my father's folly."

Ternius took a step back, his mouth clenched in rage. He had been a friend and follower of Varus' from before Valent was born, and like many in the village, he held the man up as a paragon of the Menite faith. Valent noticed Ternius' hands balling into fists at his side, and for a moment he wondered if they would come to blows.



The Molgur beyond the wall brought an end to such thoughts.

A chorus of high piercing cries echoed across the clearing, and Valent turned to see five Molgur women emerging from the forest, their nude bodies painted in swirling patterns of black and red. He'd seen women like this before. They were the shamans of the Molgur, and it was their stone knives that spilled the blood of his people to feed the appetite of their blasphemous god. They leaped and cavorted, their rhythmic contortions suggesting some savage ritualized dance. In the center of the shamans walked a man stripped to the waist, his gaunt chest covered in crimson—though Valent couldn't tell if it was Molgur paint or the man's own blood.

"Menoth preserve us," Valent heard Ternius whisper behind him, his voice thick with horror. "That's Neras."

Valent drew in a breath and felt the terrible weight of despair settle over him. Neras had been among the last hunting party he'd sent out, two weeks ago. The group had been ambushed by Molgur a few miles from the village but had managed to fight their way back to Thracia. All but Neras. He'd been wounded in the initial ambush, and the rest had been forced to leave him behind. All believed—hoped, truly—that Neras had died of his wounds before the Molgur found him. Valent's stomach churned at the thought of what lay in store for the man.

From the Menite walls, all eyes were fixed on the spectacle unfolding at the edge of the forest. A Molgur male forced Neras to kneel as the shamans danced and howled around him. The warriors flanked the group in two staggered lines and added their own chant, deep and booming, to the ululating screech of the females. Neras knelt unmoving, his head bowed, the very picture of a man resigned to his fate.

Valent saw that one of the women held a blade in her right hand—one of the thin and brutally sharp stone knives all the Molgur shamans carried. He knew what would come next, and he glanced at the men along the ramparts. Their bows had not the range to either strike down the Molgur or grant Neras a quick death. He forced himself to watch as the savage chant intensified, growing louder and more frenzied. His men must see him unflinchingly accept what would come next. If he wavered, how could he expect them to stand firm?

The shamans suddenly stopped dancing, and their screaming howls faded into the dull thunder of the Molgur warriors' chant. Two of the women strode forward to grasp Neras by his arms, while the one wielding the stone knife approached from behind him and twined the fingers of her left hand into his hair. Then, unceremoniously, she wrenched Neras' head back, reached around with her right hand, and drew her knife across his throat with one savage motion.

Even from where he stood atop the ramparts, Valent saw the blood spurt. Neras jerked and struggled, his apparent apathy forgotten

as his life jetted from his body. The Molgur women held him fast, though, until his thrashing stopped and he slumped in their grasp.

All along the wall, Valent could see his men had clustered in groups of two or three, forgetting their orders in seeking the comfort of each other's words. He did not chastise them; there was no immediate threat, and they were still safe behind their walls. The Molgur had performed similar rituals upon captured Menites in the past, although he could not remember so many of the savages being present before.

The Molgur shamans lifted their voices in a shrill cry again, and the ones who had been holding Neras stepped back, letting his lifeless body fall to the ground. All five women turned their backs to the village and faced the forest with arms uplifted. Their screeching chant took on a sing-song quality as it fell into time with the deeper chant of the warriors.

Valent sensed something gathering in the air, something old and unnamable, an energy that made him feel vulnerable even behind his walls. He saw the trees in the forest begin to sway directly in the path of the Molgur shamans, and he heard the groaning shriek of tree trunks splintering beneath something impossibly huge and heavy.

When the beast stepped out of the forest, towering over the Molgur before it, it hardly seemed real, a figment from some terrible waking dream. He heard a collective intake of breath among his men and became aware of his own mouth moving unbidden in a desperate prayer to the Creator.

VALENT HAD NEVER SEEN TERNIUS AFRAID, AND HE FOUND THE MAN'S FEAR INFECTIOUS, A WORM OF HORROR THAT BURROWED THROUGH HIS HEART AND GUTS, DEVOURING HIS COURAGE.

The creature the Molgur had summoned loomed as tall as the wall around the village. It stood upon two legs and its long powerful arms ended in blunt-fingered hands. Coarse white fur covered its body and hung in long tufts from its arms and around its cloven hooves. Its blunt-snouted head, which towered fifteen feet from the ground, was crowned with a spiraling rack of horns, like that of a ram but covered in dense knots of bone.

Beside Valent, Ternius had drawn his sword and was gripping the top of the palisade with his other hand, his knuckles white. He turned to look at Valent, his eyes wide, his throat working in mute terror. Valent had never seen Ternius afraid, and he found the man's fear infectious, a worm of horror that burrowed through his heart and guts, devouring his courage. Valent was thankful the villagers could not see what was happening beyond the walls. He could scarcely imagine the panic such a sight would cause.

The Molgur had stopped chanting, and a deathly silence settled over the clearing. The beast glared down at the shamans before it, pawing the ground with one massive hoof. The women moved back, away from Neras' corpse, while the warriors flanked the

monster in two lines—two lines that pointed directly at the north gate of the village palisade. The creature strode forward, its tread shaking the earth, then bent down and sniffed at Neras' corpse. After a moment it straightened to its full height, and its mammoth head swiveled so that it looked out over the clearing at the village. Valent sensed something had passed between the beast and the Molgur, though no words had been spoken. An offering had been made and accepted.

He knew in his bones what would come next, even before the great beast lowered its head and began stamping across the open plain toward the village. "Archers! Bring it down before it reaches the gate!" he screamed. His voice shook the men from their paralysis of terror, and they hastened to form a line along the northern ramparts.

The beast was moving swiftly, its hooves churning the scorched earth into mulch. The Molgur streamed behind their champion in a loose mob, their voices lifted in a chorus of howling war cries.

Valent raised his sword. "Draw and loose!" he cried. Beside him fourteen men drew their bows and launched iron-tipped shafts at the charging beast. Most of the arrows hissed past it or sank into its hide with no apparent effect; those that struck its horned skull bounced away, broken and useless.

VALENT SHOOK HIS HEAD. "SINS PLANTED BY THE FATHER ARE HARVESTED BY HIS CHILDREN," HE SAID SOFTLY, QUOTING FROM THE CANON OF THE TRUE LAW. "I WILL BUY YOU SOME TIME."

"It's too big!" Ternius said, grabbing his arm. "Let it get closer. Maybe the gate will hold." Valent nodded, although he knew there was no truth in Ternius' words.

"Target the Molgur!" Ternius shouted, and the men drew their bows once more. This time their shafts sailed over the beast and found much softer targets. Valent watched with grim satisfaction as four Molgur warriors and one of the shamans tumbled to the ground, a Menite arrow lodged in breast, torso, or skull.

The beast was only twenty yards from the gate now, and it hadn't slowed. It came on like a force of nature, a hurricane or earthquake given physical form. It leaped the shallow moat at the base of the wall and crashed into the gate without slowing. Valent felt the entire wall shake and heard the terrible sound of heavy timbers splintering beneath the onslaught.

"Keep firing!" Valent shouted at the men around him. He then turned to Ternius and drew him down the earthen rampart toward the village. The people of Thracia had been prompted from their homes by the sound of the beast at the gate, and they were moving in a loose mob away from the north wall. When Valent and Ternius

reached the base of the rampart, Valent pulled Ternius close. "I need you to take Baeren, Orthus, and six more of our warriors and lead our people out the southern gate."

"What?!" Ternius said, pulling away from him. "Abandon Thracia? We'll be slaughtered out there! Your father—"

"Enough!" Valent cut him off. "My father was not following the will of the Lawgiver when he led us north, Ternius. He was following his own. Our people are dying. There is no future here." The wall shook again as the beast slammed into the gate, punctuating Valent's statement. "I need you to lead our people away from this," Valent said, his tone softer, almost pleading.

Ternius stared at him for a moment and then said, "I'll do it. But where will we go?"

"Go south. Take them home. One of the settlements will take you in."

Ternius frowned. "You don't mean to follow," he said gravely.

Valent shook his head. "'Sins planted by the father are harvested by his children,'" he said softly, quoting from the Canon of the True Law. "I will buy you some time."

Ternius reached out and gripped the younger man's shoulder. "Menoth give you strength, Valent. We shall meet again in Urcaen."

He then turned and began shouting the names of the warriors that would accompany him. Valent watched the group climb down from the ramparts and hurry to the south gate. The remaining men had exhausted their quivers and watched Valent for further orders.

He looked up at them and pointed his sword at the gate, now bowing inward.

It would collapse any moment. "Take up your axes!" he shouted to the half-dozen men still on the ramparts. "Join me at the gate! Let the Creator bear witness to your sacrifice this day!" He felt a fierce surge of pride as each man took the axe from his belt, fixed his shield to his arm, and began climbing down the ramparts.

Valent moved toward the gate, his few warriors following behind him. He could hear the harsh voices of the Molgur outside the walls, broken only by the deep bellowing cries of the beast. He and his men stopped roughly twenty feet from the disintegrating gate, in the middle of the road that divided the east and west halves of the village. Behind them the people of Thracia were fleeing toward the south gate, and Valent could hear Ternius' voice over the din, shouting orders and words of encouragement.

"Form a wedge behind me," Valent said, and the men obeyed, creating a rough triangle with Valent at its head. He moved his great oval shield in front of his body, presenting the Menofix emblazoned on its surface to the enemy. He then stared up at the wooden palisade, which now seemed so feeble, and offered a silent prayer to Menoth. Let my death have some meaning, he begged the Lawgiver. Do not punish my people for my father's pride.

He expected his prayer to simply vanish into the ether, as it had each time before, but this time his plea was not met with silence. Valent felt the sudden smothering weight of a presence his mind could barely comprehend; it surged through him, filling every fiber of his being with a vast and indomitable will. He was vaguely aware of the gate splintering before him as the beast barreled through. As if through a mist he saw four of his men drop their weapons and flee, while two loosed hoarse battle cries and charged to their certain doom. Then the gate, his men, and the beast simply vanished, and he saw a towering stone wall, so immense he could not see where it began or ended. Upon this mighty barricade hung immense tapestries bearing the Menofix, and atop it, he saw many soldiers, their shields also bearing the symbol of the Creator. It was glorious sight, and he felt tears sting his eyes.

The vision went on, and Valent saw a great, yellow sun rising behind the wall, as bright and pure as the will of Menoth. Then a voice spoke within his mind, a voice so glorious and terrible he thought his head would split open, unable to contain its enormity. BEHOLD THE WALL, the voice thundered. YOU ARE MY SHIELD. YOU SHALL TEND THE FLAME THAT STANDS BETWEEN THE DARKNESS AND THOSE WHO OBEY THE TRUE LAW.

Then, as suddenly as it had come, the presence left him, taking the vision of the magnificent wall with it. The sights and sounds of doomed Thracia roared back through his senses, and Valent found himself on his knees before the shattered gate. He saw the beast crouching over the crushed corpse of one of his men, another Menite gripped in one huge fist. It was slamming the body in its grasp against the ground over and over again, leaving a bloody smear in the dirt that widened with each blow.

Valent climbed slowly to his feet and once again set his shield before him. "I am the shield," he said softly, his body thrumming with power. "I shall stand!" This last he shouted, causing the beast to swivel its horned head in his direction. Behind it the Molgur flowed through the broken gate, although they did not advance far. They were in no hurry. The village was theirs, and they stopped to watch the monster they had set loose upon their enemies do its work.

The beast straightened to its full height and dropped the ruined corpse from its fist. It pawed the ground and glared at the human who dared challenge it, then lowered its head and charged.

Valent rested his shield against his body and set his feet, preparing for the awful impact. He felt sudden warmth on his right arm and looked down to see dazzling yellow flames flickering along the long iron blade of his father's sword. He felt no fear, no regret. He was an empty vessel into which Menoth had poured his will.

The beast crossed the space between the gate and Valent in the span of a heartbeat and struck his shield with its massive gnarled head like a living battering ram. He should have been flung away, crushed by the awful strength of the Molgur beast or trampled into red paste beneath its hooves. Instead, at the moment of impact, the Menofix upon his shield flared with a brilliant golden light, and

he felt nothing more than a hard push against the stout wooden planks. The beast, however, reacted as if it had run straight into the great stone wall in his vision, rebounding from his absurdly small shield with a pained bellow and staggering back toward the gate.

Valent surged forward, ducked beneath a clumsy strike of the beast's massive fist, and rammed his flaming sword to the hilt up and under its rib cage. The creature loosed a thick guttural cry and jerked backward, nearly pulling the blade from Valent's hand. He held tight, and the sword slid from the beast's body as it reeled away. Smoke rose from the blade as the flames along its length consumed the creature's blood.

The beast managed a few steps, clutching at the wound in its torso, and then collapsed to its knees, blood streaming down its body and pooling on the ground. Valent raised his shield and advanced toward the beast. It watched him come, its black eyes clouded with pain and fury. When he was within striking distance it raised one arm weakly to ward him off, but Valent knocked aside the blow with his shield and stepped close, bringing his sword around in a blur of flaming iron. The blade ploughed through the beast's thick neck like it was made of wax, and the enormous horned head tumbled to the ground at his feet. The creature's body collapsed backward and crashed into the dirt.

Valent turned to face the assembled Molgur and saw in their faces a mixture of horror and awe. He pointed the burning blade at them, set his shield and the holy symbol of the Lawgiver in front of his body, and waited. They stared back at him silently but made no move to attack. Long moments passed, and still the Molgur did not advance. Finally, one of the hulking warriors simply turned and walked back through the shattered gate. Another followed him, and then another. The Molgur left Thracia in one and twos, until only Valent remained.

He let his sword fall to his side, and the flames guttering along its blade faded and disappeared. His shield felt very heavy, and weariness took hold of his limbs. Behind him he heard people approaching, and he slowly turned to see those warriors who had fled returning, shame upon their faces. One of them, a dark-haired man named Caleon, fell to his knees before Valent.

"My lord," Caleon said, using the honorific generally associated with the priest-kings of Ancient Icthier. "What shall we do now?"

Valent sheathed his sword and glanced up at the wooden walls of his father's village. "Our people are scattered in the south," he said after a long pause. "We shall unite all those who hold to the True Law beneath the Creator's will. I have foreseen a bastion against the darkness even greater than Icthier." He reached out, placed one hand on Caleon's shoulder, and smiled. "Follow me, brother, and together we will build the Wall."

DEFENDERS OF THRACE SCENARIO

SETUP

Before the game, determine who will be the attacker and who will be the defender. Then designate one table edge as the attacker's table edge and the opposite table edge as the defender's table edge.

The palisade walls are obstructions that extend 21" from each side of the table 14" from the defender's table edge as shown in the diagram. The gate area between the walls is 6" wide and extends 3" toward either player from the walls (creating a 6" x 6" gate area zone). The defender can place up to 4 additional obstructions completely within 12" of his table edge, and the attacker can place up to 4 forest terrain features completely within 16" of his table edge. No other terrain is placed in this scenario.

The attacker deploys first and has a 9" deployment zone. The defender deploys second and has a 14" deployment zone. The attacker takes the first turn.

ARMY COMPOSITION

The attacker's army consists of 5 units of Molgur Savages (medium-based), 1 unit of Molgur Shamans, and 1 Ancient Satyr.

The defender's army consists of Valent Thrace and 2 units of Thracian Militia.

SPECIAL RULES

The attacker treats the palisade walls as obstructions that block line of sight.

The defender treats the palisade walls as obstructions that do *not* block line of sight. While a model is B2B with the palisade wall on the defender's side of the wall, it gains elevation and its weapons gain Snipe. (An attack with a Snipe weapon gains +4 RNG.)

VICTORY CONDITIONS

The attacker wins the game if he destroys Valent Thrace or if Valent Thrace is on the defender's side of the wall and *not* within the 6" x 6" gate area.

The defender wins the game if Valent Thrace is still in play within the gate area or on the opponent's side of the wall at the end of the attacker's fifth turn.

OPTIONAL RULES

If both players agree, they can play a modern twist on the defense of Thrace. In this variant, the defender's army can consist of no more than 25 points, can have no more than twenty models, must include Valent Thrace, and can include Thracian Militia. The attacker's army can consist of no more than 50 points and can include Molgur models/units. Armies can include warcasters/warlocks normally.

Any models with Advance Deployment, Advance Move, or Ambush lose those abilities during the Defenders of Thrace scenario.

Additionally, the attacker's models cannot move through the defender's models or through the palisade walls even if they have abilities (like Acrobatics), spells (like Ghost Walk), or feats (like Essence of Dust) that would normally allow them to do so.



THRACKIAN MILITIA

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FA 2
PC Leader and 6 Grunts 5

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

LONGBOW	
RNG	ROF
12	1
1	10

HAND AXE	
POW	P+S
4	10

THRACKIAN MILITIA

SCENARIO THRACKIAN UNIT



MOLGUR SAVAGES

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FA 4
PC Leader and 5 Grunts 5

LEADER & GRUNTS									
SPD	STR	MAT	RAT	DEF	ARM	CMD			
6	7	6	2	12	15	6			

MOLGUR AXE	
POW	P+S
5	12

MOLGUR SAVAGES

SCENARIO MOLGUR UNIT



MOLGUR SHAMAN COVEN

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FA 1
PC Leader and 4 Grunts 2

LEADER & GRUNTS									
SPD	STR	MAT	RAT	DEF	ARM	CMD			
6	5	5	3	12	11	7			

STONE BLADE	
POW	P+S
2	7

MOLGUR SHAMAN COVEN

SCENARIO MOLGUR UNIT



ANCIENT SATYR

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FA 1
PC 5

SATYR									
SPD	STR	MAT	RAT	DEF	ARM	CMD			
6	12	7	1	11	18	7			

HORNS	
POW	P+S
4	16

ANCIENT SATYR

SCENARIO MOLGUR HEAVY WARBEAST



TERRAIN BUILDING

CROSSROADS GAMING TABLE

BY LEO CARSON

In this installment of Terrain Building we'll be making a gaming table for WARMACHINE and HORDES. I generally separate terrain tables into two categories: show table and game table. A show table borders on what many would consider a diorama—it tends to have many levels, lots of detail, and a very strong theme. Gaming boards, on the other hand, should be designed to work with the rules of WARMACHINE and HORDES and to enhance the gaming experience. Gaming boards emphasize practicality; they should be mostly flat, if not entirely so, and ideally they should be collapsible for easy transport and storage. In this tutorial we'll go over how to build a practical gaming board designed to see hard use without sacrificing too much aesthetic value.

When making a gaming board for your home, gaming club, or gaming store, there are some important things to keep in mind.

Playability: This is a board for playing games of WARMACHINE and HORDES. It should be representative of the rules and designed to augment play, and it should support a large variety of terrain setups. There are several ways to do this, but the easiest and most playable is to leave an empty battlefield in the center of the table, so individually based scatter terrain can be reorganized for each game. Keep all the fixed details within about 12" of the board's edge and less than an inch in height.



Storage and Transport: Overall thickness, durability, weight, and size all become factors if you plan to store or transport your board. Building the board in two 2' x 4' sections means the board can easily fit in a small closet or the back seat of a car. If you feel ambitious, adding hinges can add an extra level of durability and class to your board.

Theme: This is the element that locates your board in western Immoren. Not only does it address the basic question of snow, desert, or grass, but it also determines faction influence and the Iron Kingdoms aesthetic. The theme for the board I'll be making is an area where a Cygnaran road (flagstones) and a Protectorate of Menoth road (dirt) meet.

Before getting started, do some layout sketches. These don't need to be works of art, but they should help you get an idea of what and where everything should be and how it should fit together. Do several and pick the best. For this board, I decided to go with a crossroads. Roads are a powerful tool for the terrain maker because they add meaning and visual interest without impacting the practicality of the board. I've also added some gentle variations in the level of the ground to show that this is a naturally formed landscape.

MATERIALS & TOOLS

(1) 4' x 4' of 1/8-inch-thick MDF board

(4) 4-foot lengths of 1" x 2" boards

(6) 2-foot lengths of 1" x 2" boards

Belt sander

Construction adhesive

Drill and bits

Extendable box-cutting knife

Flock & Turf® ground texture

Foamcore

Jigsaw

Plaster

Play sand

Sand with uniform grit

Sandpaper

Silflor® crab grass

Spackling knife

Super glue

Tape measure

Wood filler putty

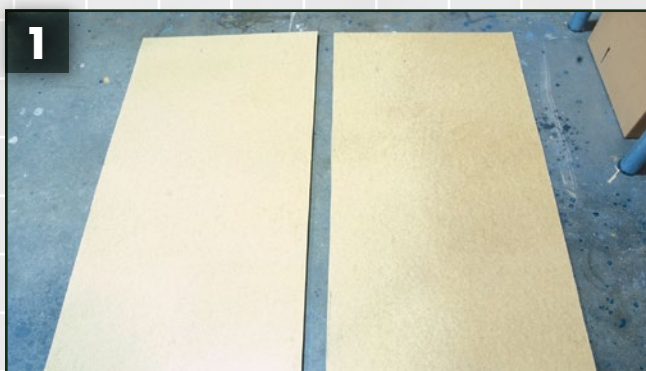
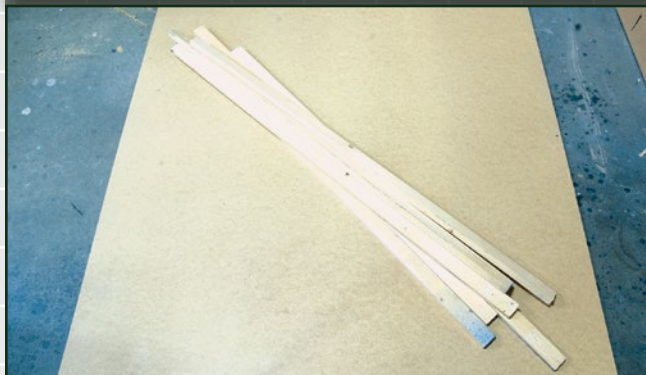
Wood glue

Wood screws

BUILDING THE FRAME

There are several approaches to building a support structure for the table. The first question you should ask yourself is: "Do I want this board to be one piece or several?" If you have enough space to leave the board setup on a permanent basis, I recommend doing it in one piece. If you ever need to transport or store the board, I recommend building the board in two 2' x 4' sections.

There are several alternatives to building a frame. Using 1/4-inch-thick particleboard or plywood works very well without a frame, but there are a couple of downsides. Thicker wood is much heavier and is prone to warping if not stored correctly or if you live in a humid climate. Another option is to use insulation foam sheets as the basis for your board. This option is lightweight and effective, but it can wear out and chip even when properly cared for. I would recommend this option only for boards that will not be leaving the home.



Step 1: Use a saw to cut the MDF board into two 2' x 4' sections. Make sure your 1" x 2" boards are precisely 48" long.



Step 2) Use clamps to line up one of the four 1" x 2" boards to the edge of the MDF sheet and then screw the pieces together. Remember to drill pilot holes. Repeat the process for all four long edges.



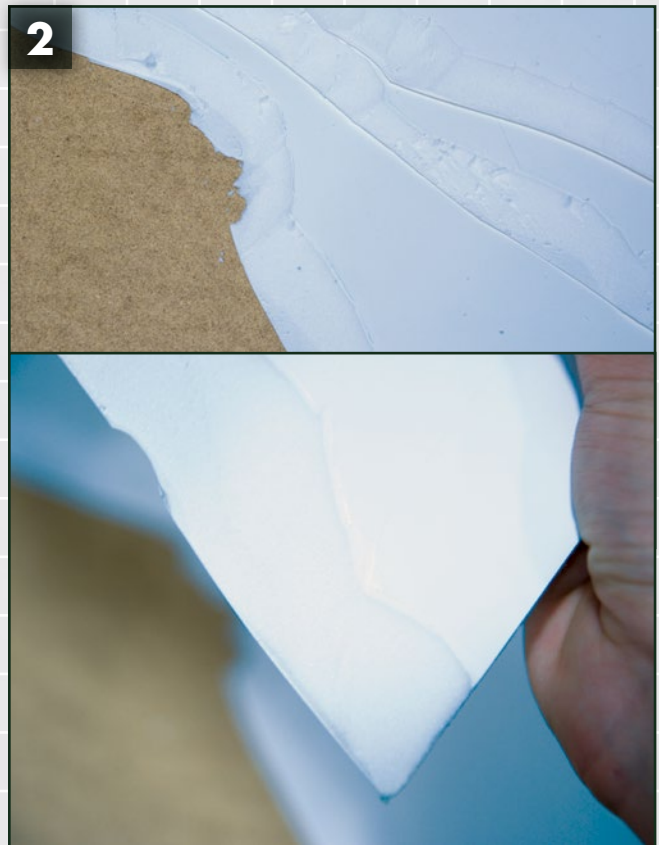
Step 3) Use a jigsaw to cut six 1" x 2" boards to 22" in length. These should fit snugly between the boards you just attached. Then clamp, drill pilot holes, and finally screw the boards into place, as before.

BUILDING THE SLOPES

You can skip this step and still get a fine looking table; however, the eye has a way of subconsciously identifying perfectly flat surfaces as unnatural. By adding even a small amount of variation in the ground level, you can negate that effect. For this step I've chosen to use 1/4-inch-thick foamcore sheets in order to precisely control the slope.



Step 1) Start by sketching out which portions of the board you want the slopes to cover. Then cut no more than three 1/4-inch-thick concentrically shaped pieces of foamcore to the general shape you want the slope to have. Angle your cut a bit to make the next steps easier. Don't use more than three pieces unless you want the slope to count as elevation at certain points.



Step 2) Use a long sharp knife (the extendable box-cutting blade is perfect for this) to slant the cut as much as possible. Try to get about an inch and a half in from the edge with a constant, smooth slope. The overall goal is to avoid a jarring seam at the division between each level.



Step 3) Use construction adhesive to secure the foamcore pieces down. Use a little more adhesive around the outside rim of the sheets so that it oozes out the sides, then use a spackling knife to clean up the adhesive. Instead of wiping off the adhesive completely, use it to blend away some of the harshness of the slope.



Step 4) Use wood filler putty to further ease the slope until the transition is nearly imperceptible. This may take a couple layers. Gently wiping the putty with a wet piece of blister foam or sponge will help smooth the surface.

MAKING THE FLAGSTONE ROAD AND TEXTURING THE BOARD

There are many ways to build a path. Here we'll go over a flagstone texture and how a simple variation of gravel and paint can create a road. You should think about where the road(s) will be. This effects the composition of the board and the overall presentation considerably. Avoid parallel and perpendicular lines to board edges and other roads. Also, try to keep the roads away from the center of the table or any place you may find yourself wanting to place scatter terrain. Technically, you can put a piece of forest or hill terrain on a road, but it does look a little odd and should be avoided.



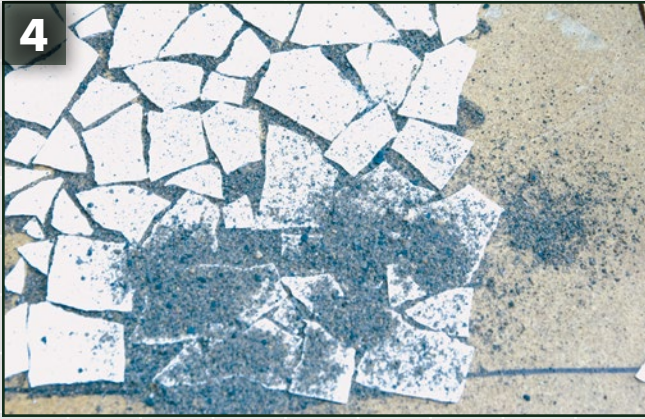
Step 1) Begin by pouring a rather wet mixture of plaster onto a plastic bag on a flat surface such as a table or countertop. Ideally, you want a puddle about 2 to 3 mm thick. Letting this fully cure may take several days depending on humidity.



Step 2) Break the plaster sheets into chunks. Depending on their size, the chunks can make great rubble or ice flow as well as flagstone. For this application, the sections should be about an inch in size.



Step 3) Liberally apply wood glue to the path you want the road to follow. Then place the broken plaster, fitting the pieces together within a couple millimeters of each other. Larger gaps will look fine a long as they are kept to a minimum.



Step 4) Sprinkle play sand over the whole area. Be sure it gets in all the crevasses.



Step 5) Gently blow the sand away with a can of compressed air. The sand should be left neatly filling the gaps.



Step 6) Determine where and if you want a second road. Then use an even-grit gravel (I used a walnut smash ballast) and apply it to the area where you want the second road.



Step 7) Apply play sand to the remaining areas (those without roads), and apply touch-ups where needed. Apply a swath of wood glue about 1' x 1' in size and pour sand over the inside area, but leave a wet portion of glue around the edges so you don't leave seams. Also, it is important to not use too much glue, as that will cause the sand to pucker and leave brush marks on the surface.

PAINTING THE BOARD

This board was undercoated with black paint and is colored and flocked for a temperate climate. It uses a mostly brown and grey palate. It is important to consider the potential for contrast with the roads. The main playing surface will be a warm brown, with mottled green, brown, and yellow ground texturing. The cobblestones will utilize a color modulation effect—the majority of the stones will be a neutral grey, with select stones being picked out with blue, green, and orange glazes. The gravel road will be a warm grey. Each element of the board is earthy and neutral while remaining distinct from its neighbors.

The last thing to consider is shading. It can go a long way toward making the roads pop to darken the ground around them. This kind of variation simulates the way our brains distinguish objects, similar to outlines on an illustration or black-lining on a miniature.

COLORS USED

-  Bastion Grey
-  Bootstrap Leather
-  Brown Ink
-  Cryx Bane Highlight
-  Cygna Blue Base
-  Exile Blue
-  Ironhull Grey
-  Khador Red Highlight
-  Menoth White Base
-  Menoth White Highlight
-  Ordic Olive
-  Rucksack Tan
-  Thamar Black
-  Trollblood Highlight
-  Umbral Umber



Step 1) Prime the entire board with Thamar black, then paint the whole board with watered-down Umbral Umber.



Step 2) Heavily drybrush Rucksack Tan over the open areas.



Step 3) Continue drybrushing the same areas with Menoth White Base.



Step 4) Use the over-brushing technique to basecoat the flagstones with Bastion Grey. Wash the gravel road with a mixture of Ironhull Grey and Exile Blue. The mixture should be just this side of blue.



Step 5) Drybrush the flagstone with Trollblood Highlight and the gravel road with Cryx Bane Highlight.



Step 6) Apply glazes of Cygnar Blue Base, Khador Highlight, and Ordric Olive to various flagstones in order to add some variation in color. Drybrush Trollblood Highlight over the gravel road.



Step 7) Stipple a mixture of Brown Ink and Exile Blue around the outside edges of the roads. This should create a gradient inwards and outwards from the edges. Stipple a wash of Ordric Olive in patches around the open areas. Use a sponge or paper towel to dab the edges of the stippled areas to smooth out the transition.



Step 8) Stipple wood glue in patches near but not completely overlapping the areas you just washed with Ordric Olive. Then pour a heavy layer of Flock & Turf® ground texture over the area and firmly pack it down. Wait a few minutes and then tilt the board on its side to dump the excess texture away.



Step 9) Lightly drybrush Menoth White Highlight over the middle of the flagstone road and the untextured areas of gravel that have been washed with Ordric Olive. Glue Silflor® crabgrass tufts sparingly around the textured areas. Paint the edges of the board with Thamar Black. Wash the gravel road with a mixture of Bootstrap Brown and Battlefield Brown. Then drybrush the road with straight Bootstrap Brown and apply a final light drybrush with a mixture of Bootstrap Brown and 'Jack Bone.

CONCLUSION

Creating your own terrain boards can really add a new level of personality to your WARMACHINE and HORDES games. A unique board adds depth and flavor to your games and allows your battles to take place in parts of the Iron Kingdoms that appeal to you. Whether a crossroads in a quiet countryside or the crumbling ruins in a war-torn city, the choice of location is yours—all you have to do is build it.



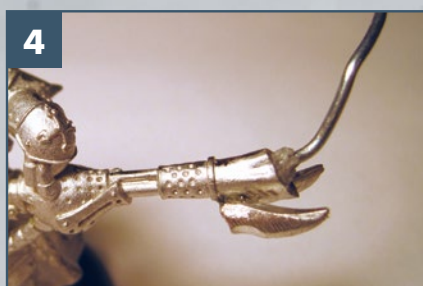
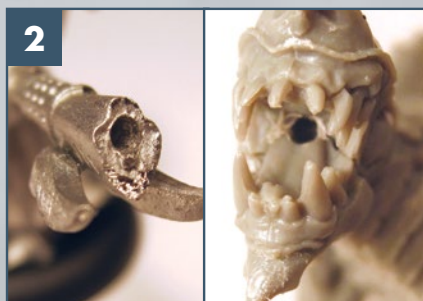
WHERE THERE'S SMOKE



BY CHRIS OELHAFEN

Sculpting flames or billowing smoke on a model really adds a unique element of personality and can make your army look more dangerous. In this article I will cover how to sculpt and paint flames and show you how little changes in color can make a big difference in contrast and model presentation.

PREPARATION



TOOLS NEEDED

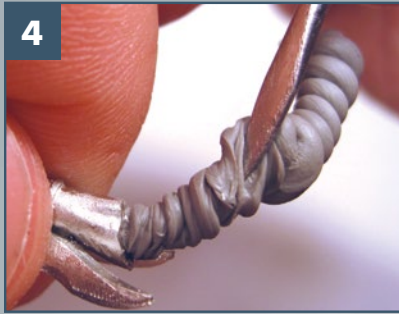
- Formula P3 Sculpting Set
- Formula P3 Modeling Putty
- Formula P3 Modeling Drill & Pinning Set

COLORS USED

- Frostbite
- Hearfire
- Ironhull Grey
- Khador Red Base
- Meredius Blue
- Morrow White
- Tamar Black

- 1) To start sculpting, you need the assembled model(s), a sculpting tool, sculpting putty, a pin vise, and pinning wire.
- 2) Drill a small hole in the spot where the flames will project. The hole should be the same diameter as the pinning wire and deep enough to give support to the pinning wire. After drilling you should wash the model and wire with warm soap and water to remove excess oils from the surface; otherwise the putty may not stick to it.
- 3) Mix a very small amount of putty by using a 50/50 ratio of black and white, twisting and rolling it with your fingers until it looks evenly grey. It is important to keep your fingers and putty wet while you work with it to keep it from sticking to your skin. Push the putty into the hole you drilled and wipe off any excess water.
- 4) Try to imagine how you want the flame to look and bend your wire into the desired shape. Next, add a small drop of super glue to the end of the pinning wire and push it into the putty-filled hole. Let it sit overnight to cure.

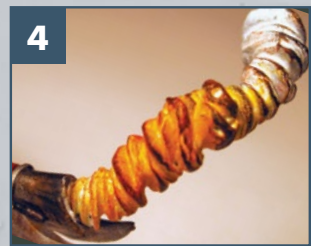
PUTTY WORK



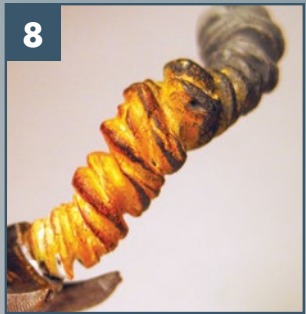
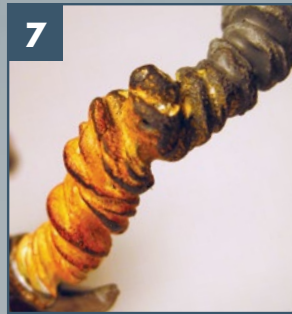
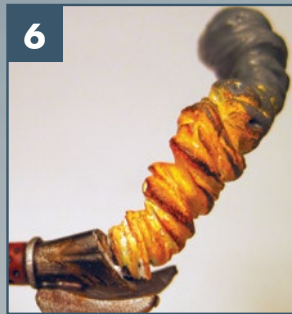
- 1) Mix another batch of putty and roll it into a long thin sausage. You will need enough to cover the wire armature you created.
- 2) Wrap the putty in a spiral around the wire until the entire wire is covered.
- 3) Keeping your sculpting tool lubricated is very important. You can use a little water or petroleum jelly to keep it from sticking to the putty. Lightly press the narrow end of your tool into the putty to create lines that match the spirals.
- 4) Continue to spiral outwards using the tool to pull the putty around the wire and into the desired shape.
- 5) Once complete, use the tip of the tool to create small holes to break up the flatter areas. These small recesses will add texture and help add to the effect once the flames are painted.

PAINTING TRADITIONAL FLAMES

In this step I'll show you how to paint traditional flames. These standard yellow and red flames would be right at home on most models that use fire as a weapon, like the Flameguard Cleanser shown here. There's a lot of drybrushing in these steps, and it is important to use a light hand and avoid getting paint into the recesses.



- 1) Using a 50/50 mix of Morrow White and water, paint the flames and make sure to get all the recesses.
- 2) Paint a 60/40 mix of Heartfire and water onto the bottom half of the flame, leaving some of the white exposed in the deepest recesses.
- 3) Lightly drybrush Khador Red Base over the most pronounced flame ridges.
- 4) Lightly drybrush Thamar Black over the areas previously drybrushed with Heartfire. Avoid drybrushing the area near the flamethrower tip and be careful not to cover up your previous work.

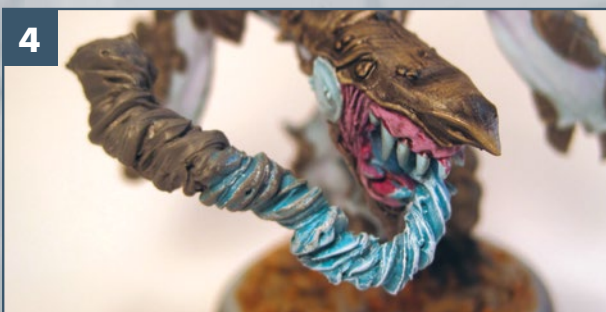
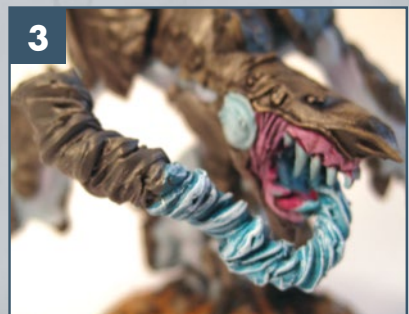
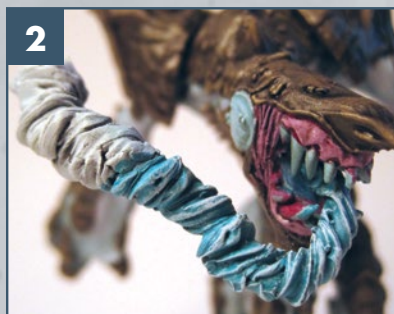
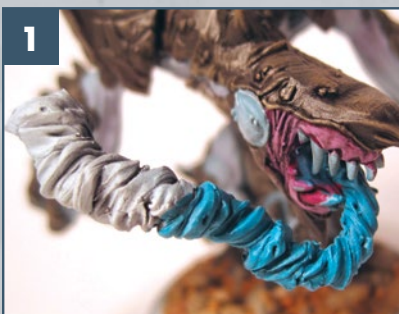


- 5) Paint the top of the sculpted flame with a 50/50 mix of Ironhull Grey and water.
- 6) Lightly drybrush Ironhull Grey in downward strokes from the solid grey area into the rising flames. This will tie the two areas together
- 7) Drybrush a 70/30 mix of Morrow White and Ironhull Grey over the uppermost area of the grey smoke.
- 8) To create further contrast and brightness in the flame, paint a equal mix of Morrow White, Heartfire, and water into the recesses. This will really make the flames glow.

PAINING MAGICAL FLAMES

Here I'll demonstrate how to paint magical flames using a Carnivean's flaming breath as an example. To represent magical fire you will paint the brightest areas toward the outside of the flame, leaving the recesses darker. This is an opposite approach to traditional flames that are brightest and hotter at their core.

- 1) Using a 50/50 mix of Meredius Blue and water, paint the inner portion of the flames trailing out of the Carnivean's mouth.
- 2) Lightly drybrush Frostbite on the flame ridges. Be careful not to get any into the recesses.
- 3) Paint a 50/50 mix of Ironhull Grey and water toward the end of the flame.
- 4) Lightly drybrush Ironhull Grey toward the flame to tie the colors in. Try and keep the grey from getting into the recesses.
- 5) Next, lightly drybrush a 50/50 mix of Morrow White and Ironhull Grey over the grey area. Clean up any colors that look out of place and clean up any paint spillover.



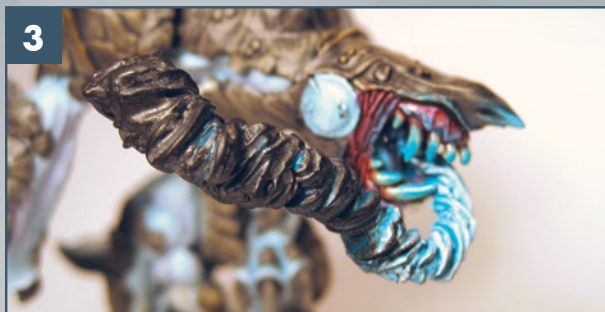
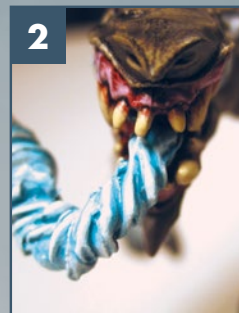
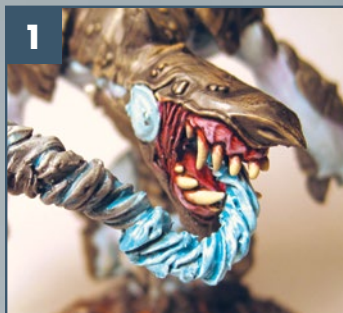
ADVANCED TECHNIQUES

This is where you can really push a piece to the next level. Using the Carnivean, we will add some object source lighting and look at techniques to increase contrast and make the model really pop.

- 1) Use a 70/20/10 mix of mixing medium, Meredius Blue, and water and paint this over the flame and in the recesses of the smoky area. This will tie the previous colors together for a smoother, brighter transition.
- 2) Paint an equal mix of Frostbite, Morrow White, and water onto the edges of the flame. The paint is thin, and to increase brightness you will need to use two to three layers. Be careful to keep this out of the darker recesses.
- 3) To draw attention to the bright flame, darken the areas around it. Lightly drybrush Thamar Black over the grey smoky area and onto the top ridges of the flame. Add mixing medium to the mixture from step two and then add light translucent layers to the teeth, gums, and nose of the Carnivean.
- 4) Continue to apply the mix from step two in multiple thin layers. Be careful you don't completely obscure the previous work done on the head. Finally, clean up any colors that may have spilled over.

CONCLUSION

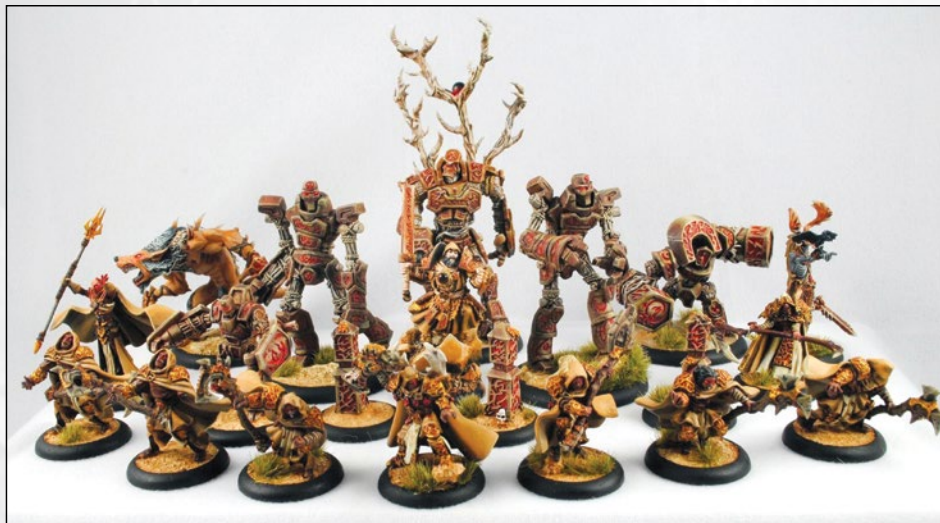
One of the best parts of the hobby is taking something and making it truly your own. Use the techniques here to create flames, billowing smokestacks, simple exhaust, or even rockets in flight! All you need is a vision and the drive to make it happen.



PLAYER GALLERY

Alternate Paint Schemes

Privateer Press Director of Business Development Will Shick spoke about his love of alternate paint schemes in a recent Privateer Insider blog. He also asked painters in the WARMACHINE and HORDES community to send in photos of their own alternate armies. We received a number of great submissions, some of which you can see below.



NICOLAS CURTIS & JORDON WEST/ALTERNATE CIRCLE ORBOROS



KRIS JOHNSON/ALTERNATE PROTECTORATE OF MENOOTH



KRIS JOHNSON/ALTERNATE CYGNAR

HELL-BOUND CHALLENGE

The Painting Challenge in *No Quarter* #43 asked you to plumb the very depths of the fiery pit for inspiration. As always, the Privateer Press player community was up to the task and we received some truly hellish paint schemes and modifications.

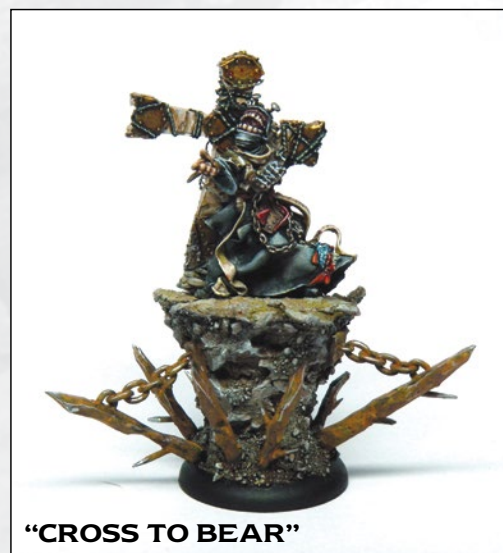


WINNER: CHRISTIAN WEISS

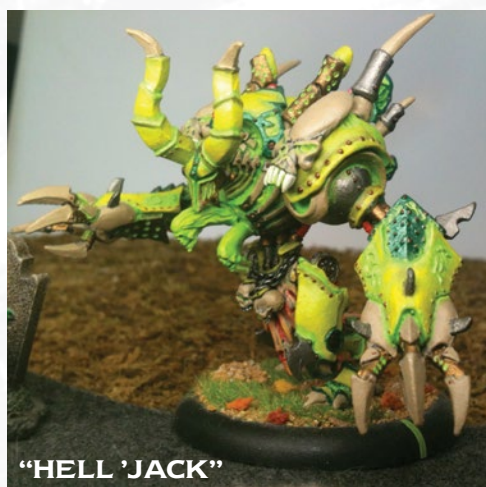
Christian Weiss' diorama depicts Tharn magic at its most fiendish. This blood-soaked ritual has summoned forth a beast from a shadowy netherworld, possibly Urcaen, possibly somewhere much, much worse.

RUNNER-UP: FLORIAN HEINEMANN

I'm not certain what Florian Heinemann's entry is supposed to be...other than inspired and terrifying, which it most certainly is!



"CROSS TO BEAR"



"HELL 'JACK"

HONORABLE MENTION: GAVIN ROUSSEAU



Check out *No Quarter* #46 for the next Modeling & Painting Challenge

THE ARMORY

COLLOSSALS™

&

GARGANTUANS™

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

TWISTER



STORM GENERATOR

These templates represent specific Circle Orboros, Khador, and Retribution of Scyrah spells and effects from *WARMACHINE: Colossals* and *HORDES: Gargantuans*. Feel free to photocopy them for your next game.

CREeping BARRAGE





NO QUARTER

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