

Privateer Press



NO QUARTER™

ISSUE N° 46
Jan. 2013



GARGANTUANS™

HORDES: GARGANTUANS
PREVIEWS CONTINUE!

DIVINE RETRIBUTION

LEGION VS. PROTECTORATE
IN THE BATTLE REPORT

CELEBRATE TEN YEARS OF WARMACHINE

REVISIT THE EPIC BATTLES
THAT SHAPED THE GAME

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TOWN OF WEXMERE



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CREDITS

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• • •

Editor-in-Chief: Aeryn Rudel
Hobby Manager: Stuart Spengler
Editorial Manager: Darla Kennerud
Editing: Darla Kennerud, Aeryn Rudel
Proofreading: David "DC" Carl, Matt Goetz, Darla Kennerud, Will Shick
Playtest Coordination: Jack Coleman
Continuity Editor: Jason Soles
Graphic Design: Matt Ferbrache, Laine Garrett, Josh Manderville
Staff Writers: Simon Berman, Douglas Seacat

RPG Producer: Matt Goetz

Studio Miniatures Painting: Matt DiPietro, Ron Kruzic, Meg Maples

CONTRIBUTORS

Alex Andrews, Simon Berman, Marijn Bierhof, David "DC" Carl, Leo Carson, Jack Coleman, Matt Goetz, Rob Hawkins, Will Hungerford, Lyle Lowery, Jani Parkkari, Aeryn Rudel, Will Shick, Chris Suhre

ILLUSTRATIONS

Mike Capprotti, Luis Gama, Mariusz Gandzel, Froilan Gardner, Nikolai Georgiev, Ross Grams, Imaginary Friends Studio, Mathias Kollros, Michal Lisowski, Néstor Ossandón, Mateusz Ozminski, Brian Snoddy, Andrea Uderzo, Chris Walton, Matthew D. Wilson



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ON THE COVER

Mammoth by Néstor Ossandón

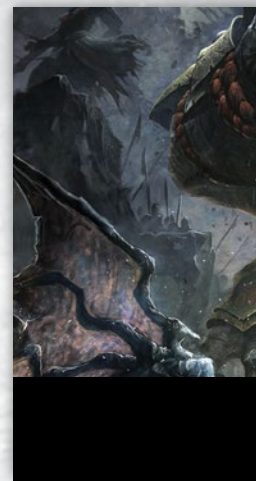
STAFF STEAMROLLER

Privateer Press HQ recently rang with the sounds of thrilling combat in the first-ever Staff Steamroller event. Organized Play and Volunteer Coordinator Will Hungerford invited those among us who hunger for serious competition to battle it out and see who is the best of the best. In the end, it was Development Manager David "DC" Carl who stood victorious, his skill and cunningly constructed Protectorate of Menoth lists proving too much for his opponents. The event was such a success that another is in the works. Keep an eye on the Privateer Press website for more info and coverage of Staff Steamroller II!



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CONFLICT & COMMEMORATION

Since 2003, WARMACHINE has provided wargamers the opportunity to experience the battle-torn lands of the Iron Kingdoms both on the tabletop and in the sweeping saga of the fiction in the WARMACHINE game books. This year marks a very special occasion, the ten-year anniversary of WARMACHINE, and Privateer Press will be celebrating throughout 2013. Part of this celebration takes place in the pages of *No Quarter* with the new article series *In Battle Forged*. This series allows players to experience some of the epic battles that have recently shaped the Iron Kingdoms, with new fiction and a playable scenario designed to delve a bit deeper into these important historical conflicts. The debut article, *Patriot's Crucible*, appears in this issue and focuses on the Khadoran siege of Merywyn in 605 AR.

As we commemorate ten years of WARMACHINE, we also continue to celebrate the imminent release of *HORDES: Gargantuans*. In *No Quarter* #46 we showcase the towering might of the Skorne Mammoth, along with a bevy of other models from the upcoming book. In addition, *Forces of Distinction XII* features a new Theme Force for Skorne warlock Dominar Rasheth that gives you plenty of opportunities to field your Mammoth(s) to devastating effect.

No Quarter #46 also has plenty to offer fans of the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*. The first article in the new *Iron Kingdoms Gazetteer* series details the small town of Wexmere, a Cygnaran boom town full of danger, intrigue, and plenty of opportunities for adventure. *Monsternomicon & Beyond* focuses on the fearsome fauna of the Iron Kingdoms, and *Guts & Gears* offers up the new Doom Reaver career along with rules on using their terrifying fellblades.

Join us in celebrating ten years of epic conflicts, tabletop excitement, and thrilling adventure: ten years of WARMACHINE!

Aeryn Rudel
Editor-in-Chief



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NEWS FROM THE FRONT

DUTCH NATIONAL CHAMPIONSHIP 2012

By Marijn Bierhof



Back in the spring, someone suggested we do a national championship to see which Dutch player was the best. We have many Belgians and Germans attending big Dutch tournaments, and it is difficult to determine just who is the most skilled. A team of five organizers brainstormed and came up with the idea of doing five qualifying tournaments. These were Steamroller 2012 tournaments, and the top three players of each tournament won a ticket to the Dutch National Championship. Finally, we had a wild card ticket, which we awarded to the best player who did not qualify. In only three months, we had determined who would play for the title.



On November 17th, we had the final tournament in Utrecht, the Netherlands. Sixteen players gave their best in four rounds. We used the Masters format (also used at Lock & Load GameFest 2012). After three intense rounds, we had a final where Casper Jellema faced off against Tom Starren. It was Circle Orboros versus Khador; Krueger the Stormwrath against the Old Witch of Khador in the scenario Command and Control. Casper managed to score enough scenario points to win the game and claim the first title of Dutch National Champion!

The tournament prizes were awarded as follows:

- Dutch National Champion: Casper Jellema (Circle Orboros)
- Second Place: Tom Starren (Khador)
- Third Place: Marnix Baas (Khador)
- Mage Hunter: Kevin Damen (12-minute warcaster kill with Kovaas)
- Master Craftsman: Jurn de Ruijter (Legion of Everblight)
- Executioner: Fokke van der Molen (176 army points destroyed)

We had terrific prize support from Privateer Press Europe (thanks again Bob Watts!). Thanks also to the store Subcultures for the excellent location.

Next year we'll hold a new championship. Will champion Casper Jellema successfully defend his title or will the Netherlands have a new top dog?

SLAM AT THE RAM

By Alex Andrews

The Slam at the Ram is an annual event that takes place at the downtown Indianapolis location of the Ram Restaurant & Brewery. The event is generously sponsored by the Game Preserve: Fashion Mall Commons. The Slam is held in the back room of the Ram—a more intimate setting for 16 players—and demands players compete with two 50 point, character-restricted lists for the coveted 35-pound Hammer Award! There have been six Hammer Awards earned thus far!

Players are expected to paint their armies, although it is not required to compete. We are extremely lucky to have as our painting judge the notable and highly respected Rich Curtiss, who recently won four painting awards, including grandmaster, in the Privateer Press Formula P3 Grandmaster Painting Competition held at Gen Con Indianapolis 2012.

This year, there were new faces and some familiar ones. The one new thing that stood out against all others was the colossals and gargantuans! These mammoth monsters make this game really stand out from a visual standpoint.

Congratulations to Cygnar player Casey Harrington on his 4 and 0 record and winning the Hammer Award for 2012! Way to go, Casey! It was well earned! Have a look at Casey's winning lists:



Casey Harrington's Cygnar List #1

Model	Cost
Commander Coleman Stryker	+6 warjack pts..
Stormwall	19 pts.
Lancer	6 pts.
Squire	2 pts.
Long Gunner Infantry (10)	10 pts.
Long Gunner Infantry Officer & Standard	2 pts.
Precursor Knights (10)	8 pts.
Precursor Knight Officer & Standard	2 pts.
Captain Arlan Strangways	2 pts.
Journeyman Warcaster	3 pts.
Rhupert Carvolo, Piper of Ord	2 pts.
Total	50 pts.

Casey Harrington's Cygnar List #2

Model	Cost
Major Markus "Siege" Brisbane	+5 warjack pts..
Stormwall	19 pts.
Squire	2 pts.
Arcane Tempest Gun Mages (6)	6 pts.
Arcane Tempest Gun Mage Officer	2 pts.
Black 13th Gun Mage Strike Team	4 pts.
Rangers (6)	5 pts.
Sword Knights (10)	6 pts.
Journeyman Warcaster	3 pts.
Eiryss, Angel of Retribution	3 pts.
Gorman di Wulfe	2 pts.
Master Gunner Dougal MacNaile	2 pts.
Reinholdt, Gobber Speculator	1 pt.
Total	50 pts.

List 1 & 2 Reinforcements:

- Storm Strider 9 pts.
- Stormsmith Stormcaller 1 pt.

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

Tell us about it at: submissions@privateerpress.com

NEW RELEASES



AFFLICTOR
 GAME: HORDES/LEGION OF
 EVERBLIGHT
 SCULPTOR: BOB RIDOLFI
 PAINTER: MATT DIPIETRO
 RELEASE: JANUARY
 PIP 73075 • \$14.99



RASK, MINION BOG TROG WARLOCK
 GAME: HORDES/MINIONS
 SCULPTOR: JULIE GUTHRIE
 PAINTER: MATT DIPIETRO
 RELEASE: JANUARY
 PIP 75043 • \$14.99



WARPBORN ALPHA
 GAME: HORDES/CIRCLEORBOROS
 SCULPTOR: BRIAN DUGAS
 PAINTER: MATT DIPIETRO
 RELEASE: JANUARY
 PIP 72075 • \$21.99



WARSPEAR CHIEFTAIN
 GAME: HORDES/LEGION OF EVERBLIGHT
 SCULPTOR: STEVE SAUNDERS
 PAINTER: MEG MAPLES
 RELEASE: JANUARY
 PIP 73076 • \$18.99



SWAMP TROLL (PLASTIC)
 GAME: HORDES/TROLLBLOODS
 SCULPTOR: GREG CLAVILLIER
 PAINTER: MATT DIPIETRO
 RELEASE: JANUARY
 PIP 71047 • \$20.99



RAZOR BOARS
 GAME: HORDES/MINIONS
 SCULPTOR: BENOIT COSSE
 PAINTER: MATT DIPIETRO
 RELEASE: JANUARY
 PIP 75042 • \$19.99

CLASSIC HORDES MODELS NOW AVAILABLE IN FULL-SIZE UNITS



PYG BURROWERS
 GAME: HORDES/TROLLBLOODS
 RELEASE: JANUARY
 PIP 71081 • \$44.99



IMMORTALS
 GAME: HORDES/SKORNE
 RELEASE: JANUARY
 PIP 74072 • \$59.99



TROLL IMPALER (PLASTIC)

GAME: HORDES/TROLLBLOODS

SCULPTOR: BRIAN DUGAS

PAINTER: MEG MAPLES

RELEASE: JANUARY

PIP 71073 • \$18.99



CYCLOPS SAVAGE (PLASTIC)

GAME: HORDES/SKORNE

SCULPTOR: SEAN BULLOUGH, BRIAN

DUGAS, AND EDGAR RAMOS

PAINTER: MEG MAPLES

RELEASE: JANUARY

PIP 74068 • \$18.99



GALLEON

GAME: WARMACHINE/MERCENARIES

SCULPTOR: BEN MISENAR

PAINTER: MATT DIPIETRO

RELEASE: JANUARY

PIP 41094 • \$134.99

NEW RELEASES



ARCHANGEL

GAME: HORDES / LEGION OF EVERBLIGHT

SCULPTOR: BRIAN DUGAS

PAINTER: MATT DIPIETRO

RELEASE: FEBRUARY

PIP 73068 • \$134.99



WINTER GUARD INFANTRY & ROCKETEERS (PLASTIC RESCULPT)

GAME: WARMACHINE/KHADOR

SCULPTOR: TODD HARRIS

PAINTER: MATT DIPIETRO

RELEASE: FEBRUARY

PIP 33086 • \$49.99



CATAPHRACT INCINDIARI

GAME: HORDES/SKORNE

SCULPTOR: TODD HARRIS

PAINTER: MEG MAPLES

RELEASE: FEBRUARY

PIP 74074 • \$49.99



STORMBLADE INFANTRY & STORM GUNNERS (PLASTIC RESCULPT)

GAME: WARMACHINE/CYGNAR

SCULPTOR: TODD HARRIS

PAINTER: MEG MAPLES

RELEASE: FEBRUARY

PIP 31097 • \$44.99



RETRIBUTION OF SCYRAH BATTLEGROUP

GAME: WARMACHINE/RETRIBUTION OF SCYRAH

SCULPTOR: PAT KIETH AND NEIL ROBERTS

PAINTER: MATT DIPIETRO AND MEG MAPLES

RELEASE: FEBRUARY

PIP 35053 • \$49.99



MORTITHEURGE WILLBREAKER

GAME: HORDES/SKORNE

SCULPTOR: STEVE SAUNDERS

PAINTER: MATT DIPIETRO

RELEASE: FEBRUARY

PIP 74073 • \$12.99



GARGANTUANS

PREVIEWS

By David "DC" Carl & Aeryn Rudel
Art by Mathias Kollros, Néstor Ossandón,
and Andrea Uderzo

The release of *HORDES: Gargantuans* is just a few short months away, and that means tons of new and exciting options for HORDES players. Of course, paramount among these new options is the staggering might of the new gargantuans, but new warlocks, units, solos, and warbeasts abound within the newest HORDES release.

No Quarter #46 offers up one more set of previews before the book releases in March. We're pulling back the curtain on the Legion of Everblight Afflictor and Warspear Chieftain, the Minions Razor Boar, and the Skorne Mammoth and Mortitheurge Willbreaker. It's a fantastic group of models and a taste of things to come in *HORDES: Gargantuans*.



MAMMOTH

SKORNE GARGANTUAN

With its appetite for destruction, one might think it could thrive on carnage alone.

—Dominar Rasheth

MAMMOTH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	15	6	3	8	20	6



SIEGE BATTERY			
RNG	ROF	AOE	POW
10	3	4	15



TUSKS	
POW	P+S
3	18



WAR GAUNTLET	
POW	P+S
4	19



WAR GAUNTLET	
POW	P+S
4	19

FURY	5
THRESHOLD	9
FIELD ALLOWANCE	2
POINT COST	20
HUGE BASE	

MAMMOTH

Assault – As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model must still make the Assault ranged attack before its activation ends.

Bulldoze – When this model advances into B2B contact with an enemy model during its activation, it can push that model up to 2" directly away from it. A model can be pushed by Bulldoze only once per activation. Bulldoze has no effect when this model makes a trample power attack.

TUSKS

Critical Pitch – On a critical hit, instead of rolling damage normally you can choose to have this model throw the model hit. Treat the throw as if this model had hit with and passed the STR check of a throw power attack. The thrown model suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

WAR GAUNTLET

Open Fist



ANIMUS	COST	RNG	AOE	POW	UP	OFF
COUNTERBLAST	2	SELF	-	-	NO	NO

When an enemy model advances and ends its movement in this model's command range, this model can make one normal melee or ranged attack targeting that model, then Counterblast expires. Counterblast lasts for one round.

MAMMOTH

In their natural state mammoths are one of the most destructive forces known to the skorne. When armored and armed with tremendous quad-barreled cannons, these living siege engines can wreak unparalleled carnage. Skorne warlocks can direct the great beasts to lay down an earth-shattering fusillade capable of annihilating fortifications, or to simply smash through enemy formations with their deadly war gauntlets and tusks.

USING THE MAMMOTH

In spite of the Mammoth's giant tusks and war gauntlets, it's hard to look at the Skorne gargantuan without being drawn to its truly massive rack of cannons. The Siege Battery is the only ranged attack on a colossal or gargantuan with ROF 3, but it still packs a punch. With POW 15 and AOE 4, every shot threatens imminent destruction to the Mammoth's enemies.

The Siege Battery is great for blanketing low-ARM models with blast damage, but the Mammoth's RAT 3 means it's often wise to boost the attack roll to directly hit most models. Alternately, use the Krea's Paralytic Aura to reduce a target's DEF, the Cyclops Raider's Far Strike to allow the Mammoth to aim, or bowl the target over with a Gladiator's Grand Slam to obviate the need for boosted attack rolls.

Naturally, the Paingiver Beast Handlers are a great unit for managing the Mammoth's fury generation as well as cranking up its melee damage output. Enrage allows the Mammoth to save a fury point on charging; then Assault grants a Siege Battery attack even on the charge. An Enraged Mammoth will have 5 fury for boosts and additional attacks on top of a ranged attack, a P+S 20 tusks attack with Critical Pitch, and a pair of P+S 21 war gauntlet attacks.

As if all that weren't enough, a Mammoth can use its bulk to shove enemy models out of the way with Bulldoze or can use its Counterblast animus. Don't forget that gargantuans can make ranged attacks even while engaged. After the third or fourth trooper model completes its charge move, use Counterblast and the Siege Battery to potentially destroy several attackers instead of just one.



NET

MORTITHEURGE WILLBREAKER

SKORNE SOLO

A mind open to pain is closed to weakness. A mind closed to pain is open to suggestion.

—Master Ascetic Naresh

MORTITHEURGE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	13	13	9
DAMAGE						5
FIELD ALLOWANCE						2
POINT COST						2
SMALL BASE						

MORTITHEURGE

★ Commander

Beast Master – This model can force friendly Faction warbeasts in its command range as if it were their controlling warlock.

Magic Ability [7]

- **Ancillary Attack (★Action)** – RNG 5. Target friendly Faction warbeast. If the warbeast is in range, it immediately makes one normal melee or ranged attack. A warbeast can make an Ancillary Attack special action only once per turn.
- **Influence (★Attack)** – Influence is a RNG 10 magic attack. Take control of target enemy non-warcaster, non-warlock warrior model hit. The model immediately makes one normal melee attack, then Influence expires.
- **Puppet Master (★Action or Attack)** – Puppet Master is a RNG 10 spell. When it targets an enemy model/unit, it is a magic attack. You can have one affected model reroll one or more dice of your choice rolled for a command check, attack, or damage roll, then Puppet Master expires. Puppet Master lasts for one round.

MORTITHEURGE WILLBREAKER

Masters of the powers of death and agony, the mortitheurges known as willbreakers can influence the mind of an enemy soldier as easily as they can control the great beasts of the skorne war host. A soldier who faces a willbreaker knows the roiling fear of uncertainty, that his own weapons might be turned against his friends and allies, or he might be forced to lay down arms and placidly accept the blows of the enemy. Few things can terrify a warrior more than the stark realization that his fate is not his own.

USING THE MORTITHEURGE WILLBREAKER

One of the few models in all of HORDES with no melee or ranged weapons whatsoever, the Willbreaker uses mortitheurgical manipulation instead of strength of arms. His Influence spell can cause closely positioned enemy troopers to kill their fellow warriors, and Puppet Master can allow friends (or force enemies) to reroll one or more dice in a critical roll.

The most powerful weapon in a Willbreaker's arsenal, however, is Ancillary Attack. A free out-of-turn attack is a valuable tool for ranged combatants like the Basilisk Drake or Titan Cannoneer, but it can also allow a melee warbeast to clear an annoying enemy model from its own charge lane or perform one last strike to finish off a tough warjack or warbeast.



AFFLICTOR

LEGION LIGHT WARBEAST

Our language has a word for such an unclean death, but it is forbidden to be spoken aloud.

—Aigyr Sillvyl, Priest of Nyssor



AFFLICTOR

Among the myriad powers at Everblight's disposal, the most terrifying is the dragon's capacity to infect his enemies in body and mind. The blight is not only a means to create his servants and spawn but also a weapon to be wielded against lesser creatures. The afflictor was birthed to serve this very purpose. Its body is a vessel for delivering the seed of all-consuming, destructive life. Struck by the beast's wicked tail, a victim is pumped full of caustic corruption, its flesh made a vessel for a new child of the dragon.

USING THE AFFLICTOR

The Afflictor's most prominent feature is its ovipositor, a reach weapon with the Infection ability. Once per activation, when this weapon boxes a living enemy warrior



AFFLICTOR

☉ 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.

Inscrutable – Opponents cannot take control of this model.

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

OVIPOSITOR

☉ Reach

Infection – Once per activation, when this model boxes a living enemy warrior model with an attack with this weapon, remove the boxed model from play and replace it with an Incubus model.

AFFLICTOR							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	7	6	4	13	15	7	

OVIPOSITOR	
POW	P+S
5	12

FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

ANIMUS COST RNG AOE POW UP OFF

COERCED PROTECTOR 1 SELF - - NO NO

This model gains Sacrificial Pawn [Soulless Warrior] for one round. (When a model with Sacrificial Pawn [Soulless Warrior] is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal soulless warrior model within 3" of the model directly hit instead. That model is automatically hit and suffers all damage and effects.)

model, the poor sap turns into an Incubus that can still activate in the same turn. This interaction gives the Afflictor a deceptively far-reaching threat range. Unassisted by spells or animi, an Afflictor's 11" melee threat range adds to the Incubus's 9.5" as well as the target's base size. Even without perfect positioning, it's quite common to set up a charge against a model 20" or more from the Afflictor's starting position.

WARSPEAR CHIEFTAIN

LEGION BLIGHTED OGRUN UNIT ATTACHMENT

Fall upon them and visit swift death in our master's name.

—Ronag, Warspear Chieftain

CHIEFTAIN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	8	6	12	16	9



THROWN SPEAR			
RNG	ROF	AOE	POW
8	1	—	4



WAR SPEAR	
POW	P+S
4	13

DAMAGE	8
FIELD ALLOWANCE	2
POINT COST	2
MEDIUM BASE	

Attachment
[Blighted Ogrun Warspear] – This attachment can be added to a Blighted Ogrun Warspear unit.

CHIEFTAIN

Fearless

Officer

Terror

Huntsman – After deployment but before the first player's turn, choose an

enemy model/unit to be this unit's prey. While this model is in play, each model in its unit beginning its activation within 10" of the prey gains +2" movement that activation. While this model is in play, models in its unit gain +2 to attack and damage rolls against the prey. When the prey is destroyed or removed from play, choose another model/unit as the prey.

Tactics: Relentless Charge – Models in this unit gain Relentless Charge. (Models with Relentless Charge gain Pathfinder during activations they charge.)

THROWN SPEAR

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

WAR SPEAR

Reach

Set Defense – A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

WARSPPEAR CHIEFTAIN

On the battlefield warspear chieftains direct their forces against the most dangerous of their enemies, offering every kill as a sacrament to the dragon. They incite their warspears to violence and lead them into the fray. Even the most rugged terrain poses no obstacle to these frenzied warriors. Rising to the position of chieftain among the warspears requires an ogrun to be possessed of strength and viciousness remarkable even among a race of brutal warriors who prize viciousness in slaughter.

USING THE WARSPPEAR CHIEFTAIN

Some unit attachments introduce entirely new tactical options to their units or bring a lot of personal combat expertise to the table. The Warspear Chieftain does neither of those things. Instead, he takes their existing role of Assaulting their enemies and cranks it to eleven.

Thanks to Tactics: Relentless Charge, rough terrain and linear obstacles no longer pose a hindrance to a Warspear Assault. On top of that, the Chieftain's Huntsman ability improves attack **and** damage rolls against the unit's chosen prey. Look for opportunities to finish off an existing prey target with the first few models in the unit, and then switch your Huntsman prey to a new enemy model/unit about to feel the Warspears' Assault.



RAZOR BOAR

MINION FARROW LESSER WARBEAST

Don't let their hunger fool you; my boars are well fed.
—Lord Carver, BMMD, Esq. III



RAZOR BOAR

For as long as the tribes of the farrow have gone to war, they have been accompanied by the vicious razor boars. As large as wolves, razor boars are deadly, untamed creatures that require little incentive or training to join the farrow in battle. When loosed upon an enemy, razor boars charge in heedless of their own well-being, intent only on goring their prey and bringing them low to feast upon their soft flesh. Survivors of farrow raids grow pale when they recall the speed with which a few razor boars reduced a well-armed soldier to a heap of rags and bloody bones.

USING THE RAZOR BOAR

Lesser warbeasts fill a very useful role within a HORDES army due to their highly flexible fury management. Not only are they very low point cost models that provide fury for a warlock, but there is also minimal loss when they frenzy. A free charge with a boosted attack roll is

RAZOR BOAR

Bacon – When this model is destroyed, each living warbeast B2B with it heals d3 damage points.

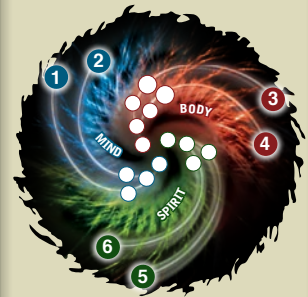
Lesser Warbeast – This model cannot make power attacks.

RIPPING TUSKS

Brutal Charge – This model gains +2 to charge attack damage rolls with this weapon

RAZOR BOAR							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	5	3	13	14	5	

RIPPING TUSKS	
POW	P+S
4	10



FURY	2
THRESHOLD	6
FIELD ALLOWANCE	U
POINT COST	2
SMALL BASE	

ANIMUS	COST	RNG	AOE	POW	UP	OFF
VICIOUS	2	6	-	-	NO	NO

Target friendly Faction warbeast gains Hyper Aggressive for one round. (When a model with Hyper Aggressive suffers damage from an enemy attack anytime except while it is advancing, after the attack is resolved it can immediately make a full advance directly toward the attacking model.)

worth 2 fury points as-is, so just keep them pointed towards the enemy, and let the little pigs fly!

Razor Boars are also the most survivable lesser warbeasts, with an extra damage circle and ARM to match some light warbeasts. Tack on an animus that lets your larger hogs advance ever further into enemy lines during your opponent's turn and brutal charge for added damage, and any Thornfall Alliance warlock would be happy to have a few Razor Boars in his battlegroup.



COLORS USED

- Armor Wash
- Bastion Grey
- Brown Ink
- Cygnus Yellow
- Gun Corps Brown
- Iosan Green
- Ironhull Grey
- Menoth White Base
- Menoth White Highlight
- Moldy Ochre
- Morrow White
- Necrotite Green
- Ordic Olive
- Rucksack Tan
- Tamar Black
- Trollblood Highlight
- Wurm Green
- Yellow Ink



M&P
MODELING & PAINTING

PAINTING THE WOLDWRATH

BY ROB HAWKINS

Painting a large model like the Woldwrath can seem a daunting task, especially if you intend to highlight the glowing runes that cover its entire surface. In this tutorial, I'll show you how to quickly paint this colossus of stone and wood without being overwhelmed by all its beautiful detail.

ASSEMBLY TIPS



Begin by assembling the model, leaving the arms separate. Keep all the small metal logs on their sprues as well. This allows you to paint the logs quickly and all in one go. If they were attached, you would need to take care not to mar the surrounding stone when painting them.

When working on this tutorial I had the three small metal plates on the Woldwrath's chest and sides attached to its body. Painting around them is possible, but it ate up a lot of time. Since the goal of this tutorial is to show you how to paint the model quickly and efficiently, I'd recommend keeping these large pieces separate. It's much easier to reach the wooden understructure in the later steps.

PAINTING

Use Formula P3 Black Primer for the undercoat. The painting will be broken down into three main steps: the stone, the runes, and the wood and vines.

PAINTING THE STONE

When painting a large model, I approach it like a piece of terrain and use an organic process of drybrushing and washing. This helps bring out the details and texture of the stone, creating a rich, weathered surface.



Step 1) Drybrush the entire model with Bastion Grey, using a couple passes to build up the color. Be sure to get the sides of the stones. Don't worry if the paint bleeds into the recesses or gets too bright; the model will be washed in the next step to deepen the tone.



Step 2) Mix up a wash using Armor Wash, Ironhull Grey, mixing medium, and water. Paint this over the entire model, making sure it penetrates into all of the recesses. As you work, blot the model with a paper towel to prevent the wash from pooling on the surfaces. The result should be a slightly mottled appearance to the grey stone with nicely shaded recesses. Allow the wash to completely dry before moving on.



Step 3) Drybrush the color back up with successive layers. Begin with Bastion Grey.



Then apply Trollblood Highlight.



Finally, apply a mix of Trollblood Highlight and Menoth White Highlight.



Step 4) To finish the stone, mix another wash of Brown Ink and Ironhull Grey, and add a small amount of Armor Wash. Thin the mix with a lot of water so it won't go on too heavily. This wash helps soften the drybrushing and gives the stone a slight brown tint. Paint it over the stone, and blot it with a paper towel like in step two.

PAINTING THE RUNES

The runes are a vitally important detail of this model, and painting them isn't as tough as it seems. The layer of white is the most time-consuming step of the whole model, but adding the green tint afterward proceeds much more quickly. The results are well worth the effort, as you'll see.

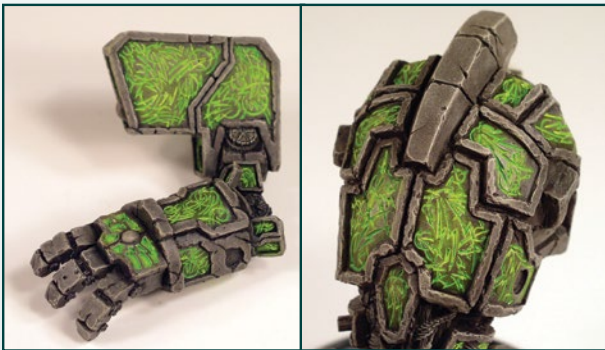


Step 1) Thin Menoth White Highlight with water and mixing medium. Paint this mix into the recessed runes using a sharp work studio brush. Poke the wash into the areas where the runes are thickest and where they intersect, and let the mix flow out into the rest of the rune. Then, bring the brush to a point and use it to pull the wash out into the thinner lines of the runes. If the white color thins out too much, add more Menoth White Highlight to the mix and dab it into the white runes. Try to keep the white as controlled as possible, but don't worry if a little runs onto the surface of the stone.

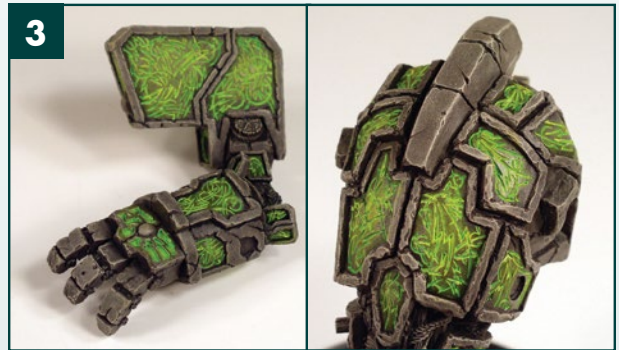


Step 2) Make a wash of Necrotite Green and Cygnus Yellow (about 60/40) and thin it with water and mixing medium. Paint this over the runes in broad strokes, and watch the glowing runes pop with color! Cover the entire plate, taking care to keep it away from the edges.

If the wash runs into the recess around the edge, quickly blot it up using a dry brush.



This wash tints the stone green around the runes, enhancing the "glow."



Step 3) Finish off the glow by washing Yellow Ink thinned with water in patches in the center of the rune plates.

PAINTING THE WOOD AND VINES

The next major step is to paint the log-and-rope understructure of this organic construct. Again, it's a simple matter of applying basecoats, washes, and a little drybrushing.



Step 1) Basecoat all the logs, ropes, and vines with Gun Corps Brown. Don't forget about those little stumps on the metal sprues!



Step 2) Drybrush the wood with Rucksack Tan. Use a small drybrush so you can keep the paint on the wood and vines. Then basecoat the exposed ends of the logs with a 50/50 mix of Rucksack Tan and Menoth White Base.



Step 3) Drybrush the ropes with Moldy Ochre.



Step 4) Mix Brown Ink with a couple drops of Armor Wash. Add mixing medium to help it flow into the recesses. Wash this over all of the logs, ropes, and vines.



Step 5) When the wash is completely dry, apply a very light drybrush of Menoth White Base on the raised areas.

FINAL DETAILS

We're in the home stretch! With the three major steps out of the way, all that remains is to finish off the details and to base and assemble the model.



Step 1) Basecoat the gemstones with Thamar Black, then blend up the color using Iosan Green and Necrotite Green. Add a spot highlight at the top with Morrow White.

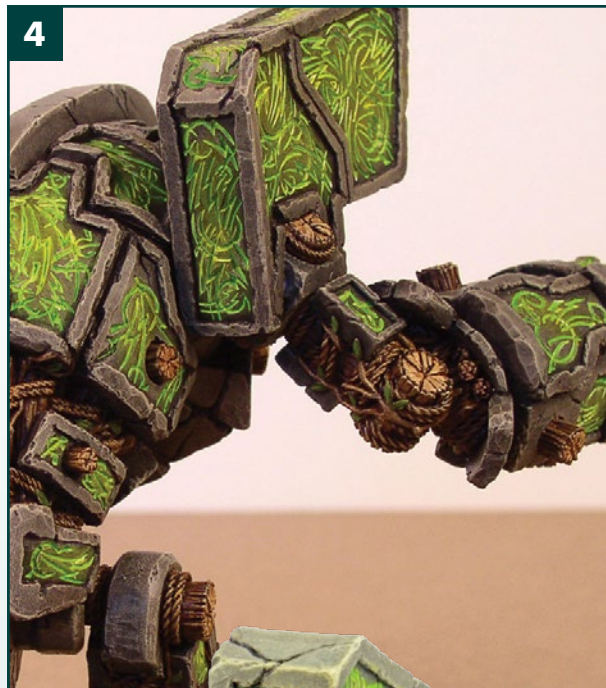


Step 2) Pick out the leaves all over the model with Ordric Olive, and add a highlight with Wurm Green.



Step 3) Before gluing the arms in place, finish off the base of the model to match your army.

Step 4) Attach the arms and the small logs and the Woldwrath is finished and ready for the tabletop!



CONCLUSION

I hope this guide has given you a few ideas to help speed up the painting of large models. Painting gargantuans and colossals is no different than painting a smaller warjack or warbeast. Just remember to break the process down into a few main steps and tackle each one separately.

'Til next time!



GUTS & GEARS

DOOM REARVERS

BY WILL SHICK AND JASON SOLES • ART BY LUIS GAMA, IMAGINARY FRIENDS STUDIO,
MATEUSZ OZMINSKI, AND MATTHEW D. WILSON

JOURNAL OF CHAPLAIN ELIAIS VALENTINI, COMMAND IN NORTHERN DAD

By Will Shick

Cinten 3, 605 AR

Another clash broke out between our good king's hired mercenaries and the ever-present Khadorans that stalk like hungry wolves near our border. While the fighting occurred some miles from town, the sounds of battle rang clear as day. I am no stranger to war, having regularly provided aid to the wounded and dying on the battlefield in my youth, but I must admit the ominous and wild war cries that reverberated across our small hamlet unsettled me. They were not the sounds of men but something much darker and more savage. Tomorrow, my two acolytes and I will journey to the battle site and provide succor to those wounded and last rites to the fallen. This is our duty in holy service to blessed Morrow.

Although lending aid to those in need is the stated purpose for our journey, I must admit to ulterior motives. Our mission will hopefully quell the growing tension among the townsfolk who worry that war will soon come to their homes. The unknown breeds fear, so I intend to dispel the specter of uncertainty with firsthand assurances that death and destruction shall not be visiting our humble town. Fighting near to these lands is only an unfortunate consequence of sharing a border so close to the Thornwood, which the Khadorans seem intent to assail.

Cinten 8, 605 AR

The pen in my hand trembles, and I find myself nearly unable to write, such is my excitement, but I must put thought to page.

We visited the site of the conflict, and nothing could have prepared me for such carnage. Instead of the familiar sights of mustering troops and soldiers tending of the wounded, my wards and I instead found a most horrifying abattoir. Dismembered bodies lay strewn about like the discarded scraps from some nightmarish meal. Steeled by our faith, we began searching for survivors and performing last rites to speed the souls of the dead to Morrow's embrace.

The horrors I saw are best forgotten, and they will surely haunt me the rest of my days. It was many hours before we discovered the cause of the slaughter. Beneath a pile of corpses lay a brute of a man. His face was covered by a cruel steel helm and his exposed flesh was tattooed with strange and intricate designs. I had heard stories of such warriors before, but it wasn't until we uncovered his weapon, a massive two-handed battle sword, that I knew the truth of my suspicions.

Visible along the blade's length I saw hundreds of leering faces. I have read many treatises and texts discussing the terrible mines of Khardov and how the Orgoth worked thousands to death within these black pits to gain iron ore to forge their terrible weapons, the most infamous of which are the fellblades. The Khadorans unearthed many of these death-haunted swords when they began to dig beneath that accursed city.

Those condemned to wield such blades became known as doom reavers, and in battle they are overcome by extreme madness and blood frenzy. I had my suspicions that such tales were myth, perhaps the product of taking an irredeemable criminal and removing any need for restraint from him. The Orgoth were widely reported to use inhuman warriors bearing unnatural blades, and they were said to be brutal and wicked. Even the slightest risk that such tales could be true demanded caution. Searching further, we discovered a second blade amid the bodies.

Few outside Khador have had a chance to study these ancient artifacts; the Greylords and the Khadoran Army are incredibly diligent about their recovery. Given their reputation, I realized it was my duty to retrieve the fellblades we found and turn them over for further examination by the church. With great care, I wrapped the blades in a heavy blanket from our wagon and left them there as we set about consecrating the dead for proper burial. It was three days before we finished our solemn work.

Cinten 10, 605 AR

Since our return, my nights have been plagued by restlessness. It was amid my sleeplessness that I determined I would research the fell blades myself rather than send them immediately to the capital. I doubt there is anyone in Merin who knows what to make of them, and likely there would be delays in contacting the Sancteum. I feel I am up to the task to begin preliminary investigations.

Unable to sleep, I made my way to the church's antechamber where I had stored the weapons and examined them more closely. While they share the same leering faces along both sides of the blade, their designs are dissimilar. The one I found first is more utilitarian in design, its grip simply wrapped in calfskin leather with an unadorned pommel. The other is a more unsettling work of art. Its grip includes more leering faces, as if set in the leather itself, and its pommel is a screaming skull. In addition, the edge of the blade appears to be etched with the same strange, intricate designs as the tattoos we saw on the fallen doom reaver. There is no question each of these blades is made by different hands, the latter both more refined and more grotesque.

As I examined the second blade, I couldn't help but brush my fingers across the baroque grip. A terrible chill immediately gripped me, and I snatched my arm back as if stung. As I worked to still my thundering heart, I felt a stern resolve take hold within me.

I have decided that once I have concluded my own research, I shall turn over both the blades and my findings to the Order of Illumination.

Cinten 13, 605 AR

My work with the fellblades has consumed me utterly. I am keenly aware I have been neglecting my duties as spiritual guide to our townspeople, but the needs of my beloved parishioners cannot compare to the importance of what I do now. Morrow grant them the strength to bear my absence.

There is no doubt in my mind these weapons are the product of black magic, and their ghoulish adornments are no mere decoration. Ever since my contact with the more ornate sword, the faces on the blade have come alive. Their tormented visages sometimes twist, and the mouths move as if to speak whenever I am close. I can hear their murmuring like a buzzing in my head, but the words are unintelligible. I cannot be certain any noise is actually being made or if it exists solely in my imagination. Likely this is some bewitching aspect of the Orgoth weapon, designed to terrify and disorient enemies. As physical contact seems to have activated the magic within the blade, I shall be exploring what other powers yet lie dormant through greater physical contact.

Lorio begs me to contact the church and turn over the blades. He fears their corrupting influence, but I have yet to scratch the surface. More research is required. I must determine which of the dark powers ascribed to the fellblades are fact and which are simply a fabrication designed to give the doom reavers a more fearsome reputation in the minds of Khador's enemies. I shall guard myself.

Cinten 16, 605 AR

My work continues unabated despite the constant whining of both Lorio and the townsfolk. It has been some time since I held service, and Lorio continues to pester me to relinquish the fellblades to the church. I do not know how I endured his annoying personality so long. Lorio is wholly undeserving of any place within the Church of Morrow. He lacks the strength of will required of a true spiritual leader.

Wishing to understand the strange and rather unsettling properties of the fellblades, I have allowed myself greater physical contact. I found if I concentrated on the buzzing while holding the blade, I could make out distinct voices. Some spoke in languages so ancient and strange their whispers sent chills down my spine. Others spoke in

languages I knew, most specifically ancient Khardic. The longer I listened to the voices, the more easily I could discern each from the other. Over several hours I was able to make out what must be over a hundred distinct voices. By the time I released the blade, mentally exhausted from the supreme effort of will, one single phrase continued to echo deep within my mind.

Free us!

That night I was plagued with horrific dreams. Visions of ancient battles burned through my mind. Sometimes I watched as if from above as the carnage unfolded, other times I saw the battles as a participant. In the latter, I gripped the ancient and terrible fellblade in my hands as I gleefully engaged in slaughter.

When I awoke, my sheets were plastered to my sweat-covered body, my heart hammering in my chest while blood thundered in my ears.

When I finally calmed myself, I heard the unmistakable sound of voices crying out through the silence in my chamber.

Free us!

The gibbering of the fellblade within my head is now unending, regardless of my proximity to it. The dark powers that animate the blade must fear how close I am to understanding. They seek to frighten me away from my research, but I will not relent. Morrow shall protect me.

Cinten 22, 608 AR

Further investigation into the fellblades has led to yet more chilling discovery. Alchemical tests upon the blades showed them to be composed of a common steel alloy. However, it is clear there is far more to these blades. Based on my personal interactions, I believe the weapons were forged with a necromantic process that required actual mortal souls.

Thanks to my interest in the occult, my personal library contains several volumes on necromantic practices as detailed by the Order of Illumination. While little information remains concerning how the Orgoth practiced their magic, there is enough knowledge about modern-day practices to formulate a theory. In my estimation, the fellblades bear some similarity to the blasphemous soul cages used by Cryxian necromancers.

It is my belief that during the creation of a fellblade hundreds of slaves were sacrificed in a ritual intended to tear free the souls of the victims and transfer them into the molten steel of a new fellblade. The steel alloy has certain trace impurities I thought must be accidental, but now I believe they facilitate this process as well as channel the power of these tormented souls. If the blade I have been in contact with is any indication, my mind boggles at how many thousands of souls have been subjected to

this undying torment, enslaved within the cruel forges of the Orgoth.

Perhaps the most shocking discovery was that the more unadorned fellblade in my possession might not hail from the Orgoth forges! I had suspicions this blade was of considerably more recent origins, and I now believe it is less than twenty years old. While such a revelation would have once chilled me to the core, I can now understand why Khador might replicate the work of the Orgoth. The power contained within the fellblades is undoubtedly immense. That the empress and the church in the north would turn a blind eye to such acts, though...

Who is being sacrificed to create these new blades? The Greylords have stooped to depths none of us could have imagined.

I find myself strangely loath to touch the newer blade, although the older one continues to fascinate me. Perhaps it is that the souls used to power it lived so long ago, and the horror they endured is less fresh. Whatever the reason, even the thought of touching the hilt of the other fills me with dread.

Cinten 26, 608 AR

Today I have closed the church to outsiders. I have grown weary of the townspeople's constant interruptions and their petty and pointless babble. They worry and complain. They are pathetic. I see now why the strong like myself are necessary to buoy them up. They are lost without me. I despise them. How did I ever feel anything but contempt for these fools?

I had a revelation last night while continuing my examination of the fellblades. The weak deserve their fate. It is they who should serve. I understand now why the empress turns a blind eye to Khador's manufacture of new fellblades. The weak should serve the strong.

Cinten 27, 608 AR

Lorio and a group of townspeople including the watch captain stormed into my antechamber today while I worked. They put on a brave face, but I could smell their fear, like the stench of livestock in the butchers stall.

Lorio demanded I turn over the fellblades. He claimed he feared for my soul, but I could see he just wanted to make me weak like him.

When I refused, the watch captain drew his pistol.

What happened next...was glorious.

The voices screamed so loud I thought my head would burst. I was so fast. Faster than any normal man. The ancient fellblade was in my hands before I could think. My vision was red.

How dare they! HOW DARE THEY!

Sheep do not rise up against the shepherd.

Like lambs I slaughtered them.

The voices laughed. They rejoiced. I felt their jubilation. I felt their power within me as blood splattered my face.

They were free.

I had freed them.

"No date written, but clearly a new entry"

Freedom. Freedom from pain. Freedom from restraint. Freedom from morality.

Freedom to revel in slaughter.

These are the blessings we bestow.

The weak shall perish.

This town is weak.

We shall drown them in blood.

"Order of Illumination footnote"

By the time I arrived four days after receiving Acolyte Lorio's missive that warned of Father Valentini's concealment of the fellblades, the village of Cormano was a charred ruin. Only the church remained standing.

It will ever remain my deepest regret that I chose to enter its sanctum.

The corpses of at least fifty of the town's inhabitants were strewn about in some macabre tableau, most dismembered. I can still see the barbaric image clearly despite my best efforts to forget. None were spared what I can only describe as Father Valentini's orgy of murder.

Of Valentini and the fellblades there was no sign. Only his journal remained. Left within his personal chamber, open to the final page.

I have personally vowed to track this madman down and bring him to justice for the heinous crimes he has committed. I will erase the stain of blasphemy his continued existence represents to our holy church.

It is my hope that some redemption may be found in his chilling discoveries, and that our order will follow up on these allegations against the Greylords Covenant. That we have stood idly by for so long in the face of their sanctioned use of such weapons is one thing. To remain inactive when they actively engage in the creation of new fellblades is another.

Your Dedicated Servant,

—Rosa Pelario, Illuminated One

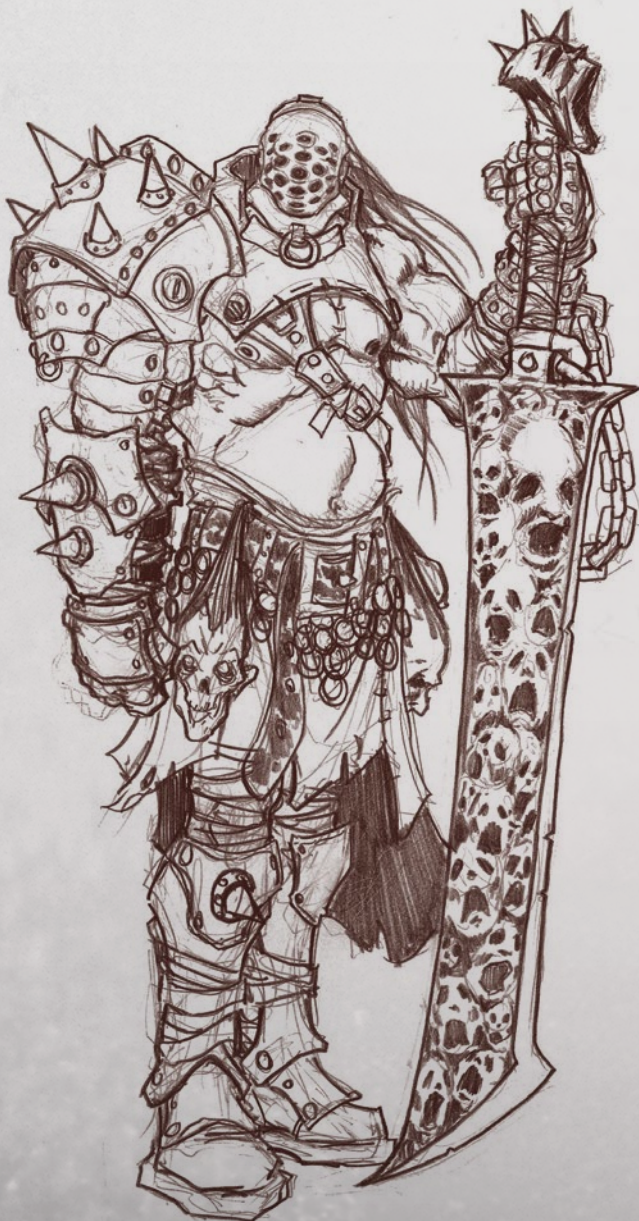
DOOM REAVER

BY JASON SOLES

PREREQUISITES: HUMAN (KHADORAN),
MIGHTY, STARTING CAREER



STARTING ABILITIES, CONNECTIONS, AND SKILLS	<p>Special: A character starting with the Doom Reaver career must choose between Cutthroat, Horseman*, Pirate, Ranger, Soldier, or Thief for his other career.</p> <p>Abilities: Abomination, Berserk, Bloodlust, Fearless</p> <p>Military Skills: Great Weapon 1</p> <p>Occupational Skills: Detection 1, Intimidation 1</p>
STARTING ASSETS	Fellblade
DOOM REAVER ABILITIES	Abomination, Berserk, Bloodlust, Fearless, Fearsome Howl, Iron Will, Language (Orgoth), Precision Strike, Relentless Charge, Silence
DOOM REAVER MILITARY SKILLS	Great Weapon 4, Unarmed Combat 3
DOOM REAVER OCCUPATIONAL SKILLS	General Skills 4, Survival 3, Tracking 3



Khador has developed an insidious punishment the empire inflicts upon its most craven deserters, murderers, and war criminals. Rather than being sentenced to death or soul-crushing prison terms, these malefactors are instead transformed into the accursed doom reavers. Driven utterly mad by the insatiable call to slaughter emanating from their unholy blades, these lunatics are set upon the enemies of the Motherland. Here there is no redemption, just a rich harvest of blood.

Although those who bear the fellblades are irrevocably twisted in mind and spirit, not all are completely lost. A very few doom reavers possess the strength of will to resist the secret whispers of their blades, whispers that encourage them to slide into bottomless madness and depravity. These few are able to maintain some fragile essence of their humanity, or, lacking that, a sliver of control.

Playing a Doom Reaver: Restricted to the Mighty archetype, the Doom Reaver career is most effective when paired with another melee career such as Cutthroat or Horseman*. It can also complement more well-rounded careers such as the Ranger, allowing the character a greater breadth of available skills. Abilities such as Abomination and Berserk make the character exceedingly deadly in close combat but also a danger to his own allies.

The Relentless Charge ability is likely to be a Doom Reaver's first choice for a new ability as he advances in experience. With Relentless Charge the character need no longer worry about terrain penalties and can get into combat as soon as possible. Doom Reavers might also optimize their ability to cause psychological havoc among enemies by learning the Fearsome Howl ability as they gain experience. Veteran-level Doom Reavers can pick up the Silence ability to dramatically increase their self-control.

*Forthcoming content in *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Kings, Nations, and Gods*.

NEW ABILITIES DESCRIPTIONS:

ABOMINATION

Prerequisite: None

The character is a terrifying entity and gains Terror [this character's Willpower +4] in battle. This terror affects friendly characters as well as enemies. Additionally, the character can reroll failed Intimidation skill rolls. Each failed roll can be rerolled only once as a result of Abomination.

BERSERK

Prerequisite: None

When this character incapacitates or destroys one or more other characters with a melee attack during his turn, immediately after the attack is resolved he must make one additional melee attack against another character in his melee range.

BLOODLUST

Prerequisite: None

The character is an exceptional doom reaver. Though the whispers of his fellblade still penetrate his troubled mind, he retains his reason rather than losing himself completely to madness. The character's Willpower is not reduced as a result of wielding a fellblade, and he never becomes a slave to the weapon.

FEARLESS

Prerequisite: None

The character is utterly fearless and automatically passes Willpower rolls to resist Terror.

FEARSOME HOWL

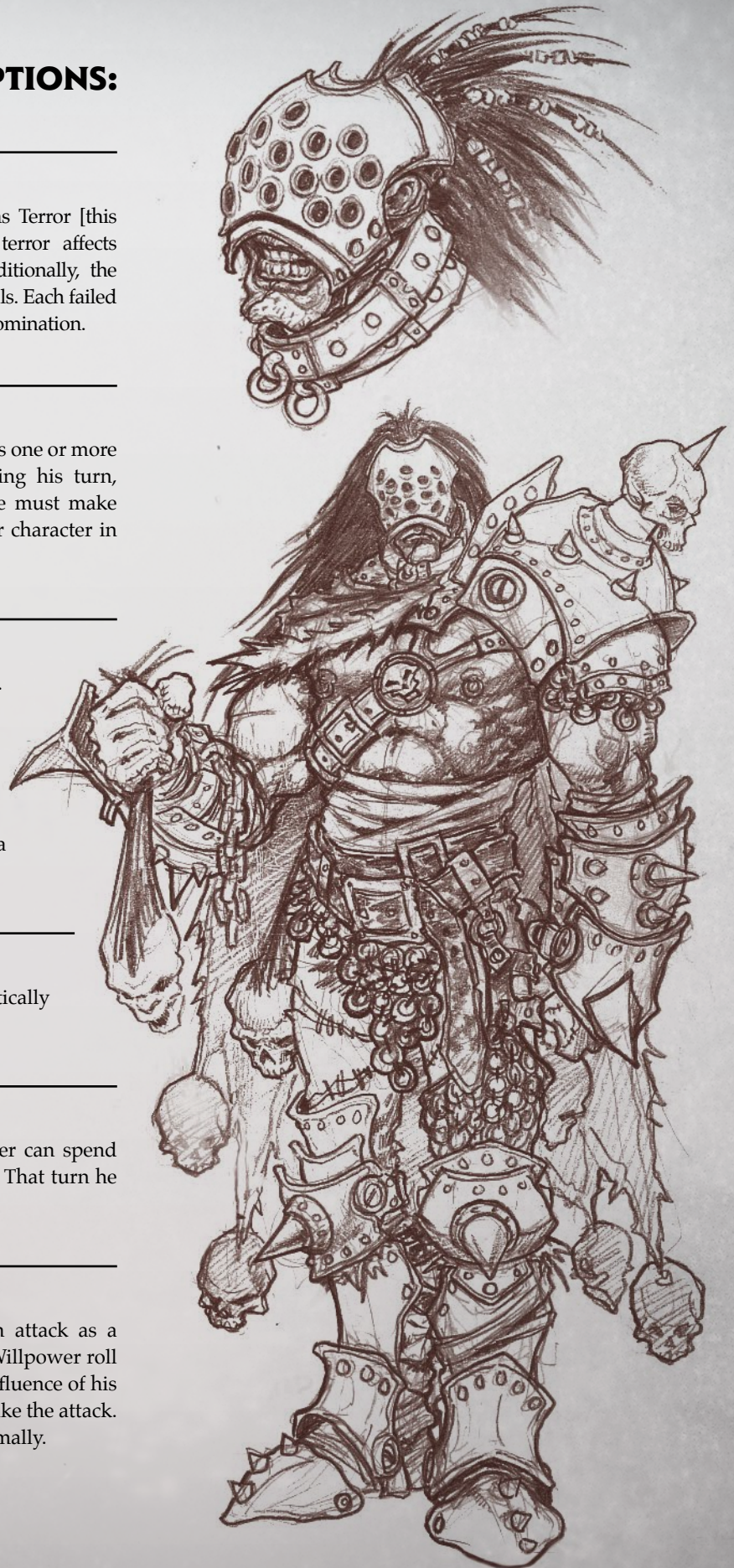
Prerequisite: Abomination

Once during each of his turns, the character can spend a quick action to unleash a terrifying howl. That turn he gains Terror [this character's Willpower +6].

SILENCE

Prerequisite: Berserk, Great Weapon 3

When this character is forced to make an attack as a result of Berserk, he can choose to make a Willpower roll against a target number of 15 to resist the influence of his fellblade. If the roll succeeds, he does not make the attack. If the roll fails, he must make the attack normally.



NEW EQUIPMENT:

FELLBLADE

Cost: These weapons are unavailable at any price and are closely guarded by the Greylords Covenant and its agents.

Skill: Great Weapon

Attack Modifier: -2 (one-handed), 0 (two-handed)

POW: 6

Description: These fearsome arcane weapons are relics left behind by the Orgoth. Gibbering, whispering, and murderous, fellblades literally speak to their wielders. Virtually all who wield a fellblade go mad but are invested with tireless and terrifying reserves of strength and fortitude. Over time these weapons wear down the sanity of their wielders, driving them to murderous rages while stripping them of the last shreds of their humanity. Though the Greylords are said to have knowledge of their creation, such lore is among the order's greatest secrets.

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

This weapon has Reach and is a magical weapon.

While carrying a fellblade a character cannot cast spells, cannot be targeted by spells, and never suffers the effects of Terror.

A living character in possession of a fellblade must make a Willpower roll against a target number of 16 once per day. If he succeeds, nothing happens. If he fails, his Willpower is reduced by 1. The character must make an additional roll immediately after any encounter in which he destroyed one or more characters.

Additionally, any time a living character in possession of a fellblade attempts to spare the life of an enemy, he must make a Willpower roll against a target number of 16. If he fails, he must attempt to kill the enemy character.

If a character's Willpower is reduced to 0 as a result of his fellblade possession, he becomes a slave to the weapon and becomes an NPC under the Game Master's control. The character becomes a living monster that exists to hunt and kill. The character loses all non-Mighty archetype benefits, quickly drops all other weapons and gear except for his fellblade, and gains the Abomination and Berserk abilities (p. 29).

If a character that has not yet become a slave to a fellblade is separated from the weapon, he regains 1 Willpower point for every full twenty-four hours he is separated from the weapon.

TRAGIC DEVICE

Fellblades are incredibly powerful and cursed artifacts. Their wielders are certain to live short and incredibly violent lives. If you are not playing a Doom Reaver and do not wish your character's arc to take a drastic turn toward the tragic, for Morrow's sake, do not pick up swords covered in leering, gibbering faces.





DOOM REAVER TACTICS

BY JACK COLEMAN

Doom Reavers are a formidable threat in any Khador army. In a faction full of hard-hitting melee models, they offer some unique advantages and a very rewarding play style. When coupled with their Greylord Escort unit attachment or their Dragoon character solo Fenris, they become even more dangerous.

Unleashing the Carnage

Doom Reavers are the epitome of the glass cannon. They boast an 11" threat range, Advance Deployment, and P+S 13 Weapon Master attacks. When combined with Abomination, Reach, and Berserk, they become a serious threat that your opponent cannot ignore. However, their exceptional offensive capabilities are balanced by their moderate defenses and the double-edged nature of some of their abilities.

Berserk is the signature ability of the Doom Reavers. Every time a Doom Reaver destroys a model with a melee attack it must make an additional attack if there is another model within its melee range. This allows your Doom Reavers to clear out an obscene amount of models when combined with their reach and hitting power. Unfortunately, it *also* means they are very likely to kill any other friendly models that are nearby. It is very important to keep each Doom Reaver more than 2" away from others in its unit (and any other friendly models in your army) whenever they are engaged.

Doom Reavers have Spell Ward and cannot be targeted by spells. While this ability limits your opponent's options by making Doom Reavers immune to many debuffs and crowd-control abilities, it also means you cannot target them with any friendly spells from your warcaster or Greylords.

Abomination is possibly the most important rule to remember when you are fielding Doom Reavers. A model or unit within 3" of a model with Abomination (friendly or enemy) must pass a command check or flee. With good placement, this can render vital elements in your opponent's army unusable and can turn the tide of battle heavily in your favor. On the other hand, bad positioning can cause friendly models and units to flee and can easily cost you the game. Thankfully, your battlegroup, Man-O-War units, and many Khadoran solos are Fearless.

There are few things in WARMACHINE as exciting as a unit of Doom Reavers charging into the center of your opponent's army and unleashing a berserker rampage! The inherent risk of this unit only increases the satisfaction when their potential is fully realized. When mastered, these models can pose such a threat your opponents will often make killing them or avoiding them their first priority.

Freaks on a Leash

The Greylord Escort attachment offers survivability to the Doom Reavers via Granted: Tough and increased their command range. This allows your Doom Reavers to spread out and avoid sprays and AOE's and to engage more enemy models! The Greylord Escort has Magic Ability [7] and the Frostbite spell, which can be invaluable when facing Incorporeal, models with Stealth or when you need to clear a charge lane. The real game-changer, however, is Granted: Silence. As long as the Greylord Escort is in play, you can choose whether or not a Doom Reaver makes a Berserk attack. This allows you more freedom of placement when engaging enemy models and makes Doom Reavers an excellent second-line offense. Keeping your Doom Reavers back greatly improves their survivability and allows you to wait for the perfect moment to unleash them in a devastating counter assault.

Deathly Silence

Fenris is an incredible dragoon solo that really takes advantage of the Doom Reaver skill set and the cavalry rules. As a character dragoon model, Fenris has a few advantages over your standard Doom Reavers. He has increased mobility and survivability thanks to his additional SPD and ARM while mounted and a total of 15 hit boxes. Wielding two Fellblades at MAT 8 greatly improves his damage output and the reliability of Berserk. cavalry charge allows Fenris to penetrate deep into enemy lines with impact attacks and a 13" threat range. Conversely, using a ride-by attack, Fenris can clear out a large area with Berserk and then reposition to open charge lanes for your warjacks or maintain control of an objective. Tall in the saddle allows Fenris to target priority models while in melee to help ensure he gets the most out of his Berserk attacks! Fenris is also a viable alternative to the Greylord Escort because he gives Silence to any Doom Reavers within his 8" command range.

Slaughter for the Motherland

Spell Ward can make supporting the Doom Reavers a challenge, but there are still many good control area spells, feats, and abilities that can help you maximize their effectiveness. Consider pairing your Doom Reavers with these warcasters:

- Kommander Sorscha offers concealment with Fog of War, which improves the Doom Reavers DEF to a respectable 15 against ranged attacks. Her feat and Freezing Grip can also be used to take down high-DEF enemies or even ensure your Berserker frenzy is not stopped short by an unlucky roll.

- Orsus Zoktavor, The Butcher of Khardov doesn't help your Doom Reavers weather the approach, but his feat, Blood Frenzy, gives them five damage dice on a successful charge, that's about 30 damage on an average roll!
- Kommander Orsus Zoktavor's feat, Feel the Hate, was practically made for Doom Reavers. Some good placement and a successful charge can yield a large amount of rage tokens. Doom Reavers can then activate using the rage token to penetrate deep into the enemy lines, forcing multiple command checks and wrecking vital support models or even the enemy caster! It is important to remember that attacks generated from rage tokens do not cause Berserk because they do not occur during the model's combat action.
- Vladimir Tzepesci, The Dark Prince allows Doom Reavers to advance with near impunity. With Wind Wall, while within 3" of Vladimir, Doom Reavers are automatically missed by non-magical ranged attacks. When combined with Spell Ward this allows your Doom Reavers to safely approach the enemy lines and screen your caster along the way! Signs & Portents is also an exceptional offensive buff that increases the Doom Reavers' accuracy and damage output.
- Vladimir Tzepesci, The Dark Champion can transform your Doom Reavers into tactical warheads. Blood Legacy gives +3 to the entire stat line of four to six warrior models, allowing your Doom Reavers to charge 12" and annihilate your enemies with MAT 10, P+S 16 Weapon Master attacks. This can be combined with Transference to give a few of your Doom Reavers five damage dice on their charge attack!
- Supreme Kommandant Irusk is the ultimate Doom Reaver delivery machine. When using Doom Reavers as shock troopers Irusk's feat can be used to allow them to charge through forests, walls, and cloud effects and potentially deny your opponent a counter

charge with good placement. Martial Discipline allows them to charge through friendly small and medium-based models, and when combined with Artifice of Deviation for Pathfinder, your Doom Reavers can get to the best locations and cause maximum damage.

- Kommander Strakhov's feat is a godsend for Doom Reavers. Under Iron Fist, your Doom Reavers gain Pathfinder and an additional 4" of movement when they charge a model in Strakhov's control area. This gives you the freedom to protect your unit by advancing into a forest or behind a wall without sacrificing any offensive potential. This can guarantee you an alpha strike with proper placement.



PAINTING DOOM REAVERS

BY LEO CARSON D.

The traditional way of painting a miniature is to start with a solid, fully saturated color for the base coat and then apply shading and highlights over that. In this article we'll be doing the opposite on a unit of Doom Reavers and the Greylord Escort unit attachment. We'll start with the shading and then apply the color in extremely thin, translucent layers. The first step of this technique is to use under-spraying to block out the major planes and create rudimentary shading over the miniature. Then, using extremely thinned paint, we begin work with the brush to bring color to each section. The translucency of this layer preserves the initial shading and quickly sketch out the miniature.



STEP 1

Begin by priming the miniature black. It is necessary that *all* the crevasses be covered, so go in with Tamar Black and hit the spots the primer couldn't reach. Now prepare your paints for the airbrush. The Doom Reaver featured here was done with three layers of progressively lighter shades. The first layer, applied to all surfaces of the miniature, is Battlefield Brown. The very deepest recesses should still be black. The next layer is Menoth White Base applied at a downward 45-degree angle. The bottom-facing planes receive less or no paint while the upward-facing planes receive a nearly solid coat. Lastly, pure Morrow White is applied from directly above the miniature, hitting the very top areas with bright light.

Colors used: Battlefield Brown, Menoth White base, Morrow White, Tamar Black



STEP 2

This is the cool part. Using glazes, color each section of the Doom Reaver. Unlike a wash, with glazes you don't want any of the super-thinned paint to collect in the crevasses, so use a second brush to mop up any pools. These coats should only take one layer. To keep your surfaces clean, you need to maintain a wet edge. That means working fast and never letting the leading edge of the area you're painting dry. If you do, it will leave a line at the border of where the paint dried.



PAINTS NEEDED

- Bloodtracker Brown
- Brown Ink
- Cygnus Yellow
- Ember Orange
- Heartfire
- Khardic Flesh
- Menoth White Base
- Menoth White Highlight
- Molten Bronze
- Morrow White
- Murderous Magenta
- Ordic Olive
- Pig Iron
- Radiant Platinum
- Rucksack Tan
- Ryn Flesh
- Sanguine Base
- Sulfuric Yellow
- Tamar Black
- Thornwood Green
- Umbral Umber

STEP 2 CONTINUED

The paints used in this step are as follows. The flesh is painted with a mixture of Khardic Flesh and Rucksack Tan, the armor is Thamar Black, and the skirts are Thornwood Green mixed with Ordic Olive. The straps and leather are painted with Battlefield Brown, and the sword and chains with Pig Iron. The hair is Sulfuric Yellow mixed with Menoth White Highlight, and the mask is solid Molten Bronze. Finally, the howling faces on the Fellblade are Ember Orange.

Colors used: Battlefield Brown, Ember Orange, Khardic Flesh, Menoth White Highlight, Molten Bronze, Ordic Olive, Pig Iron, Rucksack Tan, Sulfuric Yellow, Thamar Black, Thornwood Green

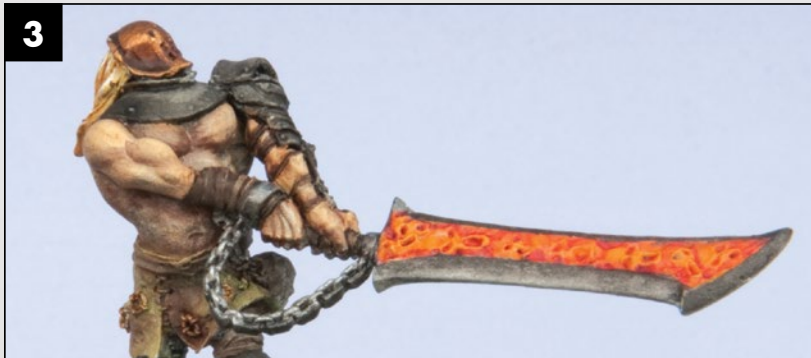
STEP 3

The next step is to increase the depth of the shadows by applying shading. The under-spraying has already given you a guide, but in general you want to apply the shading to the planes facing more toward the ground and to any areas that go underneath another part of the miniature. Dark objects look farther away, so painting a shadow at the edge of a receding plane helps add depth to the miniature.

The shading in this step was applied as follows. The flesh, skirts, and masks were shaded with Umbral Umber mixed with Sanguine Base. The armor and leather are shaded with Thamar Black. The sword blade is shaded with a mixture of Thamar Black and Pig Iron. The hair is washed in Bloodtracker Brown. The howling faces are shaded with Murderous Magenta mixed with Sanguine Base. If you can, single out and shade each skull individually.

Colors used: Bloodtracker Brown, Murderous Magenta, Pig Iron, Sanguine Base, Thamar Black, Umbral Umber

3



STEP 4

The next step is to apply highlights and edging to the upward facing areas that receive the most light. When doing edging—the brightest highlight applied to the very edge of an area—you want a very small amount of paint on your brush but more than you would use for drybrushing. It is also important that the paint be thin. For the best results, drag the side of the brush near the tip over the edge you wish to highlight and the model will do the work for you. This technique is a sort of evolution of drybrushing and is sometimes called “wet-brushing.”

Here are the colors I used in the highlighting. The armor is edged with Radiant Platinum. Hold off highlighting the sword and helmet for now. The leather is edged with Rucksack Tan. The skirt is highlighted with Ordic Olive mixed with a small amount of Cygnus Yellow. The flesh is highlighted with Khardic Flesh mixed with Ryn Flesh. The hair is edged with Menoth White Highlight. The howling faces are highlighted with Cygnus Yellow mixed with Heartfire.

Colors used: Cygnus Yellow, Heartfire, Khardic Flesh, Menoth White Highlight, Ordic Olive, Radiant Platinum, Rucksack Tan, Ryn Flesh

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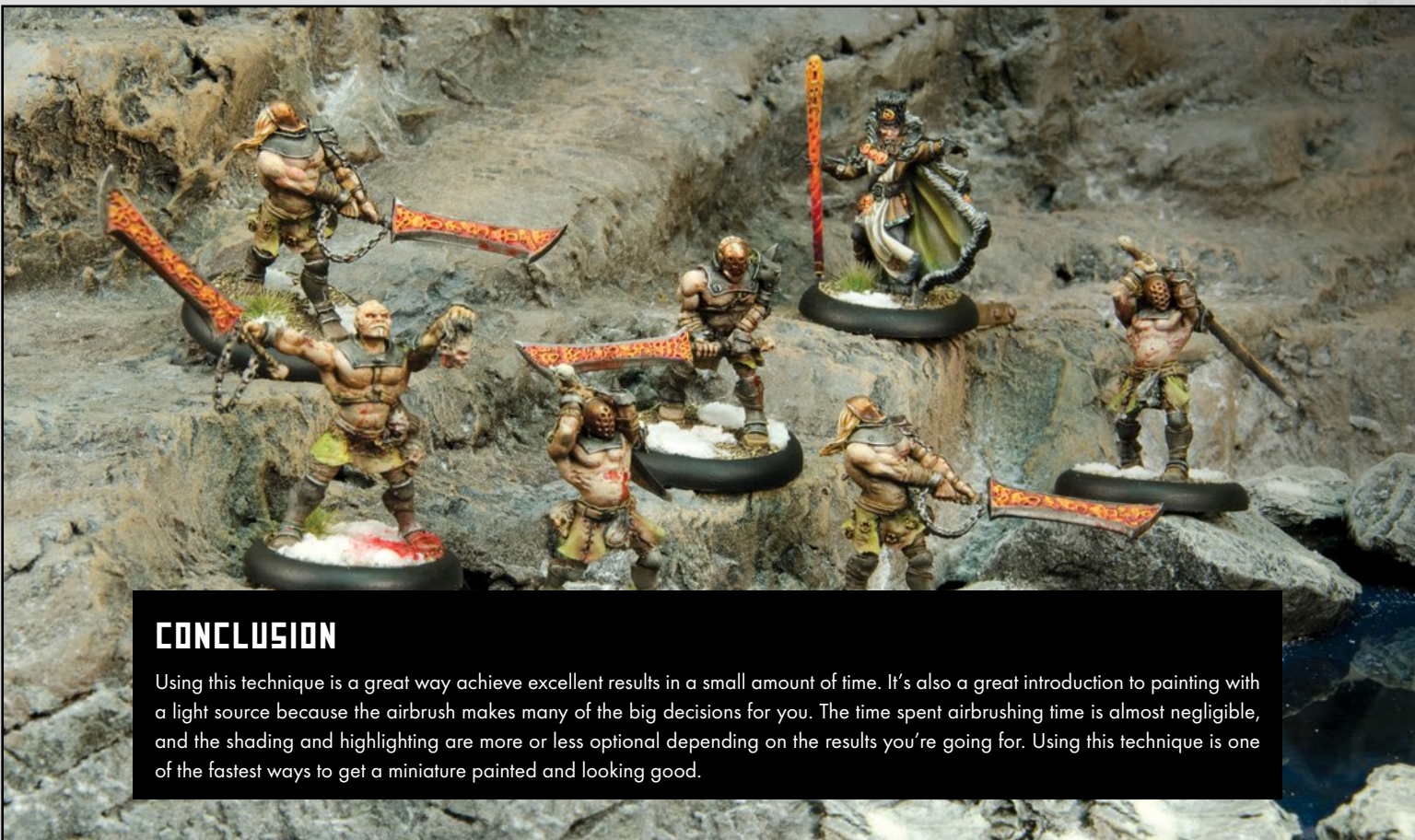


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STEP 5

Now for the final touches. Begin by sealing the miniature with Testor's Dullcote®. Now apply final highlights to the sword and helmet with Radiant Platinum. Use Thamar Black mixed with Brown Ink to apply dark lining around any areas that need more definition. Apply blood splatters using a mixture of Red Ink and Brown Ink. Create the snow by mixing baking soda and mixing medium and then brushing it in clumps onto the base. Use a wet brush to mold the snow after it's been applied. Sprinkle white crushed glass over the wet mixture to give it a fresh sparkling look.

Colors used: Brown Ink, Radiant Platinum, Red Ink, Thamar Black



CONCLUSION

Using this technique is a great way to achieve excellent results in a small amount of time. It's also a great introduction to painting with a light source because the airbrush makes many of the big decisions for you. The time spent airbrushing is almost negligible, and the shading and highlighting are more or less optional depending on the results you're going for. Using this technique is one of the fastest ways to get a miniature painted and looking good.

IN BATTLE FORGED

COMMEMORATING TEN YEARS OF WARMACHINE



Since the beginning, the game of WARMACHINE has been deeply intertwined with the sweeping storyline told within the pages of its core books and supplements. Throughout the years, we have seen western Immoren become embroiled in all-out warfare as the various nations of the Iron Kingdoms seek to achieve their own ends through force of arms. Heroes and villains have risen and fallen, attained the greatest glory, and found redemption in their darkest hours. As the story of WARMACHINE has evolved, so have the models used on the tabletop. From epic warcasters to terrifying new weapons of war, the relationship between narrative and development has been a pillar of WARMACHINE since it was first conceived. In celebration of ten years of WARMACHINE, No Quarter is proud to present *In Battle Forged*, an article series that looks back at some of the most pivotal moments in the story of WARMACHINE with exciting new fiction from the eyes of those who witnessed it. In addition, for the first time players have a chance to reenact battles from those key moments on the tabletop with new scenarios and exclusive scenario models that represent the forces which took part in those famous engagements.

As befits the first in the series, “Patriot’s Crucible” thrusts players into the final months of the Khadoran invasion of Llael, the siege of Merywyn. The catalyst for the continent-wide conflict that would rage for the next five years, Khador’s victory over the Llaelese and Cygnaran defenders marked the rebirth of the glorious Khadoran Empire under the rule of Ayn Vanar XI. While the conquest of Llael was as swift as it was brutal, the stories of heroic last stands and audacious counterattacks by the beleaguered defenders could fill the library at Corvois University. “Patriot’s Crucible” presents one such moment, detailing the courage and skill of Vayne di Brascio, a former gun mage of the Amethyst Rose; and Benior d’Elyse, master duelist and father of the famous Llaelese warcaster Ashlynn d’Elyse.

PATRIOT’S CRUCIBLE

A SCENARIO FOR WARMACHINE

BY AERYN RUDEL • ART BY MICHAEL CAPPROTTI, IMAGINARY FRIENDS STUDIO, AND MICHAL LISOWSKI

Merywyn, Tempen 15th, 605 AR

Vayne di Brascio, former gun mage of the Amethyst Rose, worked his way through streets choked with small beige tents and haggard soldiers. The burnt-out shells of ruined buildings thrust up like broken teeth on either side of the street, casting ominous shadows over the Llaelese militia congregating beneath them. Battle-scarred warjacks—mostly Vanguarders and a handful of ancient but still-serviceable Mules—stood motionless between the tents, their rumbling steam engines creating a mechanical susurrus beneath the louder chaotic sounds of men preparing for battle.

As he passed, pale, desperate faces turned toward him. Some simply stared, but Vayne was also greeted with smiles, bows, and even a scattering of salutes. While he had no official military rank, his black greatcoat, the double-barreled magelock at his hip, and the stylized rose pinned to his lapel marked him as a gun mage of the Amethyst Rose. He had once been a member of that organization as well as of the High Royal Guard, sworn to protect the king of Llael. Both groups had been disbanded and its members scattered after the death of King Rynnard di la Martyn.

Vayne headed straight to the heart of the tent city where Colonel Killian d’Glaeys’ pavilion was pitched in a riotous splash of purple amidst a sea of brown and gray. A Llaelese noble and one of the

nation’s few warcasters, d’Glaeys commanded a large portion of the forces defending Merywyn from the Khadoran army besieging its walls. When the Khadorans had invaded Llael months earlier, they had taken the Llaelese and their Cygnaran allies completely by surprise. Since then, Laedry and Rynyr had fallen, as well as a number of Cygnaran forts along the border with Khador. Now the enemy had come to Merywyn, prepared to end the war with a brutal siege on the capital city.

The initial Khadoran artillery barrage had reduced many buildings to rubble, but a concerted counterattack by combined Cygnaran and Llaelese forces had pushed the Khadorans farther from the city. For the moment the citizens of Merywyn were beyond the range of the enemy guns.

Two guards stood outside Colonel d’Glaeys’ tent, and they moved aside as Vayne approached. He was expected. As Vayne entered, he saw that the interior of the command tent was austere furnished, containing only a broad wooden desk, a collection of mismatched chairs, and an armor stand supporting a suit of heavy warcaster armor. Colonel Killian d’Glaeys was a tall, robust man in his late thirties with short black hair and a beard cropped close to his jaw. He stood behind the desk, surveying a map.

Another man clad in armor of equal parts leather, chain, and plate sat in a chair before the colonel's desk, facing the entrance to the pavilion. He was older, with long graying hair tied back in a neat tail, a slim build, and a regal countenance. Vayne recognized Lord Benoir d'Elyse. A former member of the High Royal Guard, Benoir was both a noble and a master duelist. His daughter, Ashlynn d'Elyse, a skilled warcaster, had followed in his footsteps, becoming a notable duelist in her own right.

"Master di Brascio," Colonel d'Glaeys said, looking up from the map of the region around Merywyn. "Thank you for coming." He gestured to an empty chair closest to the desk.

Vayne nodded. "Lord d'Elyse."

He sat down next to the older man, who acknowledged him with an imperious nod as Vayne addressed Colonel d'Glaeys. "Colonel, my brothers and I have always been at the disposal of Llael and Prime Minister Deyar Glabryn. Even now."

The barb was not lost on d'Glaeys, and he frowned. "I hope you are aware that some of us were opposed to the disbanding of the Royal High Guard and your own order." His face softened, and he shook his head. "Menoth willing, Llael will have a king again some day."

"My apologies, sir" Vayne said, knowing his words had been harsher than he had intended. "I know you did what you could for my brothers and the Royal Guard. I would not be here were it otherwise. But let us not speak of things we cannot change. Tell me how I can serve Llael."

"Very well." Colonel d'Glaeys sat down behind his desk. "I'll let Lord d'Elyse explain the mission since you'll be working directly with him."

Lord Benoir d'Elyse faced Vayne. "The situation is this, Master di Brascio. My daughter, along with our Cygnaran allies, has managed to keep the Khadoran forces engaged and away from the city, but the enemy still controls vital routes into Merywyn, routes we need open to bring in supplies and men from Leryn."

"The Noble Road," Vayne said.

"Yes," d'Elyse said. "It's the most vital route between Merywyn and Leryn. The bulk of the Khadoran forces are to the west, but they have committed Winter Guard supported by Man-O-War and a small number of warjacks to the Noble Road. They're currently harrying reinforcements traveling southwest from Leryn."

"Understood," Vayne said. "What are the enemy numbers?"

Colonel d'Glaeys spoke up. "We believe there are roughly four units of Winter Guard and two, possibly three squads of Man-O-War Shocktroopers. Although the Khadoran troops are certainly a problem, the warjacks pose the primary obstacle."

"Leadership?" Vayne asked.

Lord d'Elyse said, "In this we are somewhat fortunate. We have learned there is only a single warcaster leading the warjacks,

a young kovnik named Fedor Grishka. He is skilled but inexperienced."

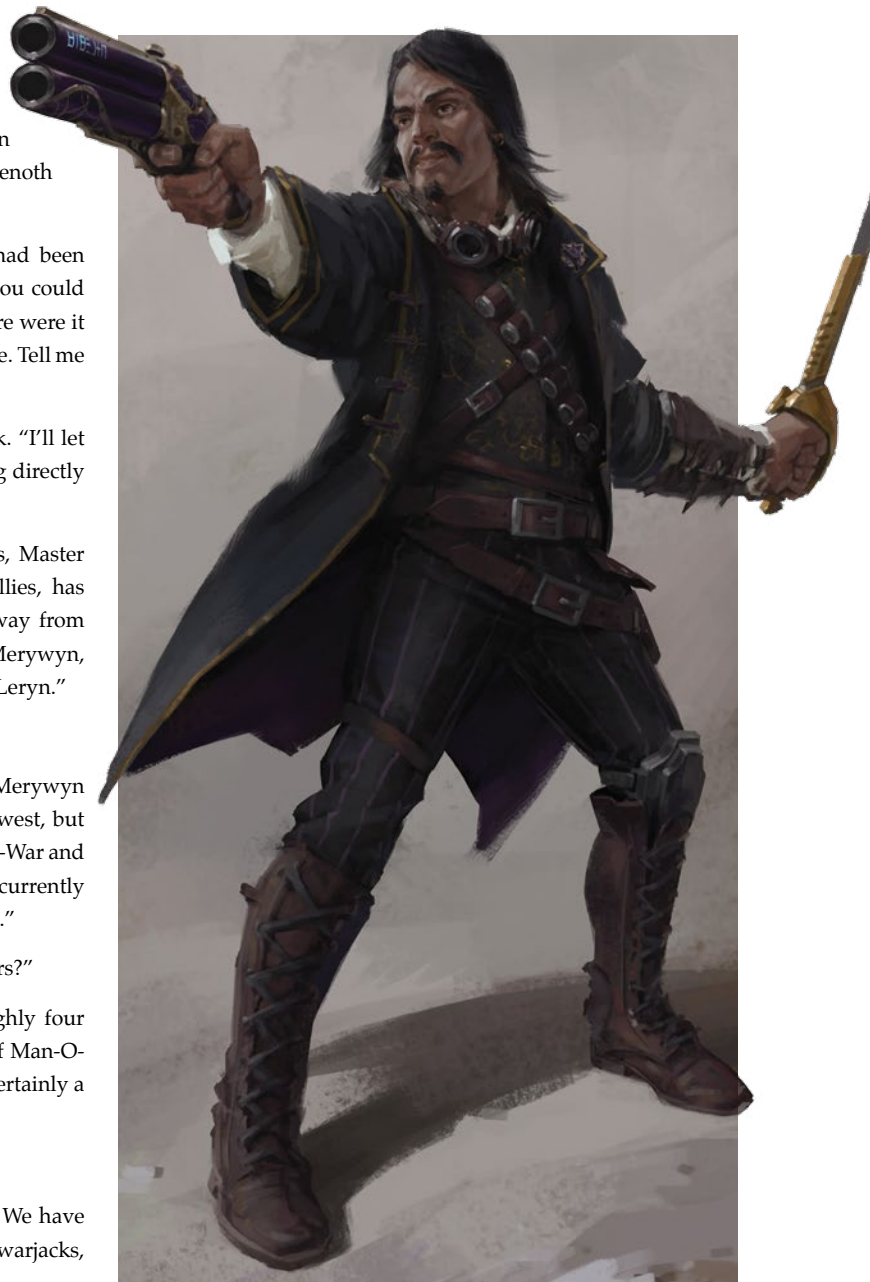
Vayne nodded, understanding immediately. "We can take out the warjacks simply by removing Kovnik Grishka."

"Yes," Lord d'Elyse said. "He may be difficult to get close to, but I understand that is an area in which you excel."

"It was. Once." Vayne took a deep breath and let it out slowly. "But bear in mind that I'm no assassin. My service to the king often required me to simply remove an enemy before he could get close enough to strike."

"That is precisely what we need," Colonel d'Glaeys said. "It is of utmost importance that the Noble Road remain ours."

"I'll need someone to keep Kovnik Grishka and his warjacks preoccupied," Vayne said.



"You will have it. I will lead a small diversionary force of warjacks and militia up the Noble Road. Grishka will certainly seek to engage, and then you and Lord d'Elyse will have your chance while he deals with me."

"I'll need what maps you have of the region and any intelligence on Grishka and his forces."

"Of course," Colonel d'Glaeys said. "I can give you twenty-four hours to acquaint yourself with the particulars of this mission. Reinforcements from Leryn are already on the road."

"That will suffice," Vayne replied as he stood. He ran his right hand, his gun hand, over the silver rose on his lapel and offered Colonel d'Glaeys and Lord d'Elyse a tired smile. "It is good to serve Llael again."



Vayne thumbed the catch on his magelock, breaking the weapon open and ejecting the two spent rune shells. He glanced up at the Winter Guard soldier he'd just shot, sprawled in the center of the forest path ahead, a widening pool of blood soaking into the dirt around him. What was coming at him over the slain Winter Guard was Vayne's real problem: the Khadoran Man-O-War

hurtled toward him, annihilator blade held high over his head in a two-handed grip.

Vayne backpedaled from the steam-powered soldier, silently thanking Menoth that the Man-O-War had lost his shield cannon. He clawed furiously at the bandolier across his chest. He snatched two rune bullets from the bandolier and slammed the ammunition into the magelock, closing the weapon with a flick of his wrist.

The Man-O-War was nearly on top of him, his great mechanika-augmented axe whistling down in a vicious arc. Vayne flung himself backward to avoid the blow, his feet leaving the ground. He fired both of the magelock's twin barrels just before his back slammed into the dirt, his will poured into the rune-inscribed shells.

The double thunder of the magelock's discharge hung in the air as the enchanted slugs crashed into the Man-O-War's breastplate with the force of a battering ram, driving nearly four hundred pounds of man and machine to the ground.

Vayne didn't wait to see if his shot had killed his foe. He surged to his feet, ripping his mechanika saber, Reaver, from its scabbard at his hip. The Man-O-War lay on his back and struggled to rise. Vayne charged forward, leveling a powerful rising cut at the Khadoran. Driven by his momentum and by Reaver's augmented blade, the saber plowed through steel, flesh, and bone, shearing off the top of the Man-O-War's head in a spray of blood.

The Man-O-War went over backward and lay still, his steam-powered armor continuing to rumble and hiss. Vayne stood for a moment and listened. The sounds of heavy artillery were



audible in the distance; d’Glaeys had begun his attack. Nearer to his own position, the clash of steel on steel and cries of pain and desperation suggested a battle of a more intimate sort.

Vayne broke into a run toward the clamor, sheathing Reaver and reloading his magelock on the move. The sounds of combat grew louder as he raced off the forest path and into the dense tangle of trees and undergrowth. He was a few miles from the eastern gate of Merywyn in a small forest the former king had used as a hunting preserve. The Khadoran forces, burdened with their heavy warjacks, had taken up a position closer to the road so they could watch and harass those approaching the city from the east.

Vayne and Lord d’Elyse had expected the majority of Kovnik Grishka’s forces to be with him while he engaged Colonel d’Glaeys, leaving the forest an ideal way to approach the enemy from the rear. The Kovnik, however, had wisely placed squads of Winter Guard supported by Man-O-War Shocktroopers in the woods to prevent a rear attack.

They had run afoul of the Winter Guard first, and those guardsmen had killed half the Llaeese militia under Vayne and Lord d’Elyse’s command in a surprise volley of blunderbuss fire. The Man-O-War Shocktroopers had followed up with a barrage from their shield cannons, killing yet more Llaeese soldiers. In such dire straits, the best course of action had been to scatter, so Vayne and Lord d’Elyse had separated in hopes of splitting the Khadorans and leading them in different directions. Vayne had ordered the remaining militia to accompany Lord d’Elyse when they’d parted company; he was better on his own for this kind of work. It had succeeded—to a point—and they had been able to pick off the Winter Guard and even a few Man-O-War Shocktroopers one at a time in the dense forest.

The thunderous roar of a Man-O-War shield cannon burst through the forest and chilled Vayne’s blood. He quickened his pace and soon burst into a clearing that had become the scene of a small yet bloody battle. Corpses lay strewn across the forest floor, and he counted a handful of Llaeese militia, two Man-O-War, and four Winter Guard among the dead.

The only combatants still standing were Lord d’Elyse and a single Man-O-War Shocktrooper. The two were locked in a furious duel. Lord d’Elyse’s mechanika estoc—a two-handed Llaeese dueling blade designed for piercing armor—flickered forward in a series of lightning fast thrusts that the Man-O-War barely deflected with his shield. In return, the Khadoran soldier leveled slow yet powerful slashes with his annihilator blade at the nimble Llaeese duelist; no blows came close to landing.

Neither combatant had seen Vayne, so preoccupied were they with one another. He knew they were at an impasse. Lord d’Elyse could not circumvent the combination of the Khadoran’s shield and armor, and the Man-O-War was not quick enough to land a blow on his far nimbler opponent. Vayne decided the duel with his

magelock. He took aim and focused his will, letting it flow from his mind to the gun in his hand and coalesce around the rune-inscribed bullet in the upper barrel.

He squeezed the trigger, and the gun bucked in his hand. The shot was true: the heavy slug struck the Man-O-War in his right arm as he raised his annihilator axe for another strike. It failed to pierce the Khadoran’s heavy armor—but that was not its purpose. On impact, the magic of the rune bullet spread through the Man-O-War’s body, paralyzing his limbs. Though the effect was fleeting, it was all the time Lord d’Elyse needed. Sensing the opening, the master duelist lunged forward, driving the point of his estoc into the thin visor slit in his opponent’s helmet. The blade passed completely through the Man-O-War’s head, two feet of steel erupting from the rear of his skull.

Lord d’Elyse jerked his blade free and let the Khadoran crumple to the ground. He flicked the blood from his sword and then turned to Vayne. “Quite a mess here.” He gestured to the dead militia members on the ground. “These lads barely had a chance.”

Vayne nodded. “I know. But you and I remain, and d’Glaeys has begun his attack.”

“I heard,” Lord d’Elyse said, shaking his head. His gray locks had escaped their tie and hung in his face, making him look old and tired. “He’s outgunned. This Kovnik Grishka may be wiler than we gave him credit for.”

LORD D’ELYSE JERKED HIS BLADE FREE AND LET THE KHADORAN CRUMPLE TO THE GROUND. HE FLICKED THE BLOOD FROM HIS SWORD AND THEN TURNED TO VAYNE. “QUITE A MESS HERE.”

“Well, we make for the road then,” Vayne said and set off to the west. Lord d’Elyse followed, and the two ran in grim silence toward the cacophonous sounds of battle and death.

The Khadoran line was small, compact, and moved like a steel serpent, creeping forward with inexorable determination. Vayne counted three Destroyer warjacks, two ranked lines of Man-O-War Shocktroopers, and nearly thirty Winter Guard infantry. The towering warjacks discharged their bombards with each step, lobbing the high explosive projectiles over the battlefield and into the Llaeese line on the other side of the road. Colonel d’Glaeys’ own battle line was longer and fuller, but it lacked the heavy armor and iron discipline of his enemy. Gray-uniformed militia armed with woefully underpowered rifles fired at the oncoming Khadorans while the colonel’s Mule and pair of Vanguard returned fire with their cannons.

The battle raged on a wide grassy field bordered by a small forest to the west. The Noble Road bisected the battlefield with the



Khadorans occupying the western side of the road closest to the forest. Colonel d'Glaeys' troops had skirted around the city to attack from the east.

From their position within the shielding trees of the forest behind the Khadoran line, Vayne and Lord d'Elyse could see the Llaeese were getting the worst of it. The Destroyers' bombards were taking a heavy toll, and once those Destroyers and the Man-O-War Shocktroopers closed the gap, the Llaeese would be slaughtered. Yet the Llaeese held their position. Colonel d'Glaeys was holding up his side of the plan.

"Do you see him?" Lord d'Elyse said. He crouched in the undergrowth to Vayne's right, his estoc balanced across one shoulder.

"Yes," Vayne said. "There. See the small group of Iron Fangs?" He pointed to a cluster of four heavily armored Khadoran soldiers well behind the battle line; they were equipped with large shields and formidable explosive-tipped blasting pikes. The Iron Fangs moved slowly, two in front and two behind; it was clear even from this distance that a fifth figure moved among them. "That must be his guard. They're screening him."

"I see them now," Lord d'Elyse said. "Four Iron Fangs and a warcaster against your gun and my sword?" He grinned. "I've fought against some long odds in my day, but we may be staring down suicide."

"We have a lot of open ground between us," Vayne said. "I might get three or four shots off before we're in the thick of things. That might account for two of the Iron Fangs."

"That still leaves two. I think I can handle that, but that means you have to deal with Kovnik Grishka and his power field."

"You'll just have to kill those bloody Iron Fangs quickly." Vayne smiled and checked the loads in his magelock. "I'll certainly need your help with Grishka. Ready?"

Lord d'Elyse nodded.

The two men stood and began creeping across the field, crouching low. They had traveled a hundred yards before Vayne was at the extreme range of his magelock. He stopped, stood tall, and took aim at one the Iron Fangs bringing up the rear of Kovnik Grishka's entourage.

He summoned his magic and willed the bullet to fly true and straight despite the extreme distance. He pulled the trigger, and the gun spat smoke and thunder into the night. The rear Iron Fang suddenly faltered, sagged to one knee, and toppled forward. The rest turned toward their fallen comrade and discovered the danger behind them. They quickly pulled closer together, locked their shields, and stood with pikes outthrust to form a small but effective hedge.

“Go!” Vayne shouted, breaking into a run. Lord d’Elyse followed suit, surging ahead as Vayne slowed to aim and fire again. This time the slug glanced off an Iron Fang shield with no effect. His magelock empty, Vayne broke open the weapon and hurriedly reloaded it as he raced forward again.

Lord d’Elyse had nearly reached the Khadorans as Vayne fired once more. This time his bullet proved lethal—the middle Iron Fang’s head snapped back as the slug penetrated his helmet and the skull beneath. He toppled over backward, revealing for the first time the object of their mission.

Kovnik Grishka was a tall, solidly built man clad in crimson warcaster armor. Even from this distance, his youth was apparent. Coal-black hair, ruddy cheeks, and a thin mustache accented his heavy boned face. He was armed with a short-hafted mechanika axe and a hand cannon. Both weapons were at the ready.

Vayne was twenty yards from the Khadorans now, and he aimed his magelock at Kovnik Grishka just as the warcaster raised his hand cannon to return fire. Both guns discharged nearly simultaneously. Vayne felt the heavy slug from Grishka’s hand cannon whistle past his right ear, and he saw his own bullet flare harmlessly against the warcaster’s power field.

Seconds later, Lord d’Elyse reached the two remaining Iron Fangs. They stepped in front of their leader, locking shields. The master duelist rushed forward, his estoc leading like a spear. He whirled aside from a thrusting pike, spinning inside the guard of the Iron Fang to his left. His spin and the momentum of his charge propelled his estoc forward like a piston, and it caught the Iron Fang just below his breastplate where the hardened steel gave way to a scale mail skirt. The estoc penetrated at an upward angle, driving into the Khadoran’s body cavity with lethal force.

The mortally wounded Iron Fang fell back, and Lord d’Elyse turned to face the remaining Khadoran, bringing his estoc up in a crisp parry to knock aside the Iron Fang’s pike thrust. Kovnik Grishka, however, had not been idle during Lord d’Elyse’s assault, and Vayne, still some thirty feet from the melee, could see the spell runes forming around the warcaster’s outstretched hand.

“Benoir!” Vayne shouted, but it was too late. A blast of frigid air and ice particles flowed from Grishka’s hand, enveloping both Lord d’Elyse and the Iron Fang he was battling. Vayne heard a strangled cry of pain, but he could not tell if it came from the Iron Fang or Lord d’Elyse. Both collapsed, and Vayne’s attention was wrenched away by Kovnik Grishka’s charge. Worse, one of the Destroyers had disengaged from the Khadoran battle line and lumbered toward its master.



Wayne had one round left in his magelock, and he reached deep into his inner reserves to summon his most potent magic, a rune shot he only risked when a kill was certain. There was no such certainty now. Regardless, he took aim at the charging warcaster and fired. The magic of the heavily enchanted bullet was designed to penetrate barriers of all kinds, and it blasted through Grishka's power field to strike the Khadoran in his left shoulder. The warcaster was spun by the force of the impact and smashed to the ground. Wayne felt exhaustion overcome him; the massive outpouring of his will into the rune bullet temporarily sapped his strength. His knees buckled and his limbs grew heavy and slow. A few yards away, Kovnik Grishka struggled to his feet, his left arm limp at his side. He clutched his mechanika axe in his right hand as he rapidly approached, his face set in a hard line of pain and determination.

Arms shaking with fatigue, Wayne open his magelock and pulled two more rune bullets from his bandolier. He glanced up while his fingers tried furiously to reload before Kovnik Grishka could cut him down. The looming shape of the Destroyer warjack appeared behind the warcaster, closing fast.

Wayne tried to backpedal and finish reloading, but his feet tangled beneath him—he went down hard on his backside. He fumbled

for his saber with his left hand, knowing he would not be able to draw it before Grishka split his skull in two. Grishka came at him, axe upraised, his youthful features twisted in a hate-filled snarl.

Out of the corner of his left eye, Wayne saw a flash of movement. He turned his head to see Lord d'Elyse surging forward in a limping charge, both hands curled around the shaft of an Iron Fang blasting pike. Grishka saw the movement as well, and he whirled around only to catch the point of the blasting pike squarely in the chest. The charge on the tip of the pike detonated in a flash of red and yellow fire. The force of the blast hurled Kovnik Grishka to the ground and knocked Lord d'Elyse over backward.

The Destroyer warjack that had been charging to its master's defense halted just twenty feet away, letting loose a shrill whistle of steam. Wayne climbed to his feet, strength flowing back into his limbs, and hurried to where Kovnik Grishka lay. The warcaster was sprawled on his back, a ragged hole in the center of his breastplate, blackened flesh visible beneath. He lived, however, and his eyes locked on Wayne. Hatred, fear, and pain warred for dominance in their icy blue depths.

Wayne did not hesitate. He drove one knee into the center of Grishka's chest, pinning him to the ground, and shoved the twin barrels of his magelock under the young Kovnik's chin. Wayne turned his head as he pulled the trigger, wincing slightly as Grishka's body jerked after the muffled thunder of gun's discharge.

Wayne rose and turned away from his kill. He made his way to where Lord d'Elyse was shakily getting to his feet. d'Elyse's armor was rimed with ice, and he had clear patches of frostbite on his face. Wayne silently slid his arm beneath the master duelist's own, lending him support. They both turned to watch the Khadoran line collapse in confusion and chaos. Bereft of Kovnik Grishka's control, the Khadoran warjacks had halted no more than stone's throw from the Llaeese line. Colonel d'Glaeys recognized his opportunity, and the militia and his own warjacks charged forward to encircle the Khadoran troops. In minutes, the battle was over. Every remaining Man-O-War and Winter Guard were killed or captured, and the Khadoran warjacks were reduced to scrap.

"Well done, Master di Brascio," Lord d'Elyse said softly over his shoulder as he limped to his sword where it had fallen next to a slain Iron Fang. When he returned, he placed one hand on Wayne's forearm, his grip tight, his eyes filled with desperate hope. "I trust you can be convinced to remain in Merywyn. Llael needs your support."

Wayne smiled and placed his own hand over Lord d'Elyse's. "I am ever Llael's man, my lord."



PATRIOT'S CRUCIBLE SCENARIO

BY DAVID "DC" CARL

SETUP

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

The attacker's deployment zone is split into two 20" x 6" deployment areas, and the defender's deployment zone is the area within 12" of the center of his table edge as shown on page 45. A 50-mm based objective marker is placed so that the center of the objective is 14" from the defender's table edge and 24" from either side of the board.

Beginning with the attacker, players take turns placing up to 3 additional terrain features each. Terrain features must be chosen from forest, linear obstacle, hill, and obstruction terrain features. Terrain features cannot be placed within a deployment zone, within 3" of a deployment zone, within 3" of another terrain feature, or within 3" of the centerline of the table (creating a 6" "Noble Road" between the Khadoran forces and the objective).

The attacker deploys first in the split attacker's deployment zone. One of the two areas must contain the models in the "main force," and the other area must contain the models in the "flanking force" (see Army Composition). The defender deploys second in the defender's deployment zone. The attacker takes the first turn.

ARMY COMPOSITION

The attacker's main force consists of Colonel Killian d'Glaeys, 2 Vanguard light warjacks, 1 Mule heavy warjack, and a 10-man unit of Llaelese militia.

The attacker's flanking force consists of Vayne di Brascio, Lord Benoir d'Elyse, and a 6-man unit of Llaelese militia.

The defender's army consists of Kovnik Fedor Grishka, 3 Destroyer heavy warjacks, an Iron Fang Honor Guard unit, a 5-man unit of Man-O-War Shocktroopers, and a 10-man unit of Winter Guard Infantry.

SPECIAL RULES

None.

VICTORY CONDITIONS

The attacker wins the game if he destroys Kovnik Grishka or if the defender has not achieved victory by the end of the Khadoran forces' fifth turn.

The defender wins the game if Kovnik Grishka is B2B with the objective.

OPTIONAL RULES

If both players agree, they can play a modern twist on the Patriot's Crucible scenario. In this variant, the attacker's main force becomes a 25-point army of his choice, and the flanking force remains the same. The defender uses a 35-point army along with Kovnik Grishka and an Iron Fang Honor Guard unit. Regardless of the defender's faction, Kovnik Grishka and his Iron Fangs are not treated as "Faction models."

Any models with Advance Deployment, Advance Move, or Ambush lose those abilities during the Patriot's Crucible scenario.



LORD BENOIR D'EIVE

SCENARIO MODEL - This model is not legal for use outside of the Patron's Crucible scenario.

DELESE - This model gains +2 DEF against ranged attack rolls.
BLADE SHIELD - This model gains +2 DEF against ranged attack rolls.
DUELIST - This model gains +2 DEF against melee attack rolls.
PARRY - This model cannot be targeted by free strikes.
RAPID STRIKE - This model can make one additional melee attack each combat action.
SPRINT - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.
IMPETUS
DECAPITATION - Damage exceeding the ARM of the model hit is doubled. A model disabled by this attack cannot make a Tough roll.

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FA C
PC *

IMPETUS
POW 5
P+S 10

SPD	STR	MAT	RAT	DEF	ARM	CHD
7	5	7	5	14	14	9

LORD BENOIR D'EIVE
L'AELESE MERCENARY CHARACTER SOLO

L'AELESE MILITIA

SCENARIO MODEL - This model is not legal for use outside of the Patron's Crucible scenario.

LEADER & GRUNTS - During this unit's activation, affected models make their combat actions before their normal movement. Affected models must make a full advance as their normal movement this activation.
RAPID
CRITICAL BRUTAL DAMAGE - On a critical hit, gain an additional die on this weapon's damage roll against the model directly hit.

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FA *
PC Leader and 5 Grunts
Leader and 9 Grunts

RIFLE
RNG ROF AOE POW
12 1 - 10

RAPIER
POW 3
P+S 7

SPD	STR	MAT	RAT	DEF	ARM	CHD
6	4	5	5	12	12	7

LEADER & GRUNTS
L'AELESE MERCENARY UNIT

COLONEL KILIAN D'GLAAYS

SCENARIO MODEL - This model is not legal for use outside of the Patron's Crucible scenario.

DUJENSWAN WARCASTER - This model is not a warcaster but has the following warcaster special rules: Battlegroup Commander, Control Area, Focus Manipulation, Power Field, and Spellcaster.
PARRY - This model cannot be targeted by free strikes.
DUELING PISTOL
CRITICAL BRUTAL DAMAGE - On a critical hit, gain an additional die on this weapon's damage roll against the model directly hit.
MECHANIKA RAPIER
CRITICAL BRUTAL DAMAGE - See above.

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FA C
PC C

DUELING PISTOL
RNG ROF AOE POW
10 1 - 10

MECHANIKA RAPIER
POW 3
P+S 9

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

D'GLAAYS
COLONEL KILIAN D'GLAAYS
L'AELESE MERCENARY CHARACTER SOLO

IRON FANG HONOR GUARD

SCENARIO MODEL - This model is not legal for use outside of the Patron's Crucible scenario.

LEADER & GRUNTS
DEFENSIVE LINE - While this model is B2B with one or more models in its unit, it gains +2 ARM.
RELENTLESS CHARGE - This model gains Pathfinder during activations it charges.
BLASTING PIKE
CRITICAL KNOCKDOWN - On a critical hit, the model hit is knocked down.

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FA *
PC Leader and 3 Grunts

BLASTING PIKE
POW 7
P+S 13

MODEL A'S DAMAGE
1
MODEL B'S DAMAGE
1
MODEL C'S DAMAGE
1
MODEL D'S DAMAGE
1

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

LEADER & GRUNTS
IRON FANG HONOR GUARD
KHADOR UNIT

HOONIH FEDORA GRISHKA
KHAADOR CHARACTER SOLO

GRISHKA

SPD	STR	MAT	RAT	DEF	ARM	CHD
5	6	7	5	13	15	9

HAND CANNON

RNG	ROF	AOE	POW
12	1	—	12

WIND OF ULDENEFROST

POW	P+S
6	12

4 STRONG

HOONIH FEDORA GRISHKA

GRISHKA

SCENARIO MODEL – This model is not legal for use outside of the Patriot's Crucible scenario.

CALL TO SACRIFICE (IRON FANG HONOR GUARD) – 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.

JOURENWAAN WARCASTER – This model is not a warcaster but has the following warcaster special rules: Barricading Commander, Control Area, Focus Manipulation, Power Field, and Spellcaster.

WIND OF ULDENEFROST

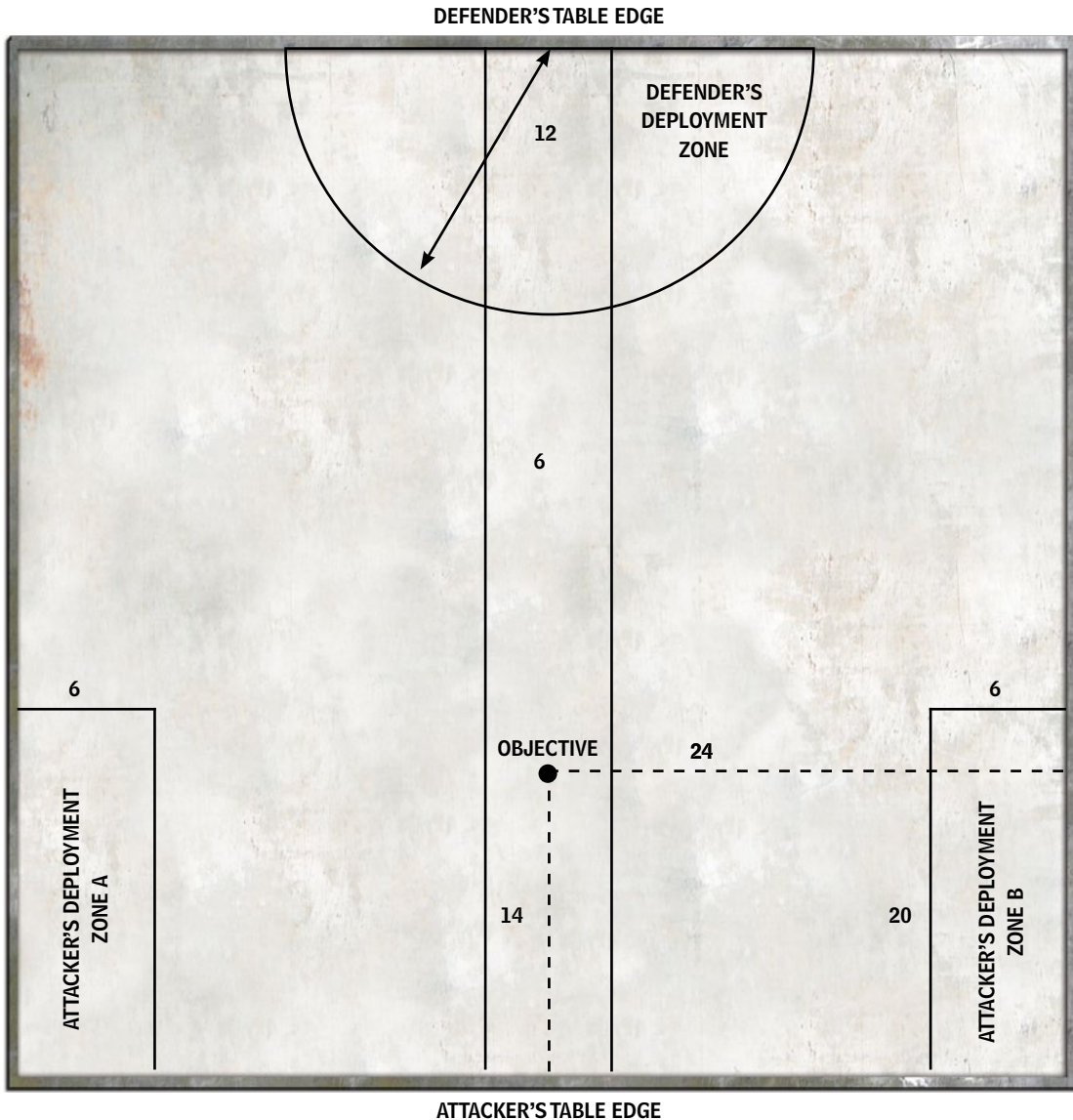
CRITICAL FREEZE – On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold.

SPELLS

SPELLS	COST	RNG	AOE	POW	UP	OFF
FROST HAMMER	2	SP8	—	12	NO	YES
Frost Hammer causes cold damage. On a critical hit, a model becomes stationary for one round unless it has Immunity: Cold.						
OCCULTATION	2	6	—	—	YES	NO
Target Friendly model/unit gains Stealth.						
REDLINE	2	6	—	—	YES	NO
Target warlock in this model's barraging range gains +2 STR and SPD and can run, charge, or make power attack, slams or tramples without spending focus. When it ends its activation, it suffers d3 damage points.						

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PATRIOT'S CRUCIBLE



FORCES OF DISTINCTION XIII

By Will Shick • 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.

BELEAGURED AND BESIEGED

by Will Shick

Dominar Rasheth reclined upon his lectica, his hand hovering over various bowls and trays filled with exotic delicacies. After a few seconds of consideration he plucked a slice of pickled titan tongue from a silver platter and popped it into his mouth. As he savored the rich flavor of the chewy meat, Rasheth turned his attention back to the sight of his cohort assembling for battle under the stern gaze of several lesser-ranking tyrants. Rasheth reflexively commanded his battlegroup of titans and cyclopes raiders to form up behind the main skorne line. While other warlocks might have struggled to control so many warbeasts, the dominar of House Telarr directed them effortlessly. For a brief moment he let his mind connect with another of his beasts far behind the main line, hidden for the time being within the dense forest that surrounded the Iosan watchtower.

His warbeasts in place, Rasheth selected a duzusk eyeball from an ornate chalice and rolled the slick, fleshy orb between his thumb and forefinger. A slight commotion among the troops to his left drew Rasheth's attention, and he turned his head to see Lord Arbiter Hexeris pushing through the ranks of skorne soldiers, who scattered before the powerful warlock. Much to Rasheth's amusement, Hexeris' agitation was plain for all to see.

"Dominar Rasheth," Hexeris said. The Lord Arbiter's tone was polite but Rasheth could sense the rage seething beneath. "What is it exactly you think you are doing?"

Rasheth popped the duzusk eyeball into his mouth before replying. "Assaulting the Iosan fortification, as we discussed." He waved a fleshy arm in the direction of the battle. "Certainly you have not forgotten what battle looks like."

Hexeris' eyes narrowed. "You dare call *my* battle skills into question—" he began, but Rasheth cut him off.

"I was worried the occult studies which have preoccupied you for so long might have dulled your memory of warfare."

Rasheth popped another eyeball into his mouth. "Do not worry; those more innately gifted in such matters can carry on while you seek to better your mortitheurgy."

To onlookers it would seem Hexeris' paid no mind to the insult, but Rasheth knew better, and the Lord Arbiter's almost imperceptible reaction was more succulent than any of the delicacies arrayed on Rasheth's lectica. He took enjoyment in baiting the lord arbiter, particularly given the unusual nature of their respective ranks and authority.

"This is not the course of action I ordered," Hexeris said with a more measured voice, perhaps realizing the dominar was trying to provoke him. "A full assault was to be avoided in favor of a surgical strike by our bloodrunners. You have needlessly endangered our forces by disobeying my command."



Rasheth ignored the reminder that Hexeris' authority had been reinforced by the supreme archdomina. Technically, Hexeris was still only a lord tyrant, inferior to Rasheth's status as dominar. Even his position as lord arbiter should only have applied to supervision of arcane matters, not Rasheth's own soldiers. The supreme archdomina had specified that this army was to obey Hexeris, thus giving him situational command. Regardless of this instruction, the bulk of the cohort's troops were from House Telarr and duty bound to Rasheth. This meant Hexeris' ability to exercise his authority ultimately required Rasheth's acquiescence, a fact he felt obliged to demonstrate.

Rasheth shrugged. "It appeared to me your bloodrunners were not up to the task this morning. A strange sickness overtook them." Rasheth shook his head, causing the fleshy folds of his chins to quiver. "Besides, this assault will do far more to draw the eyes of the Iosans to us, as the supreme archdomina commanded." Before Hexeris could respond, a low blast from a skorne war horn signaled the cohort was fully arrayed for battle. "Ah, it seems my troops are ready to begin." Rasheth looked back to Hexeris, a malicious glint in his eye. "At your command, of course, Lord Arbiter."

Hexeris glared back at the massive dominar, fully aware he had been outmaneuvered. Rasheth knew Hexeris had hoped to mitigate his reliance on Rasheth's troops by avoiding alerting the Iosans until

they were closer to the Gate of Mists. A display of force now, however, would mean covert action would not be possible. With Rasheth's forces already deployed, Hexeris had no choice but to give the order to attack, thereby approving of Rasheth's actions. This did mean Rasheth would lose soldiers in the upcoming engagement, but it was a small price to pay.

Through gritted teeth Hexeris growled, "You may begin your attack, Dominar."

"Excellent," Rasheth said as he sent his mind into his warbeasts, urging the three cannoneers to fire, signaling the attack. Several Venator catapults soon joined the titans' bombardment, hurling their explosive ordinance into the watchtower walls. As the fusillade tore great chunks from the stonework, the tyrant commanders ordered the ranks of skorne warriors to advance. The locked shields of the karax line came first, protecting the swordsmen behind from the worst of the defenders' fire.

It was not the skorne troops who occupied the majority of the defenders' attention, however. The most compelling threats were the pair of heavily armored siege animantaraxes that lumbered forward, their heavy tail clubs swishing back and forth with deadly force. Little did the Iosans realize that by prioritizing their attacks upon the hulking animantaraxes they were only hastening their own destruction. Each attack that penetrated the heavy armored shell of the siege



DOMINAR RASHETH

SIEGE COLUMN

By David "DC" Carl

WARJACKS: Skorne warbeasts with ranged attacks

UNITS: Light Artillery units, Paingiver Beast Handlers, Praetorian Units, Tyrant Commander & Standard Bearer

TIER 1

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

Benefit: Reduce the point cost of huge-based models by 1.

TIER 2

Requirements: The army includes one or more Tyrant models/units and one or more Light Artillery models/units.

Benefit: Light Artillery units gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

SOLOS: Agonizers, Tyrant Rhadeim

BATTLE ENGINES: Siege Animantarax

TIER 3

Requirements: The army includes one or more Siege Animantaraxes.

Benefit: Siege Animantarax battle engines begin the game with 3 rage tokens.

TIER 4

Requirements: The army includes one or more Mammoths.

Benefit: Roll two dice for your starting game roll and keep the higher result.

beasts served to spur them forward with increased speed. Rasheth watched with eager anticipation as his warbeasts surged forward under his mental command, their attacks striking with greater intensity.

The animantaraxes reached the tower walls, and their mighty tails struck with thunderous force, splintering stonework and causing great cracks to appear along the once-smooth walls. Desperate, the Iosans poured all their firepower upon the great siege beasts, but bursts from the flayer cannons atop the creatures' backs kept the defenders cowering behind their battlements lest they be rent apart by deadly needles.

Rasheth licked his lips. The tower was sufficiently weakened. "Now, Lord Arbiter, we shall show the Iosans why their days are numbered." Withdrawing his consciousness from the cannoneers, Rasheth poured his will into the ancient and terrifying psyche of his most prized beast. He let himself revel in the primal power that inundated every fiber of the warbeast's massive form, enjoying the feeling of sheer invincibility that radiated from the creature. With an ear-splitting bellow, the mammoth surged forward. With each step, the earth shook, and Rasheth wondered if the mighty beast's tread alone would topple the weakened tower.

With practiced precision, the ranks of skorne parted, creating a clear path for the charging force of primeval nature behind them.

Rasheth allowed himself to watch from the mammoth's eyes as the creature closed the distance to the tower, immense muscles pumping with effort. Like an avalanche, the massive warbeast crashed into the tower, causing the already weakened stonework to explode, dust and debris erupting outward. Standing over the annihilated tower, the mammoth reared its head back and loosed another bone-shaking bellow. Rasheth glanced down to where Hexeris stood and was pleased to see a hint of satisfaction flicker across the Lord Arbiter's face.

"I have already instructed my troops to let the survivors go unhindered," Rasheth said. "They will stir terror among those stationed at the Gate of Mists. The Iosans will be reluctant to draw their forces away while we linger here. The supreme archdomina's plans will be preserved."

After a moment Hexeris spoke. "There are many more of these towers along the road to the gate. Your actions have only guaranteed that each shall be more prepared for our arrival than the last."

Rasheth smiled. "My dear Lord Arbiter, as long as we stand together there is nothing we cannot accomplish. I will be sure to consult you more closely on the next attack." He looked down at Hexeris, his smile smug.

Hexeris said nothing, and offered Rasheth only a scowl before turning his back and walking away.





MONSTERNOMICON & BEYOND

BY MATT GOETZ • ART BY MARIUSZ GANDZEL AND MATHEW D. WILSON

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

In *No Quarter* #46 the *Monsternomicon & Beyond* continues to update classic entries from the original *Monsternomicon*. This outing covers the devil rat, the razorbat, and the Raevhan buffalo.



RAZORBAT



A gust of wind blows through the temple ruins, bearing with it the noxious smells of rot and death. A moment later, a torrent of black shapes erupts from the darkness, filling the air with the syncopated slap of leathery wings.



Easily identified by the pronounced talons on their wings and their wickedly barbed tails, razorbats are found throughout the forests of western Immoren. Creatures unlucky enough to disturb a razorbat roost are quickly set upon by a shrieking cloud of bats and torn to pieces by thousands of dagger-like claws.

Razorbats are vicious predators. Working in tandem, the combined shrieks of a razorbat colony are ear-shatteringly loud, enough to crack lantern glass and leave a target reeling and deafened. The bats quickly swarm victims and can bring down even large animals with repeated stabs and slashes of their claws. When their prey has finally collapsed from blood loss and exhaustion, the bats descend to feast.

Farmers who live close to forests inhabited by razorbats are frequently on guard since the beasts have a fondness for the flesh of many types of livestock. Fortunately, a colony of razorbats does not stray far from its roost while hunting, preferring to feed on game that moves through its territory.

There is a much larger species of razorbat—known as the razorbat king—which presents a far greater danger. A solitary hunter, razorbat kings grow to terrifying sizes, and have much larger territories than the bat colonies. Covered by a thick coat of fur that both insulates and regulates their temperature, razorbat kings have been spotted both in caverns of the frozen north and deep within southern jungles.

COMBAT

Razorbat swarms often feed on large animals and attack any mounted targets first. They are drawn toward living prey and ignore non-living characters. Razorbat kings move around swiftly, striking multiple targets with their tails before focusing their efforts on a chosen victim. If a razorbat king feels endangered, it strikes a target and flies away, relying on the debilitating effect of its barbed tail to weaken prey against later attacks.

LORE

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

RAZORBAT SWARM

SPD	STR	MAT	RAT	DEF	ARM
6	3	6	4	12	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
8		14		6	6



SLASHING SWARM

POW	P+S
1	4

Thresher – When a razorbat swarm makes a melee attack, make one melee attack with this weapon against each character in its LOS and melee range.



SONIC SCREECH

RNG	ROF	AOE	POW
SP6	1	—	6

Critical Stun – On a critical hit, a living creature damaged by this weapon becomes stationary for 1 round.

ABILITIES

Anatomical Precision – When a razorbat swarm's melee damage roll fails to exceed the ARM of the living character hit, the character hit suffers d3 damage points.

Circular Vision – The front arc of a razorbat swarm extends to 360°.

Distracting – Characters other than razorbats within 1" of a razorbat swarm suffer -1 to attack rolls.

Flight – Razorbats can advance through terrain and obstacles without penalty and can advance through obstructions and other characters if they have enough movement to move completely past them. Razorbats ignore intervening characters when declaring a charge target.

Kill Shot – Once per activation, when a living enemy is destroyed as a result of a melee attack made by the razorbat swarm during its activation, immediately after that attack is resolved the swarm can make one ranged attack.

Swarm – A razorbat swarm is composed of dozens or even hundreds of individuals. Rather than representing each individual as a separate model on the tabletop, a swarm should be represented as a single character on a large base. Bigger swarms could be represented as 3 to 5 (or more) large-based models in play. A swarm cannot be targeted by free strikes. A character attacking a swarm rolls one less die on his non-AOE or non-spray attack damage rolls against the swarm. When a swarm suffers sufficient damage to be incapacitated, instead of being completely destroyed it is generally considered to have scattered.

VITALITY 8

BASE SIZE LARGE

ENCOUNTER POINTS 4

8: Razorbats inhabit a wide range of territory but are most commonly found deep in temperate forests.

14: The saliva of a razorbat king prevents clotting. They frequently lick their barbed tails to create horrible wounds that bleed continually.

HOOK

While travelling between cities on a forest path, the characters encounter a wild-eyed man running through the woods. His body is covered in deep bloody slashes, and he looks like he has been running for days. Upon seeing the heroes, the man barely has time to croak out a warning before a swarm of razorbats erupts from the tree line.

RAZORBAT KING

SPD	STR	MAT	RAT	DEF	ARM
8	6	6	5	14	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
8		14		7	7



BARBED TAIL

POW	P+S
6	12

Wounding – A character that suffers damage from this weapon suffers 1 damage point during each of his Maintenance Phases until the wound is treated by a character with at least one rank in the Medicine skill. Treating the wound takes a full action but does not require a skill roll.

ABILITIES

Flight – See razorbat swarm.

Ride-by Attack – A razorbat king can combine its movement and action during its turn to make a Ride-by Attack. The razorbat king declares a Ride-By Attack at the start of its Activation Phase. It makes a full advance and can halt its movement at any point to make its attacks. After its attacks, it resumes normal movement.

VITALITY 10

BASE SIZE MEDIUM

ENCOUNTER POINTS 5

DEVIL RAT



The sewer floor is carpeted with tattered clothing, gnawed bones, and filthy nests made in the bodies of the dead. Suddenly, the shallow water of the tunnel boils as a flood of vermin rush toward you, foam dripping from hundreds of snapping jaws.

Distinguished from normal rats by their size and the long bony spurs along their spines, devil rats are a common sight in the sewers and abandoned urban centers of the Iron Kingdoms. Far more intelligent than common vermin, a devil rat possesses a clever mind, a malevolent nature, and a seemingly endless appetite. Enormous devil rat swarms are found anywhere there is an overflow of refuse and a damp, dark place for them to nest.

Devil rats are known to carry a debilitating disease called devil fever. The fever is spread by the rat's bite and causes even those of hardy constitution to wither and die over the course of long and torturous hours.

By stowing away on merchant vessels and traveling down the many waterways of the Iron Kingdoms, devil rats have spread to most major cities. Corvis in particular suffers from an infestation, and the rats make good use of the derelict tunnels and catacombs beneath the city. Devil rats are prolific breeders, resulting in massive swarms that can number in the thousands. These ravenous packs plague the sewers and refuse pits of the cities they infest, feeding on rotting garbage, other subterranean animals, and even each other.

Swarms are fiercely competitive, and enthusiastically consume their own kind if no other food source is available. This is particularly true of newly formed splinter swarms, which often battle the established host swarm for control of territory. Devil rat nests tend to be in dark, wet areas, most commonly tunnels, basements, sewer systems, and urban trash piles. A typical nest is littered with the filth of the rats and inedible remains of their victims. These nests are virulent sources of disease.

At the heart of each devil rat swarm is a devil rat matron. Late in a female devil rat's life, she undergoes a series of transformations, shedding her matted fur and gorging on food until she is a corpulent mass of pallid flesh. After nearly tripling in size, the matron breaks off from her swarm, settles a new territory, and fosters a brood of her own. A devil rat matron is the hub of her brood, with dozens of mates and subordinate females tending to her every need so she can devote herself entirely to breeding. A devil rat matron's legions of spawn furiously attack any who threaten her.



COMBAT

While they do possess a wicked sort of cunning, devil rats are driven by their unnatural hunger in combat. Swarms attempt to overwhelm the closest target and are drawn away only by repeated attacks from another foe. In the presence of a devil rat matron, the swarm's only concern is her protection. The swarm places itself between the matron and attackers, and the matron tries to move away from danger.

LORE

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

8: Devil rats are dangerous pests that infest many large cities. They hunt for food in large swarms.

10: Devil rats carry a disease known as devil fever that can be contracted through a bite.

12: Devil rats have a hive-like structure built around a single female called a matron. Individual devil rats are fiercely protective of their matron.

HOOK

An alchemist in south Corvis is attempting to deal with a widespread infestation of devil fever in the refugee population. So far he has had little success in discovering a cure. He is convinced he can refine a vaccine from the devil rats themselves (after all, they seem immune to the effect of the disease), and offers to pay the characters handsomely for a devil rat matron and a male specimen he can breed and study.

DEVIL RAT SWARM					
SPD	STR	MAT	RAT	DEF	ARM
6	3	5	-	12	10
WILLPOWER		INITIATIVE		DETECT	SNEAK
6		14		4	6



BITE

POW	P+S
1	4

ABILITIES

Anatomical Precision – When a devil rat swarm's melee damage roll fails to exceed the ARM of a living character hit, the character hit suffers d3 damage points.

Circular Vision – The front arc of a devil rat swarm extends to 360°.

Devil Fever – A character damaged by a melee attack made by a devil rat has a chance of being infected with devil fever. Immediately after the attack has been resolved, the character must make a PHY roll against a target number of 12. If he succeeds, he has resisted the disease. If he fails, he contracts devil fever. The first symptoms manifest after d3 days, at which time the character suffers a high fever. Every six hours thereafter he must make an additional PHY roll against a target number of 15 (reduce this number to 12 if the character remained in bed for the previous six hours). If the character passes three of these rolls, he fights off the disease. If he fails three of these rolls, the disease moves on to the advanced stage.

During the advanced stage the character cannot regain vitality by any means. Every three hours thereafter, the character must make a PHY roll with the same target numbers as described above. If the character fails, he suffers d3 damage points. If the character is incapacitated, he dies. If the character passes three of these rolls, he fights off the disease.

Swarm – A devil rat swarm is composed of dozens or even hundreds of individuals. Rather than representing each individual as a separate model on the tabletop, a swarm should be represented as a single character on a large base. Bigger swarms could be represented as 3 to 5 (or more) large-based models in play. A swarm cannot be targeted by free strikes. A character attacking a swarm rolls one less die on his non-AOE or non-spray attack damage rolls against the swarm. When a swarm suffers sufficient damage to be incapacitated, instead of being completely destroyed the swarm is generally considered to have scattered.

VITALITY	6
BASE SIZE	LARGE
ENCOUNTER POINTS	3

DEVIL RAT MATRON					
SPD	STR	MAT	RAT	DEF	ARM
4	6	5	-	10	14
WILLPOWER		INITIATIVE		DETECT	SNEAK
8		12		7	5



BITE

POW	P+S
4	10

ABILITIES

Devil Fever – see devil rat.

Mother of all Rats – A devil rat swarm within 12 feet (2") of a devil rat matron gains +1 to attack and damage rolls.

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

VITALITY	12
BASE SIZE	MEDIUM
ENCOUNTER POINTS	6

RAEVHAN BUFFALO



The breath of the massive beast clouds in the cold morning as it paws at the ground in agitation. Before you have time to react, it emits a deep bellow and charges you, shaking the ground beneath its mighty tread.



Towering relics of a forgotten age, Raevhan buffalo eke out a meager existence on the frigid northern plains far east of Uldenfrost, where they are often hunted by Kossite tribes and wild trolls. Their habitat has steadily dwindled as development of the land has forced them into smaller and smaller territories. For centuries, the population of Raevhan buffalo has steadily declined, and they are now so rare that many believe the beasts have gone extinct.

Standing over ten feet tall at the shoulder, a Raevhan buffalo has a broad muscular body covered by a woolly coat of brownish-black fur. Along with its intimidating size, the buffalo boasts an enormous rack of antlers ideally suited for battering aside a target. Adult specimens also have thick tusks, primarily used to dig plants and tubers from the permafrost. Outside of mating season males are solitary creatures, but females are sometimes found living in small groups to defend their young. On the rare occasion two males meet in the wild, they inevitably battle in a thunderous collision of antlers for ownership of an area.

Extremely territorial, a male buffalo fearlessly charges intruders with little regard for its own life. Retaliatory attacks only seem to kindle the anger of a buffalo, driving it to greater heights of strength and ferocity. Females similarly engage in this ferocious behavior, though usually only in the defense of their young.

RAEVHAN BUFFALO					
SPD	STR	MAT	RAT	DEF	ARM
6	10	6	-	10	17
WILLPOWER	INITIATIVE	DETECT	SNEAK		
8	9	6	1		

HORNS	
POW	P+S
3	13

Critical Pitch – On a critical hit, instead of rolling damage normally the Raevhan buffalo can choose to throw the character hit. Treat the throw as if the buffalo had hit with and passed the STR check of a throw power attack. The thrown character suffers a damage roll with POW equal to the buffalo's STR plus the POW of this weapon. The POW of collateral damage is equal to the buffalo's STR.

ABILITIES

Irascible – When a Raevhan buffalo is damaged by an enemy attack it gains one rage token. A Raevhan buffalo can have up to three rage tokens at a time. For each rage token on the buffalo when it declares a melee attack, it gains +1 to its melee attack and melee damage rolls. During its activation, the buffalo can spend rage tokens to make additional attacks or to boost attack and damage rolls.

VITALITY	25
BASE SIZE	LARGE
ENCOUNTER POINTS	16

COMBAT

Encountered either as a solitary male or a mother and her young, the Raevhan buffalo flies into a rage when it notices creatures in its territory. Immediately after encountering trespassers in its territory, the buffalo charges the closest target and continues to fight until either it or its foes are slain.

LORE

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

8: Raevhan buffalo are named after Raevhan Lake near Uldenfrost and are widely thought to be extinct. However, Kossite hunters occasionally report live specimens in the Uldenfrost region.

10: Raevhan buffalo carve deep ruts in the soil to bed down. Long trenches with packed basins are a clear mark of a buffalo's territory.

12: Raevhan buffalo are extremely territorial and attack anything that intrudes on their territory. They are least active at midday, and travellers have the best chance of crossing their territories at that time.

HOOK

Two rival scholars at Corvis University have argued for years about the status of the Raevhan buffalo. Armin Chaertly, head of the University's zoological department, believes the accounts of the buffalo's continued existence. His underling Marcus Grauten stands by his belief in their extinction. With his credibility in question, Armin is planning an expedition north to locate the beasts, hoping to secure conclusive proof that the buffalo still live. He is offering exorbitant amounts of money to any willing to assist him in his endeavor. Meanwhile, Marcus is furtively hiring unseemly characters willing to sabotage the expedition. He hopes if Armin returns empty-handed—or does not return at all—he can assume his superior's seat in the department.

IRON KINGDOMS GAZETTEER

The Iron Kingdoms Gazetteer is a feature article series exploring the smaller towns, villages, and other locations of western Immoren. Each installment will detail the history, politics, and inhabitants of a specific corner of the Iron Kingdoms in 608 AR.



WEXMERE

BY SIMON BERMAN • ART BY ROSS GRAMS AND BRIAN SNODDY • MAPS BY ED BOURELLE

The mining town of Wexmere, a town within the Cygnaran duchy of the Southern Midlunds, has until recently been considered an unremarkable place. Lumber operations and copper mining employed the bulk of its inhabitants for generations, but the discovery of gold in the neighboring hills has sent the town into a flurry of expansion, greed, and sometimes violence.



DEMOGRAPHICS OF WEXMERE

Approximate Population: 1,300 Midlunder; 900 Caspian; 250 Thurian; 100 Morridane; 100 gobber; 47 trollkin; 23 Rhulfolk; 11 ogrun

Climate: Temperate with colder than average winters due to proximity to the Upper Wyrmswall Mountains.

Terrain: The town of Wexmere is located in a narrow valley along a shallow tributary of the Black River. It is surrounded by the rugged foothills of the eastern slopes of the Upper Wyrmswall Mountains, an area largely covered by miles of dense evergreens.

Natural Resources: Copper, gold, lumber, tin.

Lord: Baron Allain Garret Horne

HISTORY

Wexmere is a two-day ride south-southwest of King's Vine, situated at the end of a forested valley in the foothills of the Upper Wyrmswall Mountains. The town lies in the shadow of the enormous cliff face of Mount Vygoth. It sits beside the shallow, gravel-spitted Salmon River that flows down from the peaks, past Wexmere on its way to the south where it eventually joins with the Black River.

The town was established in 1280 BR as a lumber camp connected to the King's Road by a narrow path. Over the following centuries, the population of Wexmere grew to a modest size before being largely decimated during the time of the Orgoth. In the decades following the Rebellion, Wexmere was merely one of several towns comprising the Barony of Wensfield within the then duchy of the Midlunds. Over time, the lumber industry returned to the town, though it was quickly overshadowed by new mining efforts when substantial copper and tin deposits were found by surveyors in service to the crown in 233 AR. This same year, Wexmere was invested as the ruling seat and sole town within the newly established Barony of Wexmere, and has been recognized as such ever since.

In the centuries that followed, mining and logging both continued in Wexmere, making it a modestly profitable barony for its ruling family and landowners. However, it remained a forgotten backwater in the greater politics of Cygnar. When King Leto reapportioned the Midlunds into several smaller duchies, Wexmere was kept within the borders of the Southern Midlunds and remained under the rule of Archduke Fergus Laddermore, Lord of Durnkeep.

Copper and timber operations were sufficiently profitable that a railroad spur line was constructed, connecting the town with the great Market Line. However, it struggled to become more than a settled work camp. Wexmere might have remained in obscurity were it not for the discovery of gold in the neighboring hills during the spring of 606 AR.

The gold was first found in a newly exposed creek bed in the flooding following a particularly severe storm. Baron Allain Garret Horne has seen fit to sell contracts to professional mining concerns for the largest deposits found and opened up sales of smaller claims in nearby creeks and hills to independent prospectors. The barony takes the lion's share, sixty percent of all gold mined, of which twenty percent is paid to the Archduke, but even after the crown's cut a working gold claim is sufficient to make any man or woman's fortune. In the two years since the discovery of gold, Wexmere's population has almost doubled. Thousands of men and women have followed the promise of gold and have chosen to test their luck in the creeks and mines of the barony. Few of these hopeful prospectors strike it rich, but for

SETTING YOUR GAME IN WEXMERE

Wexmere is intended for a Game Master to use as the setting for an adventure or an entire campaign. The town is rife with conflict between mining companies, embezzling nobles, and greedy prospectors. These conflicts largely hinge on the concept of loyalty in the face of naked greed, and almost every individual described in Wexmere can be tempted by the lure of seemingly easy coin. The Game Master is encouraged to embroil his characters in the disputes between the longtime residents of Wexmere and those more recently arrived in search of a fortune in gold. Characters can easily become involved in the town's conflicts through drunken accusations by miners, as mercenaries protecting a claim, or in the aid of the baron, reeve, or sheriff.

If the characters are residents of Wexmere themselves, they likely have a stake in the feud between the mining companies. If they are recently arrived, they will surely need to choose a side. This situation can be made even more complex by giving the characters a chance to discover the embezzlement of the reeve and baron. If the characters act on this information, they may open a much greater can of worms than they intended when the archduke himself becomes involved.

A secondary theme for games in Wexmere is that of the strange. Wexmere is a booming mining town full of strange people with sometimes extreme idiosyncrasies. The Game Master will get the most mileage out of this material by leaning into the weird personalities and habits of Wexmere's citizens but is encouraged to play them as straight as possible. These individuals will be most interesting if played as eccentric and unsettling rather than slapstick.



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|---|--|
| 1. Blackburn's General Supply and Dry Goods | 6. Ronketetpetkettels' Steamworks and Repairs (Ronk's) |
| 2. Great Wyrmswall Lodge | 7. Sheriff's Office |
| 3. The Jewel Saloon | 8. Steelwater Rail Station and Wexmere Office |
| 4. Office of the Reeve and Assayer | 9. Wexmere Parish Church of Ascendant Sambert |
| 5. River Camps | |

each who departs in failure two more arrive. The prospectors' money flows into the purses of the entrepreneurs who have set up shop in Wexmere, seeking their own fortunes in the booming town.

The discovery of gold has been a mixed blessing for Wexmere. While the newly found wealth is undeniable, the strife between mining operations has divided the town's people, and their conflicts have spilled out across all levels of society. Wexmere's streets are muddy and rutted, its people often drunk in the ecstasy of a successful gold strike or the total loss of their coin on a failed claim. By day, Wexmere is tense; by night it can be deadly, as feuds over coin, gold, and working conditions boil to the surface among a swelled and greedy population.

POLITICS

Baron Allain Garret Horne has ruled Wexmere for more than twenty years since the death of his aged father. In his youth he served as a captain in the Second Army, where he commanded long gunners out of Eastwall and received several commendations for actions against Sul-Menite incursions.

The baron is a reasonably competent ruler, though disinterested in the greater affairs of state. Baron Horne rarely attends meetings of the Royal Assembly, only doing so when directly called upon to support his liege, Archduke Laddermore. The middle-aged baron is known for his impressive bushy black beard, good humor, and lenient rule. He spends much of his time hunting and fishing in an area of wooded hills east of town, which he has set aside as a private game preserve. When called upon to receive noble guests and important emissaries or to settle legal disputes, he does so from his ancestral estate, Garreton. The estate is located just outside of Wexmere proper and is a humble fortified mansion. While it is certainly the finest building in the region, it is a far cry from the palatial estates of other lords, a fact that causes Baron Horne some distress when entertaining his peers. Until recently, Baron Horne was a nobleman of little ambition, content to execute his few responsibilities in a detached manner and amuse himself in the contented fashion of a backwoods lord with few demands from the crown. However, the discovery of gold in Wexmere has dramatically complicated the baron's life.

Lady Audra Isring Horne, of a minor noble family from Caspia, is younger than her husband by fifteen years. Lady Horne is an intelligent, thoughtful woman of average appearance, remarkable only for her bright red hair. She considers herself to have done relatively well in marriage, and even loves her husband in her manner. Lady Horne does regret the somewhat lesser status afforded to her family as the

nobility of a remote town and would like to see her husband do more to better their lot. She has taken steps recently to ensure their family benefits from the discovery of gold. Lady Horne has borne two children: a ten-year-old boy, Bennon, and a two year old girl, Katherine.

The baron prefers to leave the day-to-day governance of Wexmere to his appointed reeve, Chester Dority. Dority is a gaunt man who bears the scars of several old battle wounds and has served as Baron Horne's right hand in matters of tax collection, legal conflicts, and mining disputes since his time as Horne's adjutant at Eastwall. The reeve is largely loyal to the baron but harbors some resentment regarding his inability to advance into the ranks of the nobility and live the life he believes he deserves.

Dority wasted little time in finding ways to skim a percentage of gold transactions between the miners and the barony, seeing this as a justly deserved reward for his labors. Dority astutely realized that his graft could be substantially more rewarding if it was systematically expanded and worked to play on Baron Horne's insecurities about his decaying familial estate. More importantly for Dority, the fact that the graft can occur with the baron's knowledge means his own discrepancies in the ledgers are less likely to attract attention. Accordingly, Dority now keeps three sets of ledgers: a public set, a set altered for the benefit of the baron, and the secret and truly accurate set that records his own theft. Despite his better judgment, Baron Horne has allowed Dority to enrich his coffers from the funds that would otherwise have been rightfully owed to the Archduke. Lady Horne has become aware of these dealings but has not taken action on the matter. In truth, she is somewhat encouraged to see her husband's growing sense of ambition, though she worries about the consequences. Dority's financial scheming is quite sound in theory, but the fact that he takes his own cut in secret will almost certainly lead some of the Archduke's bookkeepers to realize something is amiss in Wexmere.



Recently, a train carrying a tax collector and a shipment of gold and copper from Wexmere was ambushed en route to King's Vine. All passengers and crew were killed, their bodies looted, and the shipment of gold stolen, along with the decommissioned warjack that had accompanied the train as a guard. While it is widely believed that the robbery was the work of brigands or perhaps a raiding band of farrow, Archduke Laddermore has taken a dim view on this event and has become personally interested in the affairs of Wexmere. Accordingly, Laddermore has sent trusted agents to Wexmere to investigate matters more fully.

Laddermore's chief representative is ducal tax collector Leland Whitney. Whitney is a sharp-minded man of almost sixty years with an uncanny ability to sense a lie. Since arriving in Wexmere, Whitney has refused the accommodations offered by Baron Horne, choosing instead to take up residence in the Great Wyrmswall Lodge, the best tavern and inn in Wexmere. His subordinates, including several hired swords of the Daggot Blades mercenaries, are lodged across town in the substantially less-comfortable Jewel Inn.

Since their arrival, Whitney and his men have begun an investigation into not only the train robbery but a general inquiry into matters pertaining to gold mining and taxation. He has already discovered several schemes on the parts of mining operations to withhold coin owed the barony. While Whitney has not yet uncovered the reeve's schemes, he suspects everyone and has made few friends in Wexmere.

Further complicating the affairs of Wexmere are the mining operations themselves. There are two major mining concerns, Wexmere Lumber and Copper Company, the local and long-standing company; and Steelwater Surveying, a newly arrived company and a subsidiary of Steelwater Rail. These two companies consider themselves in direct competition for control of gold mining in Wexmere and have engaged in acts of sabotage against the other, and even, it is rumored, murder. Fights between employees of these two companies are not uncommon in Wexmere's taverns and alleys, a state of affairs that is not discouraged by their employers. Many of these workers claim membership in the Steam and Iron Workers Union, but neither company is a union shop, and there is little fraternity across company lines. As well, Steelwater Surveying is not well liked by Baron Horne, who resents the outsiders' lack of personal investment in his barony, but he understands the necessity of dealing with them to maintain vital rail service to Wexmere. However, if the baron had evidence that Steelwater Surveying was withholding gold owed to the barony, he would be happy to take them to task.

THE TOWN OF WEXMERE

Wexmere's main thoroughfare is a muddy road through the middle of town, the termination of the main road connecting to the King's Highway. It runs parallel to the Salmon River and the rail line, both to the north of the road. The road divides Wexmere into northern and southern neighborhoods, each comprising about fifty structures that include inns, taverns, communal housing owned by the mining companies, and several private houses. The town's most valuable real estate lies along the main street, including the Great Wyrmswall Lodge, the reeve's offices, the offices of Steelwater Rail, and the Wexmere Lumber and Copper Company.

To the north and south of the main road the buildings become rougher and the inhabitants more uncouth. Status among the people of Wexmere is measured by proximity to the main street, and those who live furthest from it are the most drunk and dissolute. The lowest of the low are marginalized to the damp, rocky ground north of town, between the rail line and the banks of the Salmon River.

BLACKBURN'S GENERAL SUPPLY AND DRY GOODS

Another recent addition to the town, Blackburn's is the best of several mercantile establishments catering to Wexmere's miners. Morgan Blackburn is a veteran trencher and a minor hero of the Llaelese War. Having retired to Caspia after being injured in the withdrawal from Merywyn, he founded a small but profitable smithy. Hearing of the discovery of gold in Wexmere, Blackburn left the smithy in the hands of his oldest son and moved his wife and youngest son to pursue their fortune. Since then, Blackburn's store has become known throughout the camp as offering good-quality tools and prospecting equipment at reasonable prices and a good selection of other necessities, including survival gear, rations, and livestock feed. Blackburn is generally considered a reasonable man but has gained some notoriety for an incident involving the maiming of a thief who had been warned to stay out of the store.

GARRETON ESTATE

Situated just west of the main town, Garreton sits on the southern bank of the Salmon River. A humble manor house, its three stories are constructed of stone. It is a highly defensible structure established not long after the Rebellion and was initially used as an outpost from which the local wilderness was tamed. However, while structurally sound, it is far from palatial. Twelve servants who live on the premises in separate quarters attend Baron Horne and his family. The grounds of the estate encompass ten acres and include a well-kept stable, a meadow, and low stone walls at the boundaries. The Horne family cemetery is also found on the grounds.

GREAT WYRMWALL LODGE

Located at the terminus of Wexmere's main street, the Great Wyrmwall Lodge is one of the oldest buildings in town. Established in 301 AR as a hunting retreat, the lodge is now among the finest lodging houses in the Upper Wyrmwalls, though by no means is it comparable to those in Caspia or even King's Vine. The Great Wyrmwall is a three-story building constructed from the tremendous local fir trees and has twenty separate guest rooms, some of which are connected by secret passages. The lodge's walls are notable for their red cloth hangings, an affectation of Samuel Lanterman, the lodge's owner. Rooms can be rented starting at 7 gc and increase to 65 gc per night for the King's Suite.

The lodge is also known for the elaborate breakfast served each morning in the common room. Anyone reasonably clean and sober is welcome if they are willing to spend 3 gc for the hearty meal accompanied by the delicacy of excellent coffee, imported from Zu by way of Caspia.

The current proprietor is one of Wexmere's best-known personalities, notable for his extremely short height and a speech impediment that causes him to stretch out his words when speaking. Samuel makes sure the lodge caters only to the better element of Wexmere and has refused to allow any gambling to take place on the premises. Samuel has done his best to stay out of the feud between the mining companies but has a definite preference for the employees of Wexmere Lumber and Copper, whom he views as having the best interests of the town in mind.

At present, the lodge counts Archduke Laddermore's chief tax collector Leland Whitney among its residents. The suspicious and sharp-featured man often holds meetings at a table in the corner of the lodge's main dining room. Samuel distrusts Whitney but has nonetheless made him feel welcome as a guest.

Though not a resident, local prospector Ellsworth Milford can be found every morning in the lodge's common room enjoying breakfast along with several cups of black coffee. He is instantly recognizable by his ostentatious leather hat that he is never seen without. He decorates it with a large feather, but the color changes almost daily. Some individuals have suggested that it is a single feather with a strange enchantment, and Milford has never disputed this claim. The source of his feathers is a deep secret, and some locals believe his daily choice of color indicates the likelihood of his locating gold on that day. Milford was one of the first independent prospectors to strike it rich in Wexmere and has an uncanny sense for his trade. He now spends much of his time consulting for other prospectors in search of "the color," as he calls it.

THE JEWEL SALOON

The Jewel is a recently constructed two-story building to the south of Wexmere's main road amidst the tangle of low-rent properties and establishments. The upper floor contains six rooms, all of which are currently rented by Leland Whitney's subordinates and four members of the Daggot Blades mercenary charter. The Jewel is the best known of the saloons to have opened since the discovery of gold in Wexmere, but there are several other establishments of similar quality.

A large bar and several wooden tables typically full of dead drunk miners, arm-wrestling trollkin, and gamblers dominate the main floor of the Jewel Saloon. The saloon was built shortly after the discovery of gold in Wexmere. Its owner, Saul Tremayne, might have made a fortune from the house's take in gaming were he not a fall-down drunk. Tremayne employs several trollkin as enforcers and bouncers and is deeply involved in the criminal underworld among the gamblers and thieves that have recently flocked to the town. Tremayne and his staff make no effort to take sides in disputes against miners, and fights between rivals are not uncommon, especially on payday. However, the Jewel is increasingly patronized by the rougher elements of Steelwater Surveying's employees, and Tremayne's loyalty will inevitably follow whichever camp spends the most money in his establishment.



OFFICE OF THE REEVE AND ASSAYER

This unassuming two story wooden building in the midst of the main street is the office and home of Reeve Chester Dority. A large verandah runs the length of the building's front wall, on top of which the reeve sometimes observes the comings and goings of Wexmere's citizenry. The front office door opens into a large and somewhat sparse room. Several desks are set along the walls and are used for the office's primary functions: the issuance of claims, the settling of legal disputes, and the application of simple alchemical tests to deduce the purity and authenticity of gold, for which the office charges a 20 gc fee per ounce of tested material. The wooden floors are kept bare and are often quite muddy due to dozens of visitors fresh from the mines or the road. The reeve's private office is separated by a series of windows, allowing him to watch the front office's business when the curtains are open. Dority keeps all his daily-use accounting materials here, although the public books have been fixed to hide his illegal doings. The accurate books, detailing his multitude of embezzlements, are kept on the second floor among his personal belongings.

Visitors may have reason to visit the Office of the Assayer should they wish to purchase a mining contract, test the purity of gold, or have any minor legal business in the town or barony of Wexmere. In most cases, the reeve will not become personally involved, dealing with only the most complex legal matters. When he must conduct a trial he cancels all business in the front offices for the day and convenes court. Whitney sometimes chooses to escalate trials for serious crimes, like murder or the robbery of personages of distinction, to the council of Baron Horne.

POTTER'S FIELD

Located south of town, the town's recently established common burial ground is a large field bearing only the simplest grave markers. Less than

a hundred yards from the edge of Wexmere's southern slums, it is the final destination of most non-residents who die in Wexmere. Until the discovery of gold, few bodies were disposed of here, but it has become increasingly necessary for the interment of prospectors and miners who die in accidents, fights, or from the diseases common to residents of the River Camp. Parish Priest Langrish does her best to give all bodies simple Morrowan rites to protect their eternal rest, but she is overworked and some bodies go unsanctified.

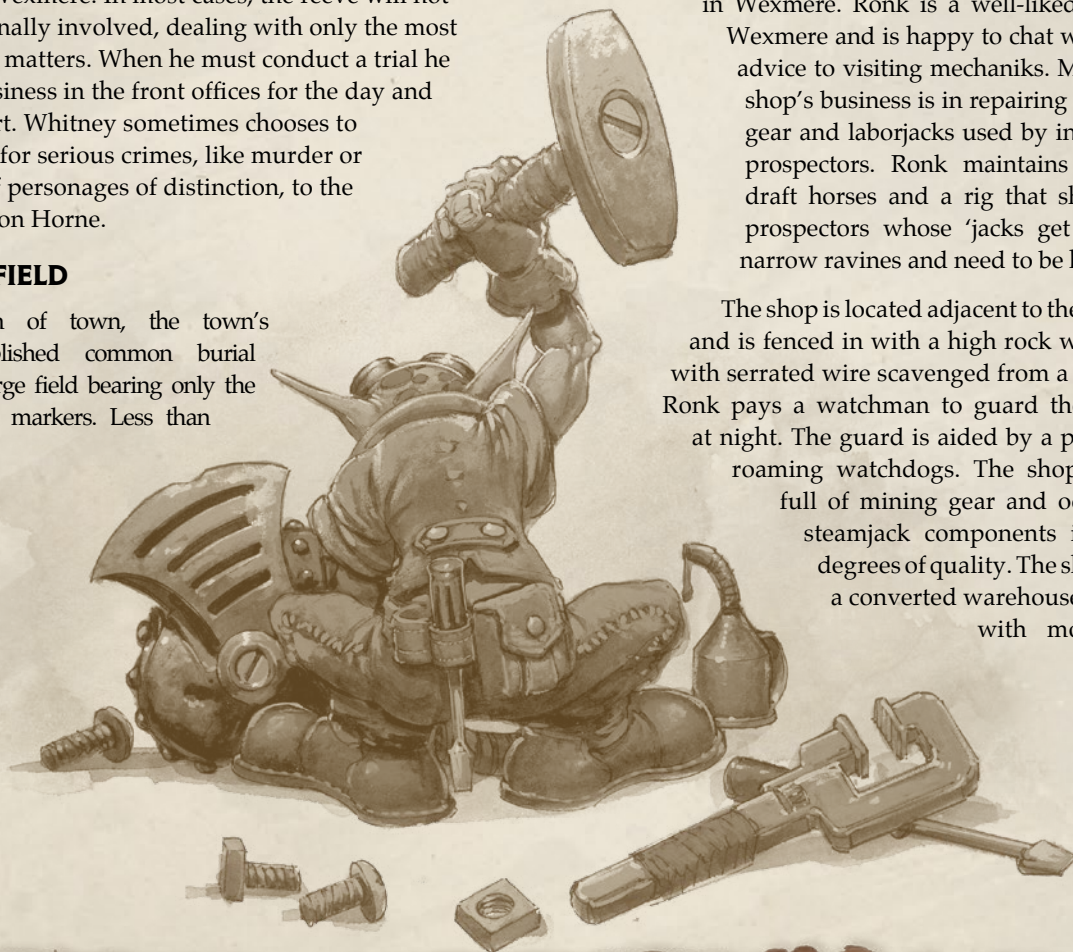
RIVER CAMPS

The unnamed region between the rail line and the southern bank of the Salmon River is filled with crude structures, tents, and lean-tos erected by the most desperate of Wexmere's population. For the most part, these individuals are failed prospectors and miners too drunk to work an honest day's labor. Conditions are squalid here, and Parish Priest Gersten Langrish has begun to worry they may well see a plague develop among the destitute.

RONKETETPETKETTELS' STEAMWORKS AND REPAIRS

Commonly referred to as "Ronk's," the gobbler Ronketetpetkettels maintains the best-equipped and most professional working mechanic's shop in Wexmere. Ronk is a well-liked citizen of Wexmere and is happy to chat with or give advice to visiting mechanics. Much of her shop's business is in repairing the mining gear and laborjacks used by independent prospectors. Ronk maintains a pair of draft horses and a rig that she rents to prospectors whose 'jacks get caught in narrow ravines and need to be hauled out.

The shop is located adjacent to the train yard and is fenced in with a high rock wall topped with serrated wire scavenged from a battlefield. Ronk pays a watchman to guard the property at night. The guard is aided by a pair of free-roaming watchdogs. The shop's yard is full of mining gear and occasionally steamjack components in varying degrees of quality. The shop itself is a converted warehouse equipped with mounts and



equipment that would be sufficient to build a steamjack from scratch if desired. Ronk and all of her employees are members of the Steam and Iron Works Union, and their dues are always in order. So far, Ronk has kept her shop out of the trouble brewing between the mining companies, but she may have to choose a side. If so, she's likely to side with Wexmere Lumber and Copper Company, as she despises Steelwater Rail for its disregard for worker's rights.

SHERIFF'S OFFICE

The sheriff's office is found on the main street just west of Wexmere's rail station. It is a modest two-story wooden building containing the sheriff's office, a small armory, and the town's jail, which can hold up to twenty prisoners without undue discomfort. Living quarters for the sheriff and up to three deputies are found on the building's second floor.

Sheriff Windom Blazanov has held the office for seven years since being handpicked by Reeve Dority. Despite his Khardic surname, Blazanov's family has had roots in Wexmere for centuries, and the sheriff is fiercely loyal to the town, the reeve, and Baron Horne. Blazanov began his career as a mining boss and came to Dority's attention for his fair and even judgment and his willingness to act decisively and even violently when necessary. As sheriff, Blazanov is empowered to act as judge and jury in most situations, though he typically elevates anything involving complex application of the law to Dority. When breaking up physical disputes or investigating theft, Blazanov prefers to arrest the perpetrators as peaceably as possible, though he has no qualms about resorting to the use of his trusty quad-iron when the situation demands.

Blazanov has had some trouble adjusting to the influx of prospectors and the growing violence between Steelwater Surveying and Wexmere Lumber and Copper Company. He is assisted by four deputies, all longtime Wexmere residents, and does his best to put an end to any disturbances before they get out of hand. When Blazanov anticipates real trouble he is not above hiring mercenaries for additional muscle, typically at a rate of 20 gc per day. The sheriff utterly loathes the representatives of Steelwater Surveying but tries not to blatantly side against them. He is also extremely unnerved by the presence of the archduke's tax collector and would certainly take the side of the barony in any situation regarding Dority's financial indiscretions.

STEELWATER RAIL STATION AND WEXMERE OFFICE

Wexmere's rail station was built by Steelwater Rail in 550 AR to facilitate the shipping of copper and lumber from Wexmere to the cities of southeastern Cygnar. The station is a stone structure with wooden platforms and is adjacent to a large freight yard used for the loading and unloading of cargo from the train. Roads lead out of the station to the west and south, entering the compound through gates. Steelwater Rail

agents check all shipments carefully and employ several rail wardens to oversee security. As well, Steelwater Surveying's main offices are based out of the facility.

The wardens have contracts with several mercenary charters to provide guards on trains, and they are usually accompanied by at least one warjack. Since the recent train robbery, the rail wardens are hiring more sellswords than usual via notices posted in the station. Mercenaries are typically hired at a rate of 30 gc per day.

WEXMERE PARISH CHURCH OF ASCENDANT SAMBERT

Found north of the main street in a somewhat seedy part of town, Wexmere's sole Morrowan church has seen better days. The church has been destroyed and rebuilt twice: first during the Orgoth Scourge, and then again in 607 AR following a fire that burned down much of the northern slum. The current structure is an unimpressive, flat-roofed building adorned with Morrowan symbols carved somewhat crudely in a rustic style. Wexmere's largest cemetery is found adjacent to the church, though due to the influx of prospectors, non-residents are often buried in a potter's field to the south of town.

Parish Priest Gersten Langrish lives in some despair due to the state of her church. Her congregation is very loyal and well intentioned, but the rush of miners and prospectors to Wexmere has overwhelmed her with their violent habits and crude behavior. She has recently written her superiors in Caspia requesting permission and funds to rebuild her church in a grander manner and establish a satellite chapel in the south of town.

THE MINES

STEELWATER SURVEYING

Steelwater Surveying operates only one mining facility in Wexmere, a dedicated gold mine two miles to the west of town. At great cost, Steelwater extended the rail line from the Wexmere station all the way to their own mining operation, a luxury they have denied to their rivals. The company has sunk two mines from which they extract gold and employ over three hundred miners and associated workers, as well as a number of 'jack marshals who operate the mine's fourteen laborjacks. Most miners are originally from Steelwater Flats and came with the company to Wexmere. Employees are well paid, but conditions in the mine are sometimes dangerous, and bosses accept no excuses for workers who are sick. Theft of gold from the mines is infrequent but always punished by death and never reported to the office of the reeve.

The mine's ranking overseer is a grizzled Thurian named Leon Murtell. Murtell has been with Steelwater Rail for over twenty years and before moving to Wexmere was one of the most hated men in Steelwater Flats, where he had spent

years breaking strikes on behalf of his company. He is a burly man who can easily back up his vicious temper. It is widely believed he personally killed a pair of trollkin who fomented a strike shortly after the opening of the second gold mine. It is speculated he dumped the bodies in an abandoned shaft.

WEXMERE LUMBER AND COPPER COMPANY

The oldest mining operation in town, the Wexmere Lumber and Copper Company was able to swiftly react to the discovery of gold by sinking its own mines on the location of the greatest deposit found to date. The company's owners and most of its employees are long-term residents of Wexmere, and some are descendants of families that have been working in the company's timber and copper mining operations for generations.

Conditions for the miners are generally good, and the company employs more gobbers and trollkin than any other operation in Wexmere. However, a series of deadly accidents have recently plagued the operation and are widely believed to be the work of sabotage by agents of Steelwater Surveying. Mining boss Daniel Briggs has launched a private investigation into these acts and is often seen roaming the site. He is never seen without a rusted hatchet in hand, a holdover from his days working in the company's timber operations.

SURROUNDING AREA

BARONIAL GAME PRESERVE

The wooded hills east of town are set aside as the private game reserve of Baron Horne. The area is as yet undeveloped and contains dense woods, treacherous creeks, and excellent hunting. The baron is so fond of the area he has refused to allow any mining exploration since the discovery of gold in the region for fear he may need to give up his hunting grounds. Deer and game fowl are abundant in these woods, and they are far enough removed from the deeper wilds that more dangerous creatures are rarely seen, though several bears claim territory in the preserve. Baron Horne's game warden, Silas Brennan, patrols the area regularly but is a forgiving man and does not persecute any but the most egregious poachers. Brennan is known for his peculiar and oft-repeated claim to have once seen a truly massive Raevhan buffalo in the depths of the woods beneath Mount Vygoff. He claims the creature was forty feet tall and ambushed him in a valley. His story goes on to tell of how he only narrowly escaped with his life before the buffalo's hide turned a dappled green and it melted into the shadows of the woods. Given the details about the buffalo's shifting colors, inordinate size, and unlikely ability to vanish into shadows, most locals believe Brennan maintains a private still somewhere in the game preserve.

Brennan is well aware that the people of Wexmere do not take him very seriously and has not yet mentioned some of the

stranger things he's seen in the woods. The most ominous being a group of blackclads he surreptitiously observed engaged in a strange ritual in the headwaters of the large creek that feeds the streams in which the independent miners prospect.

GOLD CREEKS

Collectively known as the "gold creeks" these rocky streams crisscross the hills of the region and are currently worked by over two hundred independent prospectors who obtained mining permits and claims from the barony. Many of these prospectors work in small groups and are often assisted by laborjacks. The terrain can be difficult going for people, let alone steamjacks, and some prospectors prefer to work unassisted. Claims are guarded jealously, and there have been more than a few fights, some lethal, between prospectors who feel their neighbors have encroached on their rightful territory. Of late, two prospectors have vanished while working their claims at night, spurring a round of confused and frightened recriminations among the other miners. Sheriff Blazanov makes a regular tour of the claims, keeping an eye on the sometimes irascible and territorial prospectors.

MOUNT VYGOFF

The massive cliff face of Mount Vygoff looms just five miles west of Wexmere. Its summit is over 8,000 feet high and was once the site of Orgoth ritual sacrifice. A few worn ruins can be found at its peak, and the mountain retains a dire reputation among the people of the region. Blackclads are said to gather on the peak at certain times of the year, during which no townsfolk venture anywhere near the mountain's slopes. The peak itself towers over the whole valley and offers an excellent view of both the town of Wexmere and the larger of its nearby mining operations. However, several gorax are known to make their lairs in the dense evergreen woods that spread out beneath the snow line and parts of the climb are treacherous, requiring specialized equipment. These dangers are well known to locals and few people attempt the climb.

SALMON RIVER

The Salmon River flows through Wexmere from its source high in the peaks of the Upper Wyrmswall Mountains on its way to the Black River. The river is swift but shallow near Wexmere, rarely more than a few feet deep, and furrows through shifting shoals of loose granite. It is easily forded during most of the year, though it is sometimes subject to dangerous floods caused by snowmelt and spring storms.

CAMPAIGN TERRAIN

Terrain is an essential part of WARMACHINE and HORDES, and a board featuring well-executed terrain pieces can create dynamic and visually appealing games. Campaign Terrain takes your terrain pieces a step further by adding a compelling backstory and a new in-game effect for various types of terrain. It requires no additional modeling, and each installment of Campaign Terrain provides a simple template that can be used with existing terrain pieces.

BY WILL HUNGERFORD

GHOST-CURSED RUIN

On Caen, death is not the end.

Countless possibilities await a soul after death. Usually a soul will pass on to Urcaen after a short while unless it has been trapped and tormented by necromancers or imprisoned in a soul cage. However, on rare occasions souls may persist on Caen after death and haunt their environs as a ghost.

This event typically occurs when a person dies with enough of a burden on his soul to tie him to the mortal realm. This could be unfinished business the soul is not willing to leave behind, but more often it is due to the soul having experienced a particularly violent and horrible death.

These tormented spirits become more and more malevolent the longer they persist on Caen and will begin to seek revenge on the living, whose life essence fuels their unnatural state. These unholy and twisted entities are sometimes called wraiths, ghosts, or specters, but all are similar. While some roam freely, most remain close to the site of their demise.

Ghost-cursed ruins are an example of a site where the souls of the vengeful dead linger. Often the subject of local folklore and children's stories, these forsaken areas are very real and incredibly dangerous. Inevitably, these haunted ruins become the subject of rumors concerning long-lost treasures or ancient artifacts; this is often enough bait for foolhardy treasure seekers to enter and seal their own demise.

These ruins only become more of a threat as time passes. The living that are slain by a wraith often experience a painful and shocking death, so much so their own souls are added to the grim cabal of ghostly inhabitants. It's a dark and horrifying cycle that rare few individuals on Caen can stop. It takes a unique strength of character to enter a ghost-cursed ruin and cleanse the terrors within by faith, skill, or the arcane.

Each ruin is as unique as the situation that caused its downfall. A rural manor that was home to a brutal series of murders may now be home to a family of deadly spirits. An abandoned mine shaft where an unfortunate accident took the lives of dozens of laborers could be host to an undying horde.

No matter the cause or the specific forms of the dark inhabitants, any living creature foolish enough to ignore the old wives' tales may soon become a permanent resident of a ghost-cursed ruin.

IN-GAME EFFECT

Before the game begins, both players may agree to nominate one large obstruction to become a ghost cursed ruin.

When a living warrior model is boxed while within 8" of a ghost-cursed ruin it immediately makes a full advance toward the nearest model (friendly or not) and makes a melee attack with its highest-POW weapon. The model is then removed from play. The boxed model cannot be targeted by free strikes during this movement. The active player makes all attack and damage rolls that occur due to this effect.



PRIVATEER PRESS' PUBLICATION PLANS

By Lyle Lowery

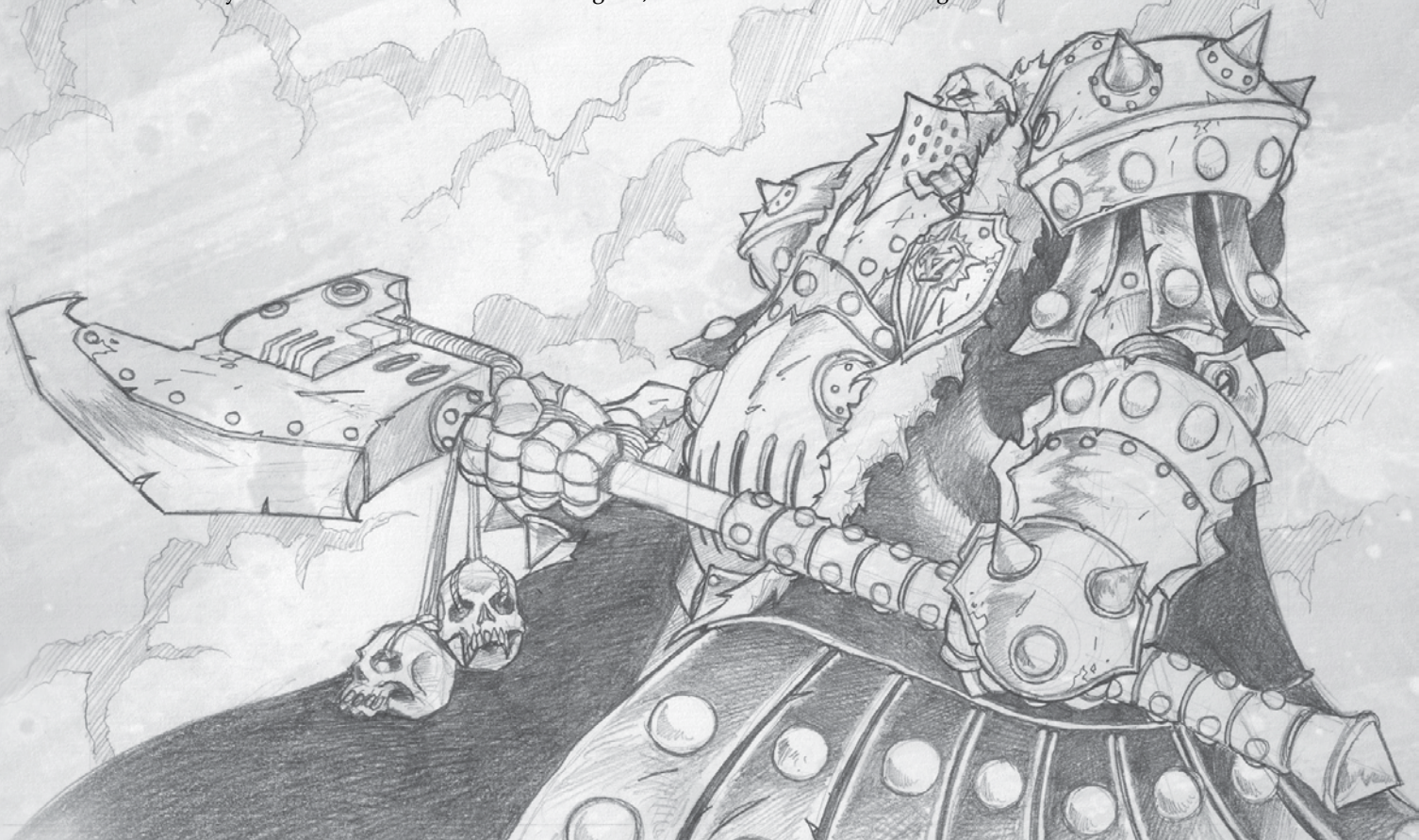
As you've no doubt heard, Privateer Press has very big plans for fiction publication in the coming year. Soon you'll be able to read stories from the Iron Kingdoms in both print and digital formats. We're publishing exciting new fiction two different ways: through our own digital imprint Skull Island eXpeditions and through a partnership with Pyr. In addition to that we're also publishing No Quarter magazine and books like HORDES: Gargantuans and WARMACHINE: Colossals through an all-new ereader app, Privateer Press Digital. Here's a breakdown of this three-pronged publishing plan.

SKULL ISLAND EXPEDITIONS

Skull Island eXpeditions is Privateer Press' own digital publishing imprint, launching this spring. Available exclusively in digital format, Skull Island will publish new titles on a monthly basis. Readers will be able to purchase novels and novellas in PDF, epub, or mobi format directly from the Skull Island website (skullislandX.com) and read these books on personal computers as well as portable devices that support these formats.

Skull Island eXpeditions features an all-star lineup of acclaimed novelists, including New York Times bestselling author Larry Correia, C.L. Werner, Howard Tayler, and Dave Gross. These authors will chronicle the tales of Allister Caine, Victor Pendrake, Archdomina Makeda, the Butcher, and other well-known characters from the Iron Kingdoms.

Monthly releases from Skull Island eXpeditions will include novels and novellas exploring the worlds of Privateer Press and beyond. These releases will feature original, full-color art to further bring the stories to life.



PARTNERSHIP WITH PYR

Privateer Press has also partnered with Pyr, an imprint of Prometheus Books, to publish novels based on WARMACHINE and the Iron Kingdoms. These books will be published in paperback as well as digital format. The first two books in The Iron Kingdoms Chronicles depict the fall of Llael.

In Thunder Forged: The Iron Kingdoms Chronicles, book one of The Fall of Llael written by Ari Marmell, follows a small unit of Cygnar's elite as they fight to recover a stolen alchemical formula that, in the wrong hands, could cost them everything. The first book of The Iron Kingdoms Chronicles will be available in June.

The second book of The Fall of Llael, *Big Iron: The Iron Kingdoms Chronicles* by C.A. Suleiman, is the story of a young Khadoran Widowmaker who becomes trapped deep in hostile territory as Cygnar declares war on Khador and the conflict escalates in Llael. *Big Iron* releases in July.

These books will be available from leading book stores and game stores that carry fiction, as well as in digital format through Amazon, Barnes & Noble, Kobo, and Google. For more information about Pyr, check out their website at www.pyrsf.com.

PRIVATEER PRESS DIGITAL

Privateer Press Digital is a new ereader app for iPad, iPhone, and Android devices that will offer *No Quarter* magazine in a digital format, as well as books and content from WARMACHINE, HORDES, the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*, and more. Very soon, users will be able to subscribe to *No Quarter* and download the latest issue directly to their devices. An extensive collection of back issues will also be available for purchase. In addition, the Mk II catalog of WARMACHINE and HORDES books will be available in digital format for easy reference. Rulebooks for games like *LEVEL 7 [ESCAPE]*, *Heap*, and *Infernal Contraption* and digital content like WARMACHINE and HORDES quickstart rules and the "Fools Rush In" *Iron Kingdoms* roleplaying game adventure round out the app's offerings.

Here's a quick reference chart that explains all the new ways you can get Privateer's publications!




	SKULL ISLAND EXPEDITIONS	PARTNERSHIP WITH PYR	PRIVATEER PRESS DIGITAL
CONTENT	Fiction set in the Iron Kingdoms and beyond	Iron Kingdoms fiction	Privateer Press rulebooks and game material
FORMATS	Digital only (PDF, epub, and mobi)	Paperback, ebook	Proprietary ereader app
SUPPORTED DEVICES	Computers and devices that support the PDF, epub, or mobi formats	Paperback: N/A Ebook: apps and devices from Amazon, Barnes & Noble, Kobo, and Google	iPad, iPhone, and Android devices
WHERE CAN I BUY?	Direct from SkullIslandX.com	Bookstores, digital bookstores (Amazon, Barnes & Noble, Kobo, and Google), and game stores that carry fiction	Through in-app purchasing



DIVINE RECKONING



BY DAVID "DC" CARL AND WILL SHICK • CHRONICLED BY AERYN RUDEL
ART BY ANDREA UDERZO AND NESTOR OSSANDÓN



Over the past year, Battle Reports in *No Quarter* have spotlighted the new big boys on the block: the colossals and gargantuans. You've seen a Conquest blowing apart legions of Cryxian necromechanical constructs; a Kraken greedily devouring hapless Winter Guard for Meat Fuel; a mighty Mountain King pounding the tar out of Tharn Ravagers; and a Woldwrath showing that even the Tough(est) trollkin are no match for twenty tons of angry animated stone.

So what do we have in store for you this time? Well, it's a bit of a mix and match. We're still going to demonstrate the awesome power of colossals and gargantuans, but this time were pitting the titans of steam and steel *against* the behemoths of flesh and fury. That's right; in this edition

of the Battle Report the Protectorate of Menoth and the Judicator square off against the Legion of Everblight and the Archangel.

Our combatants this time are Privateer Press Director of Business Development (and returning champion) Will Shick and Development Manager David "DC" Carl. Each player assembled a 75-point army with a personalized paint scheme. Will's Legion of Everblight army, led by Absylonia, Terror of Everblight is painted in putrefying purple and features the Iron Kingdoms version of the infamous Flying Purple People Eater. DC, on the other hand, painted his High Exemplar Kreoss-led Protectorate army in an intimidating black and gold, and his Judicator is a monolith of righteous power.

Scenario Rules

DC and Will decided to take one of the SR2013 scenarios for a test drive. They chose the IncurSION scenario, hoping to curb their blood lust and at least have the option of winning the game with out utterly annihilating each other.

Here are the rules for the IncurSION scenario.

IncurSION (Dual Scenario)

Summary: No plan survives first contact with the enemy. Redirect your forces before the enemy overwhelms key areas of the battlefield.

At the end of each player's turn, starting on the second player's second turn a player earns Control Points (CP) as follows:

- Flag: Control = 1 CP, Dominate = 2 CP

Victory Conditions

The first player to earn at least 5 control points *and* have more control points than the opponent immediately wins the game.

If time runs out before a player has won the game via scenario or assassination victory, break the tie as outlined in "Victory & Tiebreakers." For the 3rd tiebreaker, double the army points within 4" of each flag.

Tactical Tip: Only the active player scores when multiple players dominate a flag.

The Battlefield

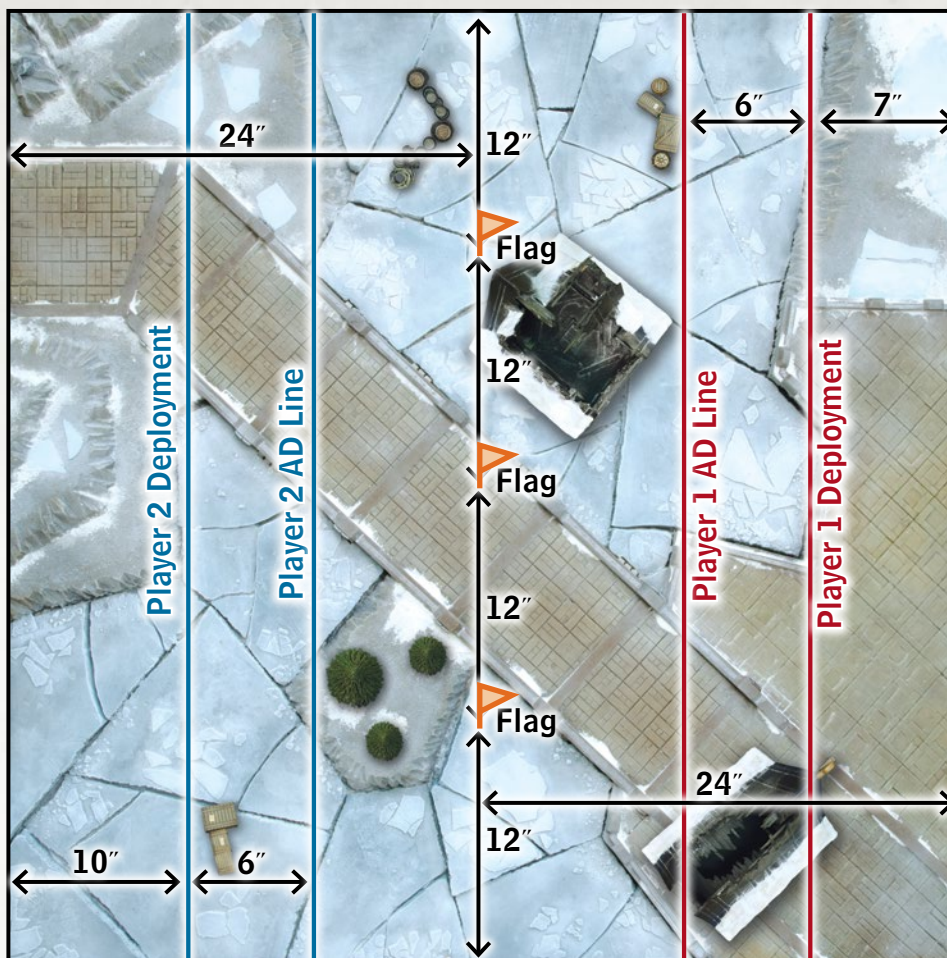
DC and Will chose to set their battle on the treacherous icy terrain of a massive glacier. The board featured cracked sheets of ice with a wide stone bridge spanning the frozen landscape. They also added some burnt-out buildings, a forest, and some linear obstacles in the form of scattered crates and barrels. The specific terrain features were treated as follows:

Bridge: The bridge and all areas above the glacier were treated as higher elevation.

Buildings: The burnt-out buildings were treated as obstructions.

Crates & Barrels: The crates and barrels were treated as linear obstacles.

Forest: The stand of trees next to the bridge was treated as a forest.



Legion of Everblight Army Construction – Will



It's no secret to anyone who's heard me talk about HORDES for more than five minutes that while I appreciate and enjoy all the factions that make up monstrous miniatures combat, Legion of Everblight holds a very special place. The original

Legion battlegroup box were the first HORDES models I ever painted when the game released in April of 2006. In fact, the Shredder you see in the glorious full-color photo below is part of that original battlegroup, and I never bring my Legion army to the table without the little guy.

When I was given the chance to field my Legion of Everblight in the hallowed pages of *No Quarter* and the opportunity to be one of the first people to own an Archangel, perhaps the most gorgeous model we've ever produced, the "hell yes!" couldn't come out of my mouth fast enough.

But what Editor-in-Chief Aeryn Rudel giveth he also taketh away. My maniacal glee was tempered slightly when I learned I'd be going up against the only person to beat me in the pages of *No Quarter*. David "DC" Carl would be taking to the field with his own go-to faction, the Protectorate of Menoth. He would be armed both with his encyclopedic knowledge of the game and the towering, flame-spewing, rocket-launching might of a Judicator.

Sitting down to construct my army, my first challenge came in selecting a warlock. Legion is spoiled with choices when it comes to solid warbeast-supporting warlocks. I've always enjoyed Thagrosh, the Prophet of Everblight, and it's hard to ignore his spell Draconic Blessing, which turns Everblight's new gargantuan into an absolute wrecking ball with wings. Also, the Archangel's huge base allows Thagrosh to play extremely aggressively, getting the most out of his Death Shroud ability. As my mind continued to churn over the possibilities, I found myself building a list for every single warlock. Rhyas and Bethayne were strongly considered, but in the end it came down to a choice between Thagrosh, the Messiah and Absylonia, Terror of Everblight.

Having played a number of times against DC's Protectorate, and knowing a Judicator would be on the field, I found my lists heavily skewed toward a hard-hitting core of warbeasts. I wanted to shut down as much of DC's early damage potential as I could, and that meant taking as many high-ARM models as possible to neutralize the insane amount of blast damage I expected to be coming my way. On the day of the battle, I settled on my Absylonia list.

With a host of amazing upkeep spells and the Resourceful ability that lets her upkeep them for free, Absylonia is the bee's knees when it comes to



Model/Unit	Points
A Absylonia, Terror of Everblight	+5 warbeast pts
A Archangel	20
T Typhon	12
Sy Scythean	9
C Carnivean	11
S Shredder	2
L Blighted Nyss Legionnaires (10)	6
W Blighted Ogrun Warmongers (5)	8
R Blighted Nyss Raptors (5)	10
Sp Blighted Nyss Shepherd x2	1 each
Total	75

bringing the hurt with dragonspawn. In addition, she has possibly one of the best spells in HORDES in Blight Field, which can shut down her opponent's heavy hitters at the most critical moment. Coupled with her feat Panacea, Absylonia can usually come out on top of the attrition game.

The Archangel is an absolute terror on the battlefield, able to devastate opponents in melee with up to five P+S 19 attacks plus two P+S 17 claw attacks for extra icing on its slaughter cake. In addition to its melee potential, its Dragon's Breath attack adds some solid ranged threat, especially when coupled with the highest base SPD of any colossal or gargantuan and my personal favorite ability Ride-by-Attack.

I filled out the rest of Absylonia's battlegroup with a veritable hit list of draconic pain. Everyone's favorite three-headed abomination Typhon provided some serious anti-infantry firepower with its spray attacks in addition to serving as a serious melee threat to DC's heavy hitters.

Just for fun, a Scythean gave me triple assurances on my melee potential, while a Carnivean added more infantry control and brought added survivability to my force thanks to Spiny Growth. Last but certainly not least, my staple Shredder filled out Absylonia's battlegroup.

For non-battlegroup choices, I grabbed a full unit of Blighted Nyss Raptors, a full unit of Blighted Ogrun Warmongers, and a full unit of Blighted Nyss Legionnaires. The speed and maneuverability of light cavalry is simply amazing, especially in scenario play. My preferred tactic is to run my light cavalry up a flank and force my opponent to either commit to taking them down or ignore them, in which case I get to harry him from his own backfield. The Warmongers provided another good infantry control unit thanks to Berserk, while the Legionnaires were there to serve as blockers for Absylonia and the Archangel.

A pair of Blighted Nyss Shepherds would provide not only vital fury management, they would also allow me to spread out my warbeasts to better control the board.



Protectorate of Menoth Army Construction - DC



I'd have as hard of a time choosing a favorite colossal as I would choosing a favorite faction, but I definitely appreciate the raw power of the Judicator. With a powerful long-range weapon, a close-in flamethrower, and a P+S 20 open fist on each

side of this monster, the Judicator really packs a wallop. Under the influence of the Hymn of Battle, there is little that can compete with its accuracy or raw damage output. The fact that it's also focus-efficient thanks to Reliquary makes it a great choice for just about any Protectorate warcaster's battlegroup.

Much like Will, I struggled with the decision of who should lead my army. Using a Judicator bonded to Feora, Protector of the Flame is always entertaining if you like fire (and what Protectorate of Menoth player doesn't?); numerous warcasters can improve the Judicator's maneuverability, survivability, or damage output; and then there's the entertainment value of using a

Passage-protected Judicator as the center of a High Reclaimer smoke wall or the epicenter of a mile-wide Blazing Effigy spell.

In the end, I decided to go old school. My Protectorate battlegroup box might not have been the first one I painted up (that would be Cryx) or even the second (Cygnar), but I've lost track of how many times I've taken Kreoss and company out for a spin with a new player who was looking for a battlegroup box game. It's really hard to argue with such an amazing spell list, a powerhouse feat, and a trio of low-cost warjacks.

I added the Judicator to the battlegroup, of course, but I also added a Devout for Shield Guard and Spell Barrier as well as a Hierophant to reduce the cost of one spell per turn with Harmonious Exaltation. With such a big battlegroup, it would go a long way toward letting me cast the spells I wanted in addition to supporting the warjacks. I added a 1-point Wrack pack and a Reclaimer solo to the army list to further enhance my resource base. Will's warbeasts would still have a leg up if he was willing to risk frenzies next turn, but safe access to 13 focus each turn is pretty impressive (7 base, 1 from Harmonious Exaltation, 1 from Suffering's Prayer, 1 from Reliquary, and 3 from Communion).



In further support of the big battlegroup, I added a Vassal of Menoth and two minimum units of Choir of Menoth. Though their support doesn't convert directly into focus points, their assistance was yet another battlegroup amplifier I was looking forward to using to my advantage. Some might wonder why I frequently use two Choir of Menoth units even when I don't have nearly as many warjacks in my battlegroup. The reason is flexibility. With a couple of choir units, I gain flexibility in warjack positioning *and* in which Hymns to use to affect which warjacks. There are plenty of times I want a protective hymn (Passage or Shielding) on some warjacks while I use Battle on others. They're also warm bodies that get in the way of my opponents' forces and provide juicy souls for Communion.

With my battlegroup filled out extensively and battlegroup support like crazy, I turned to adding some units. Defender's Ward causes the survivability of just about any unit to skyrocket, and Menoth's Wrath practically takes MAT and RAT scores out of the equation for a turn. I chose a maximum unit of Holy Zealots with a Monolith Bearer, a maximum unit of Exemplar Vengers, and a minimum unit of Deliverers.

I filled out the army with The Covenant of Menoth, Gorman di Wulfe, and Master Gunner Dougal MacNaile. Though MacNaile cannot boost the range of my Protectorate forces with Double Powder Ration, it's still useful for my two Mercenaries, and a Quad-Iron is an impressive weapon against an army of knocked down models.

	Model/Unit	Points
K	High Exemplar Kreoss	+5 warjack pts
Cr	Crusader	6
Rv	Revenger	6
Rp	Repenter	4
J	Judicator	18
Dt	Devout	5
H	Hierophant	2
Z	Holy Zealots (10)	6
M	Monolith Bearer	2
D	Deliverers (6)	5
EV	Exemplar Vengers (5)	11
C	Choir of Menoth (4) x2	2 each
R	Reclaimer	2
V	Vassal of Menoth	2
W	Wrack (3)	1
Cv	The Covenant of Menoth	2
G	Gorman Di Wulfe, Rogue Alchemist	2
DM	Master Gunner Dougal MacNaile	2
	Total	75



Predeployment

Legion of Everblight – Will

Looking at the board, I decided to deploy the Archangel right of center. My plan was to use the very large tower to take maximum advantage of the Archangel's Ride-by Attack. The building would allow me to dart out, blast DC with Dragon's Breath, and then retreat behind the safety of the massive obstruction.

Deployment

Legion of Everblight – Will

With the Archangel deployed right of center, I decided to put the Carnivean and Scythean left of center to form the left wing of what I hoped would be my wrecking ball. If nothing else, their objective would be to slow DC down on the bridge, buying time for my Archangel and Raptors, who I placed on the far right to sweep the flank, using the tower as a breakwater. DC would either have to ignore the flank or divide his forces. Given my superior mobility, either choice was to my advantage.

Typhon and the Shredder went near center with Absylonia. Given the nature of DC's army, I planned to use Typhon as my ace in the hole. By keeping the three-headed abomination centrally located, I could have it follow up wherever I needed. The Legionnaires were also deployed in the center, ready to serve as sacrificial obstacles to DC's forces.

Lastly, I placed the Warmongers on the left so they could threaten either the left or center flag.

Protectorate of Menoth – DC

I chose to deploy the Judicator more centrally. I wanted to get the colossal to the middle of the action as quickly as possible. With even just a little bit of support, I knew the Judicator would enable me to snatch up control points there while my other forces went for the flags on the flanks.



Protectorate of Menoth – DC

I placed the vast majority of my forces around or behind the Judicator to reinforce my strong center for the army that could then branch out left or right to either flag.

The Exemplar Vengers were placed on my right flank across from the Warmongers. Their superior threat range and Fearless advantage seemed perfectly suited for stopping the berserk blighted ogrun. So long as they took some damage (or a casualty) now and then, the forest would also prove little hindrance thanks to the Battle-Driven ability.

The Deliverer unit took up my left flank across from the Raptors and Archangel. I hoped that Menoth's Wrath would allow a Deliverer salvo to wipe out three or four Raptors before the Legion light cavalry could really get into the action. Several of my warjacks were also positioned to head that direction and take on the Archangel using superior numbers and choir hymns.

Round 1



Legion of Everblight – Will

Wanting to get upfield as quickly as possible, my first turn was pretty much like all my first turns. The Blighted Nyss Legionnaires activated and ran to get into guard position, being sure to keep at least one buddy in B2B to gain the +2 ARM bonus from Defensive Line. Absylonia activated next and kicked things off by casting all three of her upkeep spells. Forced Evolution went on the Archangel, pumping it up to STR 16 and a solid DEF 13. Playing God, perhaps my favorite spell because of its perfectly twisted concept, went on Typhon, giving the big beast Reach and effectively three open fists. Carnivore went on the Scythean, granting +2 to its melee attack rolls and ensuring that any warriors it took out wouldn't be fueling DC's Reclaimer with their souls. With her spells cast, I had Absylonia declare a charge on DC's rightmost Wrack to get her upfield while still putting the tower between her and the Judicator's Rocket Pods.

The Shredder cast Tenacity on the Archangel and advanced up. I activated the Archangel next, who also ran as far forward as possible, snuggling up next to the tower in preparation for possible Ride-by-Attack shenanigans next turn.

The Blighted Nyss Shepherd on the right ran forward to keep close to the Archangel. The Carnivean advanced and cast Spiny Growth on the Scythean thanks to the additional control range provided by the nearby Shepherd's Beast Master ability. The Scythean then ran to get into position to cause some carnage on my second turn. Typhon followed up by putting Excessive Healing on itself and then charged the Judicator.



My second shepherd then advanced and used Condition to pull 2 fury from Typhon, as I didn't really want the three-headed dragonspawn to frenzy next turn.

Last but not least, the Blighted Nyss Raptors moved a full 18" up the right flank. I also ran the Warmongers. Given DC's deployment of his Vengers, the Warmongers' job had changed from offensive killers to defensive roadblock. I had little doubt I would be running them into the Vengers to keep the Protectorate heavy cavalry from enveloping my left flank next round.

Round 1

Protectorate of Menoth – DC



During my control phase, I allocated 1 focus point each to the Repenter, Revenger, Crusader, and Devout. The Judicator was allocated 1 focus point from its own Reliquary.

Since I, too, wanted to get my forces into the action and into position to start battling for some control points, most of my army ran on my first turn. The Vengers ran towards the flag but stayed outside the Warmongers' threat range. Then the Zealots used the prayer of Warding and ran forward onto the bridge. Yes, I know Will didn't have a single offensive spell in his entire army, but I'd rather be in the habit of declaring the prayer when I don't need Warding than to forget it when I really do. There's never a reason *not* to be Warded during an activation the Zealots aren't attacking.

The Judicator advanced, followed by my gold-based Choir of Menoth. They used the Hymn of Battle and chose to affect just the Judicator. The Vassal of Menoth then advanced, used Ancillary Attack on the Judicator, and the rockets were away. My shot fell just short of the Warmongers, and the deviation didn't catch any of the blighted ogrun. The Secondary Blast caught one squarely, however, and the +2 damage from Battle allowed me to squeak in a single point of damage.

Master Gunner Dougal MacNaile, Gorman Di Wulfe, and the Reclaimer solo all ran. The Hierophant advanced and used Harmonious Exaltation on Kreoss. Then the Devout, Covenant of Menoth, and Crusader all ran forward.



Next, I activated the Deliverer unit. The Raptors were within their threat range but weren't in position yet to be knocked down and blasted to Urcaen. An effective RAT 1 against DEF 14 is less than ideal, so I chose to have one of the Deliverers aim, advanced the other five into position, and launched a Rocket Volley at one of Will's Raptors. My new effective RAT 9 found its target, and splattered the ulk rider. Even in less-than-ideal Deliverer conditions, it's still hard to argue with an accurate RNG 16, POW 16, AOE 5 weapon.

The Repenter and Revenger also ran forward. The silver-based Choir of Menoth advanced and gave all four warjacks not yet affected by a hymn the Hymn of Passage. Then Kreoss cast Defender's Ward on the Holy Zealots (for 1 focus point thanks to Harmonious Exaltation). He also took a focus point from a Wrack, causing it to explode, so that I could hold onto some armor in case Will got any ideas of attacking Kreoss at range. The Wracks activated and, naturally, did nothing but sit there.

Once the turn itself was over, I rolled to see which IncurSION flag would disappear. I was hoping for the one on my left flank near a massive portion of Will's army, including his warlock. Instead, the middle flag disappeared, the one near a massive portion of my own army, including my warcaster.

Round 2

Legion of Everblight – Will

So DC's first turn went mostly as I expected. Losing the Raptor to Deliverer fire was annoying but not unexpected. His Wrack blowing up was just plain fun.

Thanks to Resourceful, Absylonia maintained all her upkeep spells in play for free after leaching all 6 fury from the board.

As DC had not chosen to throw Greater Destiny on the Holy Zealots last turn, I knew now was going to be my best chance to significantly reduce the threat those annoying bomb-throwing civilians would pose. As such, the Carnivean forced itself for Spiny Growth and then charged forward in order to get off a nice Assault shot with Dragon Breath. While the template covered four Zealots, Defender's Ward meant I needed to hit DEF 14, a daunting prospect for my RAT 4 Carnivean. With only 1 fury left to boost, I rolled misses on the first three Zealots, not wanting to rob my Scythean of the nice Zealot cluster DC had made for it. Boosting the last attack roll was enough to earn my first kill of the game, but it triggered the Monolith Bearer's Holy Monolith ability, putting the remaining Zealots at a respectable ARM 18. However, even ARM 18 was going to be no match for what I had in store.

I activated the Raptors next, who advanced up and killed three of the Deliverers in retribution for their fallen comrade. Unfortunately the rocket-wielding troopers passed the subsequent command check. The Raptors then used their 5" light cavalry move to begin encircling DC's left flank, leaving him with two options: divert a decent chunk of his forces and deal with the blighted elves and their devil reindeer or have them romping around in his deployment zone in prime position to pick off his support pieces and possibly Kreoss.



With the body count on the rise, I activated the Scythean next, who charged into the knot of Holy Zealots. With the +2 attack bonus from Carnivore negating the +2 DEF from Defensive Ward and more than enough P+S to laugh at ARM 18, I had high hopes for the Scythean. Five attacks later, every Zealot in reach was not just dead but RFP. In my mind, the Scythean briefly looked up from his butchery at the Reclaimer and did some *Top Gun* "communicating." Don't ask me how the Scythean pulled this off given its lack of fingers. Some things you just have to accept.

The Scythean was also now positioned in a way that would force DC to commit his Judicator to deal with it. Pulling the mighty colossal farther away from my Archangel and more importantly Absylonia. Depending on how DC



Round 2

Legion of Everblight – Will

reacted to the threats I was throwing his way, there was a good chance I could wrap up the right flank and begin Dominating the flag, putting some pressure on DC via a possible scenario victory.

Feeling good about my progress so far, I moved to the unenviable task of sacrificing the Warmongers in order to tie up the Vengers on the left flank. I did my best to position them to prevent as many charges as possible, but with only 10" on the run and the need to engage as many of the Exemplars as possible, I fully expected DC to pull off a couple devastating charges on his turn. With any luck, though, one or two of the blighted ogrun would live, giving me two rounds of respite from the Vengers' fury.

Needing a pick-me-up, I moved on to the Archangel. Sadly the gargantuan was just outside of charge range of a whole knot of DC's warjacks, so instead I decided to show the Menites how playing with fire just might get you burned to a crisp. The Archangel advanced forward, confident

the Judicator had other issues to deal with and that DC's remaining warjacks would find themselves bereft of focus next turn. My Strafe roll netted the Archangel three shots, the first of which targeted the silver Choir of Menoth acolyte who was in range while the other two targeted the acolyte on his right and the Deliverer on his left. The first shot landed on-target thanks to a boosted attack roll and annihilated all three of my declared targets. However, as all three shots were simultaneous, I still got to roll deviation for the other two. The first deviated harmlessly. The second, though, landed on top of another Deliverer who was sent packing to Urcaen thanks to a boosted damage roll. With a Shepherd waiting to move up and Condition away all the Archangel's fury, I used the gargantuan's remaining fury to cast its animus Draconic Aura.

True to plan, the shepherd on the right moved up and removed the 4 fury on the Archangel with Condition, still leaving me with more fury than Absylonia would be able to use next turn. Absylonia then advanced, using the tower for cover, and dropped Blight Field on the Crusader and Repenter, denying the Crusader the focus it desperately needed to be able to charge the Archangel. She then cast Spiny Growth on herself, leaving her with 2 fury.

Rounding out the turn, the Shredder advanced up behind Absylonia while Typhon advanced up to the tower, ready to respond to either side of the board. Finally, the Legionnaires ran to interpose themselves as best they could between Absylonia and the Archangel.

I had no doubt I'd be suffering through Kreoss' feat next turn. Even though that was going to really bloody my forces, I couldn't help feeling like once that short-term pain was over, it was nothing but long-term gain for me.



Protectorate of Menoth – DC

Bummer. I was really hoping that building's position would keep Absylonia from getting one of my warjacks Blight Fielded, much less two of them, but that template was right on the edge of both bases, and I needed to formulate a new game plan quickly. I allocated 2 focus points to my Revenger and 1 to my Judicator. The Judicator was allocated a second focus point from the Reliquary.

I started my activations by advancing the Hierophant to reduce one spell's cost by 1 focus once again. Then I activated Kreoss, advanced, and used Menoth's Wrath to knock down a large swathe of Will's army. Kreoss also used Purification to clear off all those nasty spells and animi within range, grabbed a focus from the Wrack near the Raptors (it did not explode), and cast Defender's Ward on the Judicator to give it an impressive ARM 21 and raise its DEF value to that of the nimble Khadoran Juggernaut.

I activated the Vengers next. Since they weren't Battle-Driven, I looked for every possible angle to maximize their damage against the Warmongers. Between a few sword attacks, a few charge attacks with lances, and even some impact attack action, three Warmongers fell before the activation ended. A commendation goes out to the horse that dealt more damage than not one but *three* of the riders.

I activated Dougal MacNaile next and used Double Powder Ration. Though I didn't wind up taking advantage of the added range for either of my Mercenaries, I wanted the flexibility to throw Black Oil or an Acid Bomb wherever it would prove most destructive. MacNaile also pumped all four rounds from his Quad-Iron into a knocked-down Warmonger, leaving the blighted ogrun living but bloodied. Then the Deliverer activated, aimed, hit the knocked-down Raptor, and hoped for an 8 to come up on the dice. I rolled a 6. Leaving enemies living but bloodied was turning into an unfortunate trend.

I knew my Holy Zealots wouldn't let me down, though. After using Greater Destiny and the prayer of Fervor, they advanced and repositioned for maximum firebombing. The Monolith Bearer took his action first and finished off a wounded Warmonger with his Fervored mace. The Zealots who firebombed the Carnivean were far less successful, however, dealing minimal damage despite the prayer. They did set fire to the big dragonspawn, though. A couple of firebombs also dispatched a pair of Blighted Nyss Legionnaires.

The Reclaimer solo advanced and Communioned a point of focus onto the Judicator. The silver-based Choir of Menoth then advanced: one gave the Repenter the Hymn of Battle, and the others ineffectively beat on the



Round 2



Protectorate of Menoth – DC

knocked-down Raptor with their sticks. No reason to waste attacks, though. The dice have to come up 10+ some of the time. The gold-based Choir of Menoth also advanced and used the Battle hymn, affecting the rest of my warjacks.

I activated the Judicator next. I could have faced the Scythean to give it my full wrath, but I chose to face forward instead. One knocked-down heavy dragonspawn wasn't reason enough to turn the Judicator's back on the battle on the left flank. The left fist splattered a Legionnaire, and multiple attacks from the right fist's effective P+S 22 reduced the Scythean to pulp, returning the Scythean's fury points to Absylonia.

Next, I wanted to deal with the Carnivean. I had Gorman Di Wulfe hit it with some Black Oil, then I had the Vassal of Menoth use Ancillary Attack on the Judicator, targeting the Carnivean's Shepherd. The attack itself missed, but one deviation caught the Shepherd, and the other deviation caught a Holy Zealot. The model that *wasn't* invincible

careed more about the effectively POW 9 blast damage. This left the Carnivean knocked down, blind, on fire, *and* outside its warlock's control range. I couldn't help smirking sadistically.

The Repenter then advanced, fried three Legionnaires, and missed Absylonia, the Crusader finished off the twitching Raptor with an Inferno Mace to the skull, and the Covenant of Menoth advanced and read the Lawgiver's Creed. Take that, Absylonia! The Creator of Man will have no more of your Blight Field nonsense.

To finish things out, the Revenger charged the Archangel, dealing it some damage and killing the nearby Legionnaire, and the Devout moved into position near Kreoss. Kreoss didn't have as much focus overboosting his power field as last turn, and I didn't want Will to get any ideas about an Archangel assassination. For my final two activations of the turn, I bet you'll never guess what the Wracks did.

Round 3

Legion of Everblight – Will

Well that went about as I expected. To be honest, I had forgotten that DC had a Vassal hiding behind his Judicator until he started his turn. I had fully planned on just letting the Scythean's fury go, pulling the Carnivean's with the Shepherd. However, under the very real threat the Shepherd would be pasted from the Rocket Pod attack, I reaved the Scythean's fury upon its death. I left the poor knocked-down, blind, on-fire Carnivean to its own devices. In my Maintenance Phase, the fire on the Carnivean went out. I fully expected the Carnivean to frenzy, but of course when you actually want to frenzy it never seems to happen, and the Carnivean passed its threshold check, leaving it with 4 fury for at least one more round.

I kicked things off with the last remaining Warmonger, who did about as poorly as possible and grazed a Venger for 1 point. That tiny scratch gave the Vengers all the benefits of Battle-Driven for no real penalty. At least the Warmonger was still in the way, so it wasn't a complete failure.

The Carnivean, still blind and knocked down but no longer on fire, activated and stood up. DC and I agreed this was probably the boldest activation of any game ever. It's okay to admit as you read this that you're impressed by the audacity of the move.

With the easy stuff out of the way, I moved on to contemplating the pivotal activations of the round. The Archangel was in prime position to take out the Crusader, one of the two real threats to its continued existence, and with Forced Evolution I had a good chance of taking out DC's Repenter, too. Best of all, I could deny his Judicator focus next turn with Blight Field, leaving the Archangel basically unassailable and in threat range of Kreoss with support from the poisoned arrows of the Raptors. There was just one problem. The freaking Covenant of Menoth was preventing Absylonia from casting any spells. Moving away from it wasn't a great option, as it'd either put her outside the Killbox or too far away to use Blight Field on the Judicator. So the book had to die.

The last three Legionnaires forfeited their movement to stand up and swung three times on the Covenant, each doing a single point of damage because of the Covenant's Ancient Shroud ability.

Of course it wasn't until after the Legionnaires completed their activation that I realized my mistake. The Covenant was now engaged in melee, making it extremely unlikely that my Raptors would be able to hit it. Instead, I consoled



myself with finishing off the silver Choir before using the Raptor's light cavalry move to plant them firmly and completely behind DC's lines.

I had the Shredder go next, forcing it Rabid and advancing it into the Revenger. I made sure the Shredder was positioned so the Revenger's repulsion ability couldn't knock it out of melee, using the nearby tower once more to my advantage. Two bites later and the lesser warbeast had inflicted an impressive 13 points of damage to the Revenger.

With only one good alternative to take out the Covenant, I activated Typhon. The big dragonspawn advanced to peek around the corner of the tower and began unleashing Blight Breath on the Covenant. Absolutely needing to hit, I boosted the first attack roll and dealt another point of damage leaving the holy book of doom with a single box. As long as the second attack hit, I would still have enough fury to cast Excessive Healing. Of course, the second shot missed but did hit the Legionnaire who was also under the template. With only one shot left, I held my breath as I let the dice fly. Thankfully, the third shot hit and the Covenant was consumed by dragon fire.

Next, the Shepherd advanced and healed the Archangel for 3 points.

Conclusion

Legion of Everblight – Will



CARRRRLLLL!

Okay, as always, what a fantastic game. It was bloody, it was action-packed, and it ended with some impressive last-minute moves on the part of Mr. Carl.

Hindsight being 20/20, I should have kept the Carnivean on the right with the Archangel and Absylonia and just let the Scythean act as a roadblock on the left. As it was, the poor Carnivean barely even got to participate in this game between getting blinded, knocked on its scaly butt, and being well outside Absylonia's control range following the death of its Shepherd.

While things consistently did not go my way on the left, everything went to plan on the right. By the end of my third turn, it was pretty clear I was slowly winning the attrition war. The Archangel performed admirably throughout the game, and I can't wait to put it on the field again. The Flight ability really gives it the edge in mobility over other colossals and gargantuans, as it is nearly impossible to pin down. Thanks to its gargantuan-sized damage spiral, the Archangel can afford to take free strikes a standard Angelius simply can't, allowing it to catch opponents quite unprepared.

Protectorate of Menoth – DC



It might sound strange, but I really didn't see that coming. I was positive my dice were going to come up a 6 on that last damage roll, cruelly mocking me before my opponent's massive dragon ripped my warcaster limb from limb.

Sometimes the gamble does pay off, but that sure won't stop me from sticking to more attrition-based gameplay whenever I can get away with it. I'm also confident that nothing's going to stop me from playing the Judicator a whole lot more. It might not be the frilliest colossal or gargantuan, but its raw damage output and efficiency is solid, and in this faction, a solid warjack turns into an astounding one awfully quickly when you've got even a little bit of support at its back.

Great game as always, Will. I'm already wondering which factions will come out to play in our next rematch.



STEAMROLLER 2013



BY WILL HUNGERFORD

A new year heralds a new edition of Steamroller, the popular tournament format for WARMACHINE and HORDES. If you're unfamiliar with Steamroller, it's one of the best ways to play competitively at your local hobby store or game club. A Steamroller tournament typically takes no longer than a single day and provides a fantastic arena to test your skill against fellow gamers in a series of competitive scenarios played with timed turns.

The current version, SR2013, acts as a tournament organizer's toolbox. Baseline rules are provided to establish what a standard SR tournament should look like. The majority of Steamroller events held globally follow these baseline rules, letting you know exactly what to expect when you arrive at the event.

Additionally, a variety of optional rules are provided to allow a tournament organizer to tailor his or her event to meet the demands and skill level of the local community. The variants could be as simple as painting requirements, as casual as eliminating timed turns, or as competitive as altering the way players build their army lists.





If you've never participated in a Steamroller tournament, it's easier than ever to jump right in. When we began working on SR2013 several core design concepts were laid out, with the most important being "Streamline the document and remove excess complexity while retaining depth." Our goal was to keep the rules as tight as possible to accommodate highly competitive play while simultaneously reducing the barrier of entry for newer players. With that in mind, several changes had to be made between SR2012 and SR2013.

One key change was to simplify the scenarios used in SR2013. We wanted scenarios that were fun, balanced, and engaging, but not so complex that players couldn't understand them without briefly looking at the scenario page. Additionally, we tried to avoid creating scenarios that drastically changed the way WARMACHINE and HORDES is played. This is part of the reason you'll see no radial scenarios in SR2013. The majority of player feedback indicated the shift in deployment zones to something so different from the norm was jarring, and that's a play experience we wished to remove.

Another major change to the way scenarios are played was the addition of the new Dominate mechanic. Previously, some scenarios would have certain qualifiers on when and how control points could be scored. To simplify that,

we narrowed it down to three potential ways to score in SR2013: controlling a scenario area, destroying a scenario objective, and Dominating a scenario area. The difference between controlling and Dominating is that Dominate can only be triggered by your warcaster or warlock and is often worth more control points than controlling the same area with other models.

Dominate allows tough-as-nails warcasters and warlocks to play to their strengths—walking right up the middle of the field and holding their ground. So whether you want to play control, assassination, attrition, or you just want to charge your army straight into the center of the table and hold your ground, there's a viable way for you to win and have fun in SR2013.

Dominate and streamlined scenarios are just a couple of examples of the changes between SR2012 and SR2013. As you read through the document, you'll notice other changes made throughout, many of which are the direct result of community feedback. The combination of applying years of feedback along with the core design goals to simplify and streamline make this year's Steamroller the best yet.

Of course, no tournament is complete without some fantastic prizes. Privateer Press provides retailers and game clubs with three options when it comes to prizes: certificate kits, custom metal coin kits, and custom trophy kits. Win one of these and you'll forever have a reminder of your glorious victories and bloody battles.

If you're looking to get started with your first Steamroller, visit your local retailer or game club and ask when the next tournament will be held. When the day of the tournament arrives make sure to bring your A-game, play hard, and most important of all, have fun.



BUILDING BLOCKS

BY LEO CARSON D.

In honor of the ten-year anniversary of WARMACHINE, I'll be building a war-torn Llaele display board and documenting the process in articles throughout the year. In the issues leading up to Lock & Load, I'll cover pieces from the board, such as

Llaelese buildings, city appropriate forest terrain, and more. A major portion of the board's surface is textured using plaster castings (bricks, walls, etc.), so it is only natural to start at the ground level and work our way up.



Making a silicone mold of a block or texture is a great way to get a high level of detail over a large area very quickly. In this article, I'll show you how to make a texture sample and make a mold from it. I'll also go over some of the common pitfalls and misunderstandings of mold making.

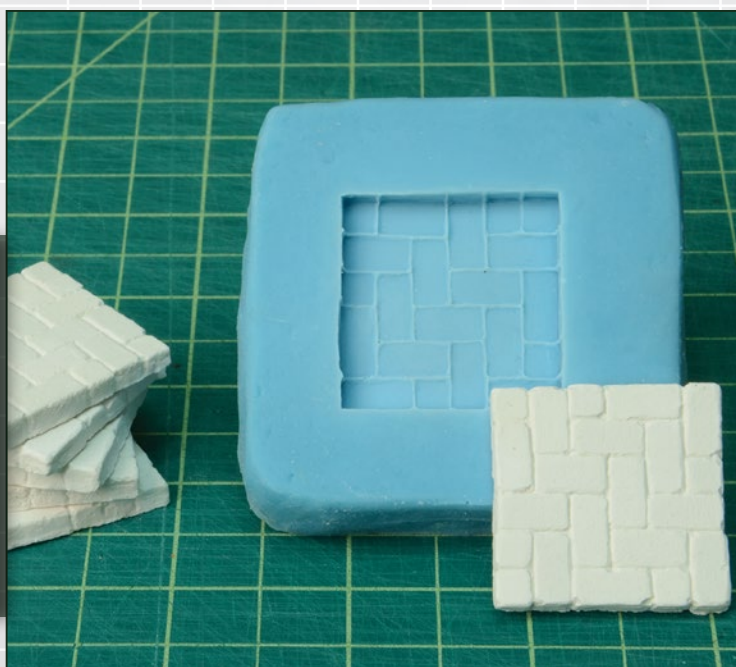
THE TEXTURE BLOCK

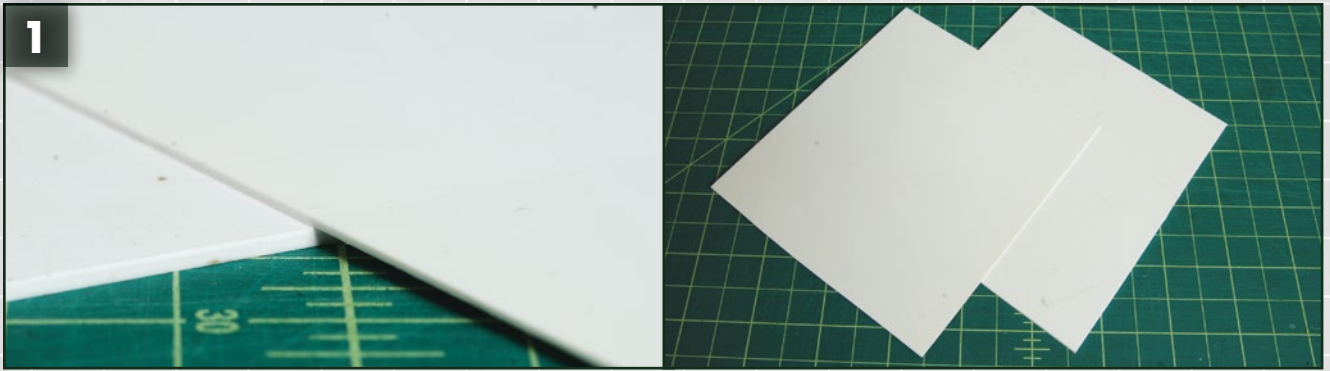
This section explains how to build a basic brick texture appropriate for casting. There are several important factors to consider regardless of the design you choose. First, since this is an open-top mold, the design must be completely flat on one side. Second, the plan is for this to be repeated, so the design must fit into itself like a puzzle. The easiest way to do this is to make the texture in the shape of a square.

With these factors in mind, I decided to make a herringbone pattern out of large bricks. In order to achieve the highest level of definition, each brick was carved individually from sheet styrene and then laid down as a real road or section of wall would be.

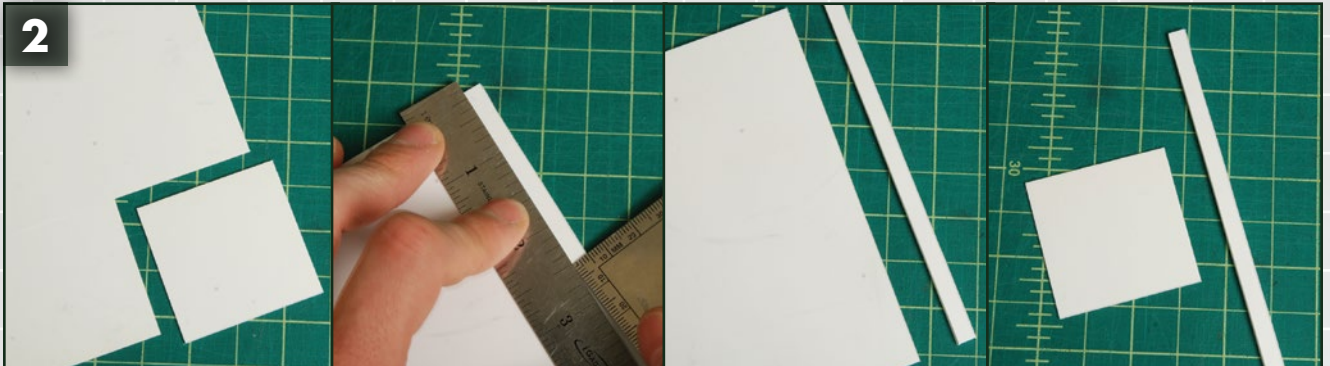
MATERIALS & TOOLS

Aerosol mold release	Latex gloves
Craft sticks	Mechanical pencil
Disposable cups	Non-hardening clay
Formula P3 Hobby Knife	RTV silicone
Formula P3 Modeling Putty	Sheet styrene
Formula P3 Sculpting Set	Straight edge
Hydrostone plaster	

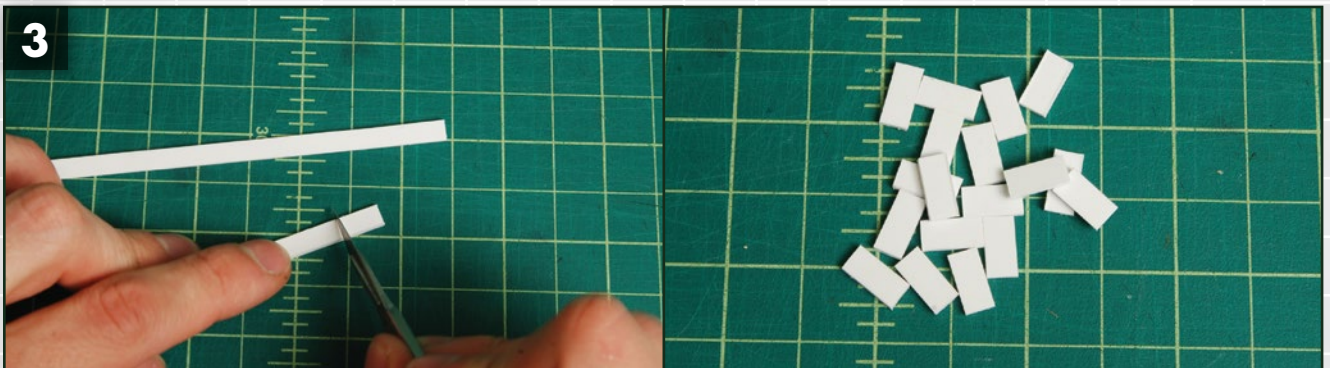




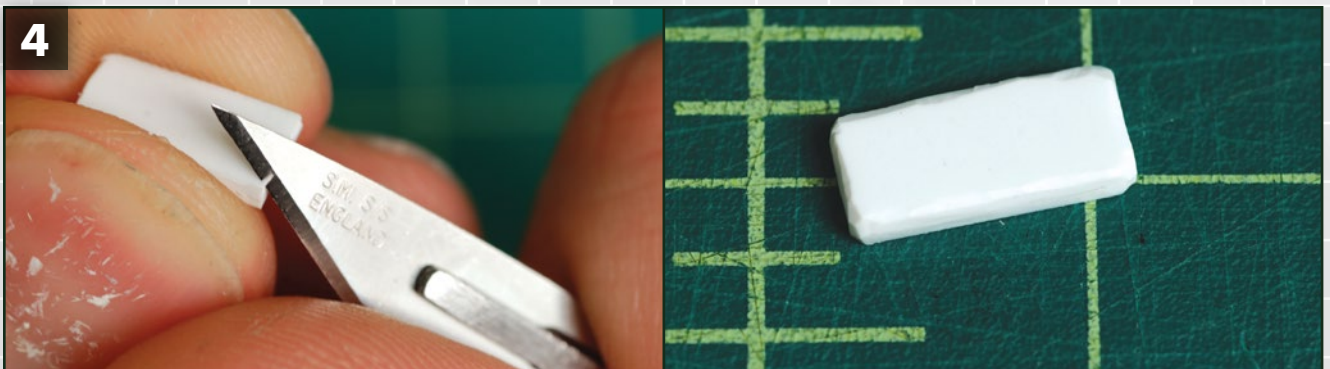
Step 1) Begin with two sheets of sheet styrene. One should be relatively thick; the other should be relatively thin.



Step 2) Cut the thin sheet of styrene into a square the size you wish the pattern to be. Between one and two inches is ideal. I recommend an odd size to avoid unintentional pre-measuring during a game. Cut the thick sheet into several strips as wide as you want your bricks to be. My strips are 5 mm wide.



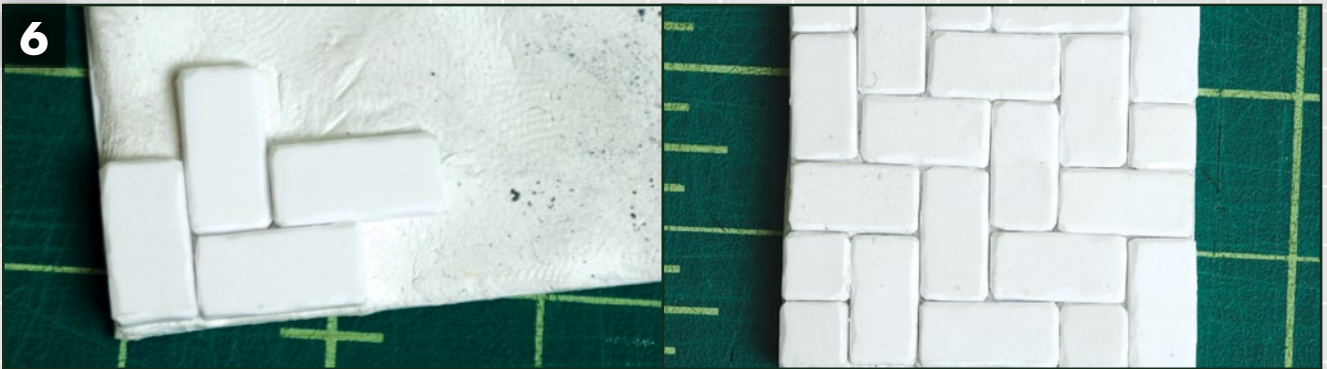
Step 3) Cut the thick card strips into sections twice as long as they are wide. These are your bricks. As always, precision is key here because the bricks will be stacked, and any mistakes will be magnified the more you stack.



Step 4) Shave the corners and edges off every brick. This is time-consuming but absolutely necessary for the final look. It creates the definition between each brick when they are assembled.



Step 5) Mix up a batch of modeling putty and press it evenly over the sheet styrene square prepared in step two.



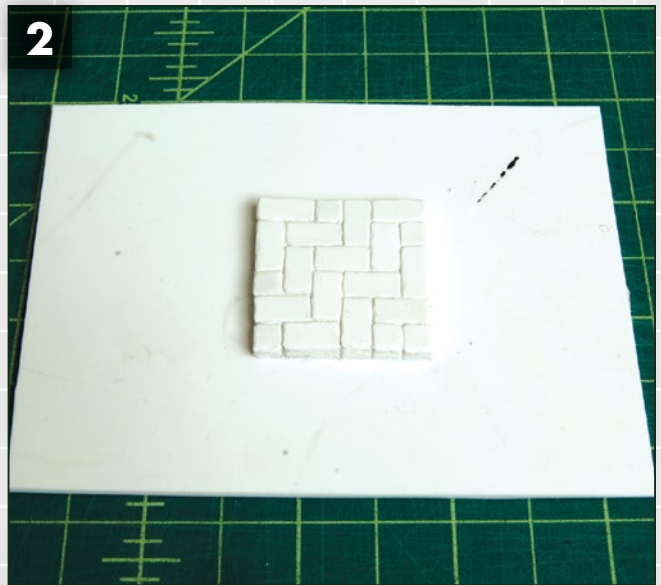
Step 6) Begin laying your bricks. You can use any pattern you like. I used a herringbone pattern, which unfortunately doesn't fit evenly into a square, so I had to cheat a little by making half-brick spacers.

MAKING THE MOLD

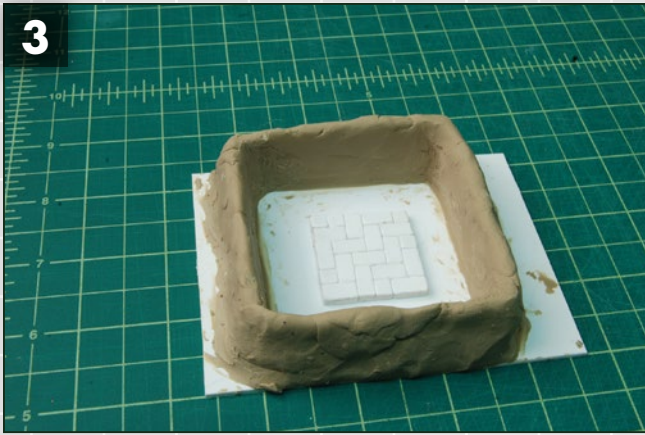
With the texture done, it's time to begin the preparation for pouring the mold. You'll want an RTV silicone (room temperature vulcanization). These silicones come in two liquid parts that when mixed together create a chemical reaction that transforms the liquids into rubber. We'll be pouring the liquid silicone over the part, which will solidify around it, leaving a perfect relief in the silicone once the part is removed. *Read the label on the RTV silicone and follow proper safety precautions!*



Step 1) Fill the gaps between each brick with modeling putty. This is important because if these gaps are not filled, the RTV silicone will sink too deep into the recesses and cause the mold to tear when you remove castings.



Step 2) Mount the texture onto a thick sheet of sheet styrene. You want about 2" of leeway on each side. Use modeling putty to make sure there is absolutely no gap between the texture tile and the base. Keep in mind the word "airtight" for this step and the last.



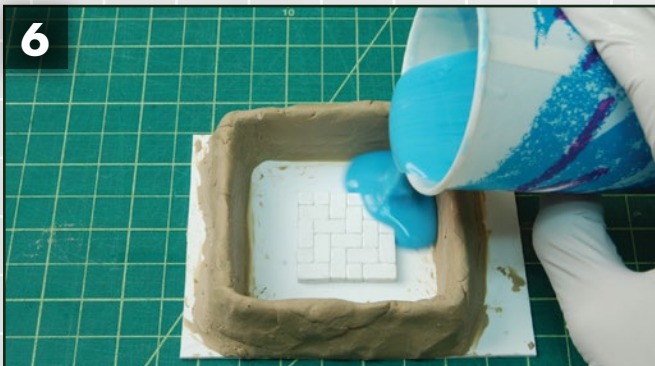
Step 3) Build a wall around the piece, leaving approximately half an inch of space between the tile and the inside of the wall. There are many ways to do this. I've chosen to use a non-hardening clay such as plastiline, but many people prefer to use sheet styrene or foam core walls. The important thing is that this wall is airtight! Any gap in your wall will lead to a messy leak and you'll have to start over.



Step 4) Lightly spray the piece with mold release. This ensures the RTV silicone won't bond to anything it shouldn't. This is particularly important if you are casting a porous material such as wood.



Step 5) Now pour the appropriate ratio of each part of your silicone (probably 1:1 but check the label) into a single disposable cup and thoroughly mix them together. To ensure an exact ratio, measure out the two parts of silicone in separate cups first. You want to keep as much air out of the silicone as possible, so pour slowly and stir, don't churn. Be sure to scrape the bottom and sides of the cup. If the silicone is not mixed thoroughly enough, or if the ratio was too far from what it should be, the silicone might not cure properly. If this happens, you'll have to clean up and start over. So be careful!



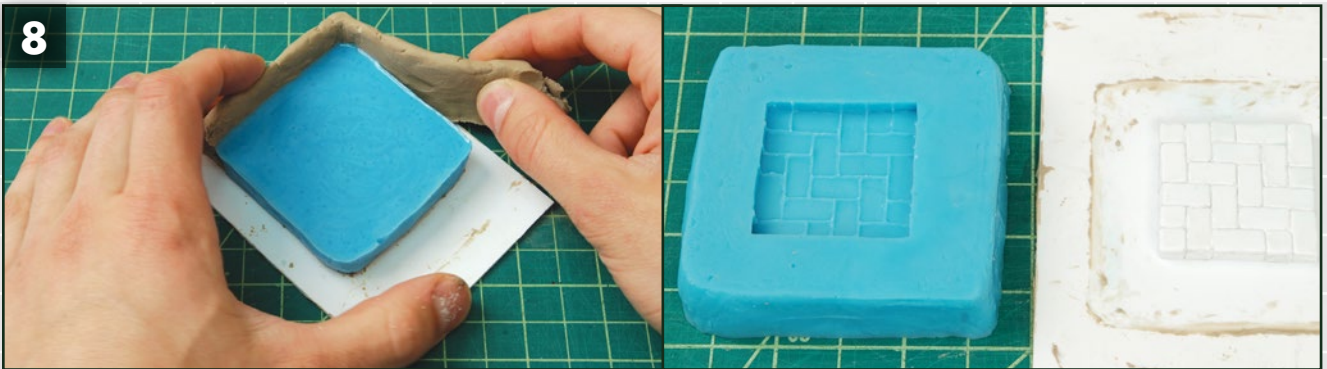
Step 6) Slowly pour the mixed RTV silicone into the mold you've made. The slower you do this the better. This gives less opportunity for air to get trapped in any crevasses. You want to fully cover the piece with roughly a half inch of silicone.

A NOTE ON VACUUM CHAMBERS.

To achieve the best results, use a vacuum chamber to degas the silicone. However, vacuum chambers are rather pricey and not strictly necessary, so I've made this mold without one. What a vacuum chamber does is assist in degassing the mold. That means sucking all the air bubbles out of the silicone while it's solidifying so there are no bubbles obscuring important details. However, you can still get excellent results without a vacuum chamber.



Step 7) Use a needle tool to gently poke all the corners to release any trapped air.



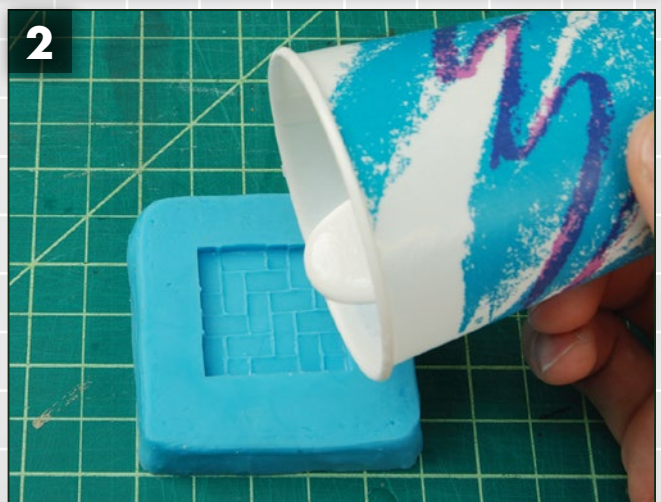
Step 8) Wait the appropriate amount of time for the silicone to fully cure (check the packaging of your RTV silicone). Damp or cold environments slow the process considerably. Conversely, hot and dry climates will speed up the process. Some people place their curing molds in front of heaters or ovens. If you do this, don't let the mold get hot enough to melt the plastic components! After the mold is fully cured, remove the walls and gently peel the mold away from the original.

CASTING

Congratulations, you've made it to the easy part. Let's make some blocks!



Step 1) Mix your plaster by adding small amounts of plaster into the water, stirring thoroughly each time. You want the consistency to be somewhere around melted ice cream. You don't need to be nearly as precise here as when mixing the silicone.



Step 2) Slowly pour the plaster into the mold.



Step 3) Somewhat forcibly, tap and jostle the sides of the mold to knock any air bubbles free. You should see bubbles rising to the surface. If you spilled any plaster, refill the mold. Wipe away the excess plaster with a craft stick so the surface is flat and wait for the piece to fully cure.



CONCLUSION

Now you have as much brick flooring as you need. The opportunities for a tool like this are incalculable. You can cast up wall sections, wood paneling, single large bricks; the possibilities are endless. To give you some ideas, here's how we used the finished blocks created in this tutorial.





LOCK & LOAD 2013

Privateer Press will be holding the third annual Lock & Load GameFest May 31 – June 2 in Seattle, Washington! Full event details can be found at www.pplockandload.com, but here's a preview of what to expect.

This year's Lock & Load expands to take over a second floor in celebration of WARMACHINE's 10th anniversary! That's two huge floors filled to the brim with seminars, events, open-gaming space, and WARMACHINE and HORDES tournaments! Fuel the fires of fierce competition with Lock & Load Masters and the ever-popular Hardcore tournament, then team up with your most trusted ally for the team tournament. For those that prefer a more casual style of play, Iron Arena offers open tables every second the gaming hall is open. So find an opponent, pick a table, and throw down! You may even come across a Privateer Press staff member looking for a game.

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

When the tournaments wrap up and the seminars are done for the day, the fun is just getting started. Following its tremendous popularity at the first Lock & Load GameFest, the Iron Painter Showdown will return to test the fortitude and skill of even the most veteran of speed painters. Get your first look at some of the great new games releasing in 2013, join the crowd for a lively staff panel, and show us your painting savvy in the Lock & Load painting competition.

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

WWW.PPLOCKANDLOAD.COM

PRIVATEER PRESS' LOCK & LOAD FORMULA P3 GRANDMASTER PAINTING COMPETITION



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THE CATEGORIES AND PRIZES

Single Miniature

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

1st Place Prize: \$200 US

Group

Units, battlegroups, dioramas (5+ figures).

1st Place Prize: \$200 US

Large Miniature

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

1st Place Prize: \$200 US

Grandmaster

Selected from the winners of the above categories.

Grand Prize: \$300 US

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

Judge's Choice

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

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

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

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

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

2012 Lock & Load
Overall Winner



HOW TO ENTER

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

RULES

- All entries must be Privateer Press miniatures. Conversions and scratch-building is allowed but must fall within the scope and atmosphere of the Iron Kingdoms game. Resin bases and hobby miniature terrain accessories, including but not limited to brass etched parts, resin columns, grass tufts, flock, and pre-made trees made by third party companies who do not market and/or promote table top miniature games are allowed. Entries containing terrain/accessories from other miniature gaming companies will result in a disqualification.
- All entries must be modeled and painted by the person entering. The person entering must personally hand in the entry at the specified time. Entries must also be collected from the display case at the specified time. Any entries not collected by the end of the show automatically become the property of Privateer Press.
- All entries must be accompanied by the appropriate entry form. The form must be filled out correctly and clearly. Competitors will be issued a numbered ticket when they hand in their miniatures. In order to collect their entry at the end of the show, competitors must present this ticket and a valid ID in person.
- Competitors can enter each category only once. However, competitors can enter as many of the categories as they choose.
- While every care possible will be taken with the entries, Privateer Press will not be responsible for any damage or loss that might occur while the miniatures are in their care.
- Privateer Press has the right to photograph the competition entries and to publish photographs on the web or in print.
- Privateer Press reserves the right to refuse entry to any competitor with or without cause. Privateer Press staff and family are not eligible to enter.
- Cash winnings are subject to all state, local, and federal laws. Winnings will be paid in US Dollars with a US check.
- The judges' decisions are final in all cases.
- For full contest rules, go to: <http://privateerpress.com/lock-and-load-contest-rules>.

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PLAYER GALLERY

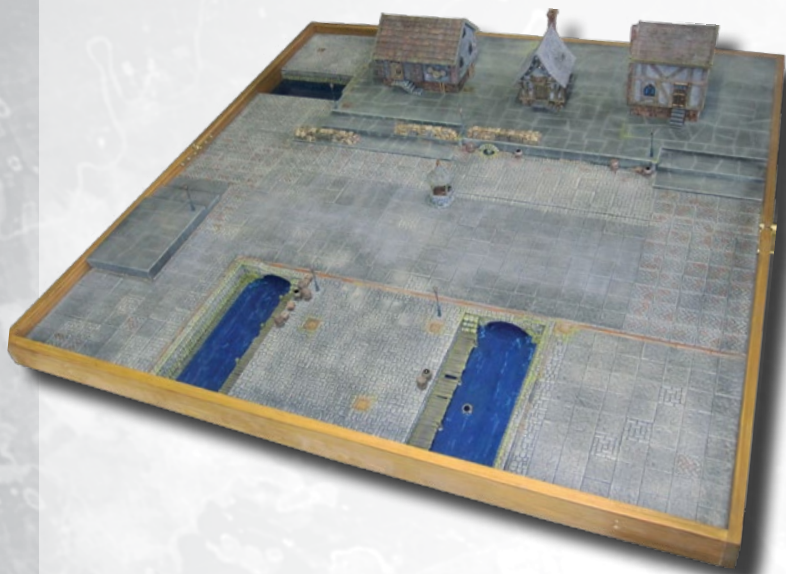
WARMACHINE WEEKEND Master Craftsman

Shown here is Chris Suhre's fantastic Trollkin army, which captured Master Craftsman honors at WARMACHINE Weekend. The detail he achieved on his trolls is simply mind-blowing and is shown to incredible effect on the hulking Mountain King.



GAMING ON THE GO!

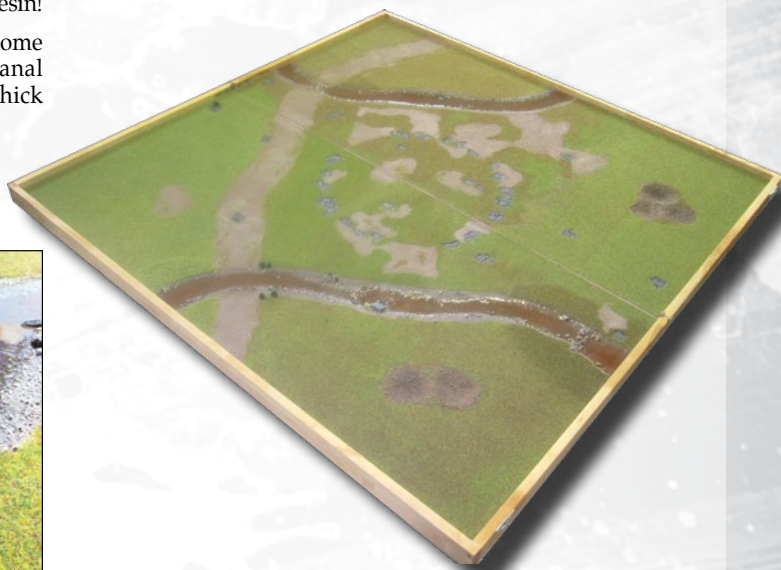
Jani Parkkari, also known as PG Pake, is a gamer on the go. In order to facilitate his mobile wargaming habits, he built two awesome portable WARMACHINE boards. Jani explains how he built these stunning terrain tables below.



I built the portable tables because I've always wanted one, and I just like building things. For the dock table, I started by making the frame and adding hinges. Then I added a layer of 1" blue insulation foam and cut holes for the canals. Next, I added a few layers of the same foam for variety and to create elevated areas.

The large stone areas were created from cardboard cut to appropriate shapes, followed by a layer of PVA glue and a coat of black acrylic paint. The brickwork is made from 1" x 1" and 1.5" x 1.5" resin pieces that I cast myself, using almost three kilos of resin!

For the final details, I painted the stonework, added some moss effects, and the water for the canals. I painted the canal bottoms with blue water effects and then added a 0.5" thick layer of clear epoxy.



The grass field table was created the same way as the dock table, but instead of adding stonework I just flocked it the traditional way. The rivers were created with help from the great "Creating Water Features" tutorial from *No Quarter* #27.

THE ARMORY



This edition of the Armory features templates for spells found in the *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*.

EARTHSPLITTER



INFERNO



These templates represent specific spells from the *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*. Feel free to photocopy them for your next game.

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