

Privateer Press



# NO QUARTER™

ISSUE N° 47  
Mar. 2013



## A TIME FOR WAR

THE FIRST PREVIEWS FOR THE NEXT  
WARMACHINE EXPANSION BOOK!



## CONVERGENCE OF CYRISS

CONCEPTING THE NEW WARMACHINE FACTION

## THE EXPEDITION BEGINS

A SKULL ISLAND EXPEDITIONS EXCERPT

## WAR FOR FUN AND PROFIT

THE STEELHEADS IN GUTS & GEARS





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PREVIEWS CO. WHILE SUPPLIES LAST.



## ON THE COVER

Tactical Arcanist Corps by Néstor Ossandón

## TEAM PRIVATEER PRESS

This February at TempleCon there were many exciting Privateer Press events and announcements but perhaps none so shocking and unexpected than what you see here. Creative Director Ed Bourelle, Marketing Manager Lyle Lowery, and Director of Business Development Will Shick formed Team Privateer Press to compete in the three-man team tournament. They braved possible (and almost certain) humiliation and their teammates' disparate playing styles to . . . well, get their butts handed to them by the highly skilled attendees of TempleCon. We really didn't expect anything less.



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Gavyn Kyle: Drake MacBain

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# CONVERGE AND CONQUER

To say there are exciting things on the horizon for WARMACHINE would be a bit of an understatement. There are flat-out stupendous, mind-bogglingly awesome things on the way for WARMACHINE, and we're going to give you a glimpse of some of them in this issue of *No Quarter*.

Those of you who attended the Privateer Press' keynote presentation at TempleCon in February or tuned in to the live streaming broadcast are certainly aware that a new WARMACHINE faction was revealed: the Convergence of Cyriss. In "The Convergence Begins," *No Quarter* #47 offers you an advance look at the concept art for some of the warcasters, vectors (Convergence warjacks), and troops for the new faction as well as the design team's aesthetic goals for Convergence.

Also in this issue, WARMACHINE players will get the first previews of models from the next WARMACHINE expansion book. We're going to give you the full details on five of the new models, including the Khador Greylord Outriders, Cygnar Tempest Blazers, and the Retribution Mage Hunter Infiltrators.

Although WARMACHINE certainly takes center stage in this issue, there's still great content for the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*. In Foundry, Forge & Crucible you'll find a trove of new mechanika firearms, each with a compelling history that can easily serve as the basis for an adventure or an entire campaign. On top of that, the *Monsternomicon & Beyond* takes three classic HORDES warbeasts—the argus, gorax, and troll—and re-imagines them for the RPG.

*No Quarter* #47 is only the tip of the iceberg. In the issues to come we'll be revealing more about the Convergence of Cyriss (including full model previews) and the next WARMACHINE expansion. So stay tuned; it's going to be quite a ride from here on out.

**Aeryn Rudel**   
Editor-in-Chief



WARMACHINE Model Previews

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# NEWS FROM THE FRONT

## TEMPLECON 2013

By Lyle Lowery



The 2013 convention season kicked off with TempleCon in Rhode Island, and it started with a bang! One of the most popular events was the Privateer Press 2013 Keynote, where some of the exciting releases for 2013 were revealed. Hundreds of WARMACHINE and HORDES players packed the event area and roared their approval at the unveiling of the new WARMACHINE faction Convergence of Cyriss; *WARMACHINE: High Command* and *HORDES: High Command*; *LEVEL 7 [OMEGA PROTOCOL]*; and *Iron Gauntlet: The WARMACHINE & HORDES World Championship*. If you missed the presentation, check it out at [www.privateerpress.com/videos](http://www.privateerpress.com/videos). Once the opening ceremonies were complete, it was time to jump into some WARMACHINE and HORDES gaming!

TempleCon boasts one of the largest WARMACHINE and HORDES gatherings in the world, and this year was no exception. Players from across the globe packed the convention halls to play casual Iron Arena games or fiercely contested tournaments. The tournament action started with the Team Tournament, where Team Privateer Press made a special appearance. The Privateer Press crew rarely gets an opportunity to participate in tournaments such as these, so it was a rare treat for us! Team Privateer Press gave as good as it got, but ultimately the Pilates Griffon team of Colin Hill, Marc Taylor, and Nik Preece emerged as champions. After the Team Tournament the competitive play continued, with Jeremy Lee leading his Protectorate of Menoth forces to first place in the Warcaster's Dilemma Tournament and Keith Christianson commanding Cryx to win the Standard Issue Tournament.

The debut Hardcore 2013 event featured an array of armies that were both ruthlessly efficient and fantastically painted. Press Ganger Eric Liu exemplified the painting aspect of Hardcore with the incredible Cryx army he brought all the way from Dubai. With one of the most beautiful armies to ever grace the battlefield, it's no wonder this army won Eric the Master Craftsman award! Zach Glick's Mercenaries claimed the Mage Hunter title, an award given to the player who destroys the least amount of enemy models en route to an assassination victory. In the end, it was Chuck Elswick and Tom Hoffmann battling in an all-Khador slugfest for the Vanquisher award. Tom Hoffmann won a tough match, and the Executioner award, for causing the most destruction en route to his tournament victory!



### Tom Hoffmann's Hardcore List

#### *Mad Dogs of War: Tier 3*

Model	Cost
Kommander Orsus Zoktavir	+6 warjack pts.
Marauder	7
Doom Reavers x7	35
Greylord Escort	2
Fenris	5
Yuri the Axe	3
Manhunter x2	4
<b>TOTAL</b>	<b>50</b>

### Michael Puryear's Masters List

Model	Cost
The Harbinger of Menoth	+5 warjack pts.
Devout	5
Reckoner	8
Redeemer	6
Repenter	4
Choir of Menoth (4)	2
Exemplar Errants (10)	8
Exemplar Errant Officer and Standard	2
Visgoth Juviah Rhoven & Honor Guard	4
Vessel of Judgment	9
The Covenant of Menoth	2
Vassal of Menoth	2
Rhupert Carvolo, Piper of Ord	2
Wrack	1
<b>TOTAL</b>	<b>50</b>

TempleCon's WARMACHINE and HORDES tournaments concluded with the prestigious Masters tournament. A veteran of the elite tournament circuit, Jake Van Meter and his ever-present Legion of Everblight army faced off against relative tournament newcomer Michael Puryear's Protectorate of Menoth list. In the end, Michael's Harbinger of Menoth-led army outraced the death clock and claimed victory by scenario. Congratulations, Michael!



### Jake Van Meter's Masters list

#### *Machinations of Shadow: Tier 4*

Model	Cost
Vayl, Consul of Everblight	+6 warbeast pts.
Angelius x2	16
Ravagore x2	18
Scythean	8
Harrier	2
Blighted Nyss Legionnaires (10)	6
Spawning Vessel (6)	3
Blighted Nyss Shepherd x2	2
Spell Martyr	1
<b>TOTAL</b>	<b>50</b>

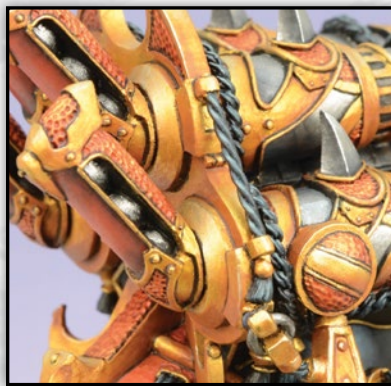
TempleCon's festivities provided lots of new information on upcoming Privateer Press games and got the ten-year anniversary of WARMACHINE off to a great start. If TempleCon was any indication, it's going to be a spectacular year!

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

Tell us about it at: [submissions@privateerpress.com](mailto:submissions@privateerpress.com)

# NEW RELEASES

MAMMOTH GARGANTUAN  
GAME: HORDES/SKORNE  
SCULPTOR: SEAN BULLOUGH &  
JASON HENDRICKS  
PAINTER: MEG MAPLES  
RELEASE: APRIL  
PIP 74066 • \$134.99







**HORDES: GARGANTUANS**

**ARM YOURSELF WITH WEAPONS OF MONSTROUS DESTRUCTION!**

At their most desperate hour, the proud trollkin kriels set out to awaken the legendary mountain kings—ancient monsters of unimaginable size and power. Wurmwood, however, has its own designs on the slumbering beasts and plots to turn them on civilization. Meanwhile, the Skorne Empire seeks retribution against an ancient foe, and Everblight works to perfect his most terrifying dragonspawn yet.

**PIP 1051 • \$34.99 (SOFTCOVER)**

**PIP 1052 • \$44.99 (HARDCOVER)**



**MORVAHNA THE DAWNShadow**  
 GAME: HORDES/CIRCLEORBOROS  
 SCULPTOR: JULIE GUTHRIE  
 PAINTER: MEG MAPLES  
 RELEASE: MARCH  
 PIP 72069 • \$29.99



**MIDAS**  
 GAME: HORDES/MINIONS  
 SCULPTOR: STEVE SAUNDERS  
 PAINTER: MEG MAPLES  
 RELEASE: MARCH  
 PIP 75044 • \$16.99

# NEW RELEASES

TEMPEST BLAZERS  
GAME: WARMACHINE/CYGNAR  
SCULPTOR: TODD HARRIS  
PAINTER: MATT DIPIETRO  
RELEASE: MARCH  
PIP 31077 • \$59.99



CATAPHRACT INCINDIARII  
GAME: HORDES/SKORNE  
SCULPTOR: TODD HARRIS  
PAINTER: MEG MAPLES  
RELEASE: MARCH  
PIP 74074 • \$49.99





IRON KINGDOMS FULL METAL FANTASY  
 GAME MASTER TOOL KIT  
 RELEASE: APRIL  
 PIP 409 • \$27.99



MAKEDA & THE EXALTED COURT  
 GAME: HORDES/SKORNE  
 SCULPTOR: STEVE SAUNDERS  
 PAINTER: MATT DIPIETRO  
 RELEASE: APRIL  
 PIP 74071 • \$29.99



HUNTERS GRIM  
 GAME: HORDES/TROLLBLOODS  
 SCULPTOR: BRIAN DUGAS  
 PAINTER: MATT DIPIETRO  
 RELEASE: APRIL  
 PIP 71070 • \$39.99

# NEW RELEASES



## CATAPHRACT CETRATI (PLASTIC) (RESCULPT)

GAME: HORDES/SKORNE  
SCULPTOR: TODD HARRIS  
PAINTER: MATT DIPIETRO  
RELEASE: APRIL  
PIP 74069 • \$54.99

## WINTER GUARD RIFLE CORPS (PLASTIC) (RESCULPT)

GAME: WARMACHINE/KHADOR  
SCULPTOR: TODD HARRIS  
PAINTER: MATT DIPIETRO  
RELEASE: APRIL  
PIP 33096 • \$49.99



**GREYLORD OUTRIDERS**  
GAME: WARMACHINE/KHADOR  
SCULPTOR: TODD HARRIS  
PAINTER: MATT DIPIETRO  
RELEASE: APRIL  
PIP 33076 • \$59.99



**MAGE HUNTER INFILTRATORS**  
GAME: WARMACHINE/RETRIBUTION OF SCYRAH  
SCULPTOR: PATRICK KEITH  
PAINTER: MEG MAPLES  
RELEASE: APRIL  
PIP 35051 • \$49.99



# PREVIEWS

By Jack Coleman, Lyle Lowery, and Aeryn Rudel

Art by Roberto Cirillo, Néstor Ossandón, and Chris Walton

The next WARMACHINE expansion is in the works, and it is loaded with models that add to the game in new and exciting ways. Although the book releases later in the year, we're going to be revealing some of the awesome new warcasters, warjacks, units, and solos within it, starting with this issue and continuing throughout the year.

In this first preview we'll start you off with a look at two new cavalry units: the spell-slinging Cygnaran Tempest Blazers and the frost-wielding Khadoran Grey Lord Outriders. Then we'll show you the latest addition to the deadly Retribution Mage Hunters, the Infiltrators; the arcane powerhouses known as the Rhulic Tactical Arcanists Corps; and the Protectorate of Menoth's first 'Jack Marshal, the Exemplar Bastion Seneschal.



# TEMPEST BLAZERS

## CYGNAR ARCANES TEMPEST LIGHT CAVALRY UNIT



### TACTICAL TIP

**ELECTRO LEAP** – The lightning will still arc to a model with Immunity: Electricity; it just cannot damage that model. Damage from Electro Leap is not considered to have been caused by a hit or by a melee or ranged attack.

### Tempest Blazers

Tempest Blazers are the cavalry of the Militant Order of the Arcane Tempest. From atop their mounts these pistol-attuned sorcerer-soldiers harry enemy formations with arcane firepower. Even at full gallop Tempest Blazers wield their magelock pistols with deadly accuracy and imbue their rune bullets with supernatural lethality to penetrate magical protections and wards.

### Using Tempest Blazers

Tempest Blazers bring a new level of maneuverability to the Cygnaran army. Light cavalry movement and Pathfinder allow the Tempest Blazers to take full advantage of faction spells like Snipe and Blur to harry enemies with little fear of retaliation.

### LEADER & GRUNTS

Gunfighter

Pathfinder

**Attack Type** – Each time this model makes a normal ranged attack, choose one of the following abilities:

- **Brutal Damage** – Gain an additional die on this weapon's damage rolls.
- **Blessed** – When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.
- **Electro Leap** – When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll .

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
9	4	5	7	15	13	8	

MAGELOCK PISTOL			
RNG	ROF	AOE	POW
12	1	–	10

MOUNT	
POW	
10	

<b>DAMAGE</b>	<b>5 EACH</b>
<b>FIELD ALLOWANCE</b>	<b>1</b>
<b>LEADER &amp; 2 GRUNTS</b>	<b>6</b>
<b>LEADER &amp; 4 GRUNTS</b>	<b>10</b>
<b>LARGE BASE</b>	

### MAGELOCK PISTOL

Magical Weapon

With magical ranged weapons and multiple attack types, this unit is well equipped to deal with a variety of situations. Use Brutal Damage to deal with high-ARM, multi-wound targets and Blessed to bypass powerful defensive spells like Defenders Ward and Iron Flesh. Electro Leap is the most versatile tool at the Tempest Blazers disposal, allowing them to eliminate targets that are not targetable by ranged attacks or even within LOS. With these tools, the Tempest Blazers act as a scalpel, cutting away vital elements of your opponent's forces with precision and alacrity.





# GREYLORD OUTRIDERS

## KHADOR LIGHT CAVALRY UNIT

### LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
9	5	5	4	13	15	9



#### RUNE AXE

POW	P+S
5	10



#### MOUNT

POW
10

**DAMAGE** 5 EACH

**FIELD ALLOWANCE** 1

**LEADER & 2 GRUNTS** 6

**LEADER & 4 GRUNTS** 9

**MEDIUM BASE**

### LEADER & GRUNTS

Immunity: Cold

Pathfinder

Magic Ability [6]

• **Frostbite (★Attack)** – Frostbite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll .

• **Winter's Wind (★Action)** – RNG 5. Target friendly Faction model with Immunity: Cold . When an enemy model without Immunity: Cold ends its activation within 2" of the target model, the enemy

model becomes stationary for one round. Winter's Wind lasts for one round.

**Snow-Wreathed** – This model always has concealment.

#### RUNE AXE

Magical Weapon

### TACTICAL TIP

**MAGIC ABILITY** – Performing a Magic Ability special action or special attack counts as casting a spell.

The very nature of Frostbite as a spell and a spray allows Outriders to ignore Stealth, concealment, cover, the target-in-melee penalty, Incorporeal, Shield Guard, and several defensive spells. The Outriders mobility allows them to capitalize further on these benefits. Winter's Wind is a great control spell that really shines in Steamroller. With proper placement, you can use the scenario to put your opponent between a rock and a very cold place.

## Grey Lord Outriders

Some Grey Lord neophytes with the proper aptitude are chosen to serve as outriders and act as messengers and scouts for the order. When called to action, these young mounted Grey Lords race across the battlefield to unleash devastating spells on Khador's foes. They wield the icy winds of the north to protect the Motherland's forces and cripple any who oppose her. Wherever they ride, winter follows.

### Using Grey Lord Outriders

Grey Lord Outriders are the first cavalry unit with Magic Ability, and like other Grey Lord models, the Outriders have a solid mix of offense and defensive utility. The concealment granted by Snow-Wreathed allows Outriders the freedom to maneuver without relying on terrain for safety. This is especially potent when combined with Iron Flesh for DEF 18 against ranged and magical attacks.





# EXEMPLAR BASTION SENESCHAL

## PROTECTORATE SOLO



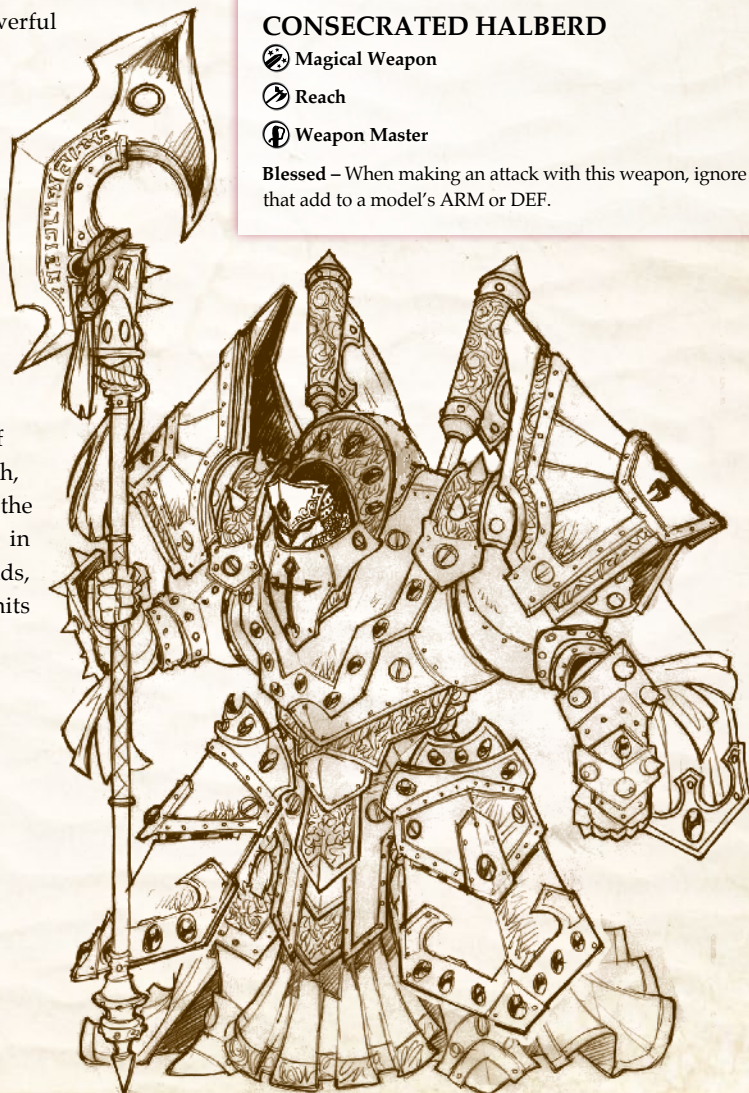
### Exemplar Bastion Seneschal

Such is the power of faith in an Exemplar bastion seneschal that his presence allows brother bastions to endure impossible punishment while firmly holding the line against the Creator's enemies. Exemplar bastion seneschals are uniquely entrusted with the command of the Protectorate's warjacks in support of their fellow Exemplar knights, joining the power of those machines to the bastions' unbreakable wall.

### Using the Exemplar Bastion Seneschal

The Exemplar Bastion Seneschal brings a lot to the table. His Leadership ability synergizes perfectly with the Sanguine Bond of the Exemplar Bastions, keeping them in the fight for turn after turn. He is also an excellent melee solo on his own, with an exceptionally accurate and powerful Defensive Strike.

However, the most important thing the Exemplar Bastion Seneschal brings to the Protectorate of Menoth is 'Jack Marshal. With support from the Choir of Menoth, Vassal of Menoth, and Reclaimers, the Bastion Seneschal's warjacks are capable of performing just as well as any warjack in a battlegroup without taxing the resources of the warcaster. If that is not enough, the Bastion Seneschal is also the most survivable 'Jack Marshal in WARMACHINE with 8 wounds, high-ARM, and the ability to pass hits off to his warjacks with Iron Wall.



#### SENESCHAL

- ☉ Jack Marshal
- ☉ Commander
- ☉ Fearless

**Defensive Strike** – Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.

**Iron Wall** – This model gains +2 ARM for each warjack it controls B2B with it. When this model is directly hit by an enemy ranged or magic attack, you can choose to have one of those warjacks become the target and automatically be hit by the attack instead.

**Leadership [Exemplar Bastions]** – Friendly Exemplar Bastion models heal 1 damage point when they begin an activation in this model's command range.

#### CONSECRATED HALBERD

- ☉ Magical Weapon
- ☉ Reach
- ☉ Weapon Master

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

SENESCHAL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	7	8	4	11	16	10

CONSECRATED HALBERD	
POW	P+S
5	12

<b>DAMAGE</b>	<b>8</b>
<b>FIELD ALLOWANCE</b>	<b>2</b>
<b>POINT COST</b>	<b>3</b>
<b>MEDIUM</b>	



# MAGE HUNTER INFILTRATORS

## RETRIBUTION UNIT

### LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	6	4	14	11	9



### BLADES

POW	P+S
3	9

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 5

LEADER & 9 GRUNTS 8

SMALL BASE

### LEADER & GRUNTS

Pathfinder

Stealth

**Arcane Assassin** – When making attacks, ignore focus points overboosting the target's Power Field and spell effects adding to its ARM or DEF.

**Gang** – When making a melee attack targeting an enemy

model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

### BLADES

**Mage Killer** – Gain an additional damage die on this weapon's damage rolls against models with Spellcaster or Magic Ability.

## Using Mage Hunter Infiltrators

With Arcane Assassin, Pathfinder, and Stealth, the Mage Hunter Infiltrators take full advantage of the standard Mage Hunter skill set. However, they up the ante with SPD 7, Gang, and two initial attacks. The Gang bonus in conjunction with Arcane Assassin and two initial attacks allows the Infiltrators to reliably eliminate enemy troopers and solos. Altogether, these abilities allow the Infiltrators to operate effectively with little need for additional support.

One other weapon in the Infiltrators arsenal is Mage Killer. The extra damage die against spellcasters and those with magic ability makes them a serious threat to your opponent's warcaster or warlock, allowing even two Infiltrators to do a considerable amount of damage.

## Mage Hunter Infiltrators

Mage hunter infiltrators specialize in hunting and killing enemy arcanists. At home in any environment, they take advantage of their surroundings to close on their target in silence, their blades slicing through arcane wards with practiced ease. From out of the darkness they strike, quickly and efficiently dispatching those whose very existence threatens Scyrah.



# TACTICAL ARCANIST CORPS

## MERCENARY RHULIC UNIT



### Tactical Arcanist Corps

The Tactical Arcanist Corps always work in threes. They undergo training and drilling together until they can meet and even exceed the exacting standards imposed by the Brand of Odom for Rhul's elite battle mages. They defend those they are contracted to protect with scorching salvos of arcane fire, incinerating those that challenge them.

### Using the Tactical Arcanist Corps

The Tactical Arcanist Corps are an adaptable unit with solid damage output and defensive utility. During the early game, position Tactical Arcanist Corps so they can block LOS to vital support models with Smoke Bombs and punish enemies who advance into your front line with Vortex of Flames. After the initial engagement, take advantage of Flame Burst and Battle Wizard by charging into enemies in close formation.

**Mercenaries** – These models will work for Cygnar and Khador.

#### LEADER & GRUNTS

**Immunity:** Fire

**Battle Wizard** – Once per turn, when this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.

**Magic Ability** [7]

- **Flame Blast (★Attack)** – Flame Blast is a RNG 10, AOE 3, POW 13 magic attack that causes fire damage . On a critical hit, models hit suffer the Fire continuous effect .
- **Smoke Bombs (★Action)** – Place a 3" AOE cloud effect in play. Its center point must be within 1" of this model. This AOE remains in play for one round.
- **Vortex of Flames (★Action)** – This model gains Righteous Flames for one round. (An enemy model that ends its activation within 2" of a model with Righteous Flames suffers the Fire continuous effect .)

#### THERMO MACE

**Flame Burst** – When this model boxes an enemy model with this weapon, enemy models within 1" of the boxed model suffer the Fire continuous effect .

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	6	4	11	16	9

THERMO MACE	
POW	P+S
7	13

<b>DAMAGE</b>	5
<b>FIELD ALLOWANCE</b>	2
<b>LEADER &amp; 2 GRUNTS</b>	4
<b>SMALL BASE</b>	

The Tactical Arcanist Corps also synergize particularly well with the Koldun Kapitan Valachev, who offers them some versatile mobility and access to Khador faction spells and effects.



# GOBBERS



BY ROB HAWKINS

One of the first projects I worked on for Privateer Press was the art for the *Infernal Contraption* card game, so I've always had a fondness for gobbers and their unique blend of cartoonish behavior and technical savvy. Now, I'm happy to share with you a few ways to convert miniatures from the WARMACHINE and HORDES ranges into gobber character archetypes for the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*.

These tutorials incorporate some sculpting to replace the arms and legs, but don't be too intimidated. Gobber anatomy is fairly non-standard, and you can get away with "noodle" arms if need be. Their musculature isn't particularly defined, so I'll show you some simple techniques to match the sculpting style of the models.

## GOBBER FIELD MECHANIK/SOLDIER

The obvious choice for a gobber mechanik/soldier is the Field Mechanik Bodger. The bodger's arms are mostly free to repose, he's holding a wrench, and he's even got military-style dog tags around his neck! The figure is almost perfect, but to equip it with a heavy pistol will require a little bit of work.



### Parts Needed

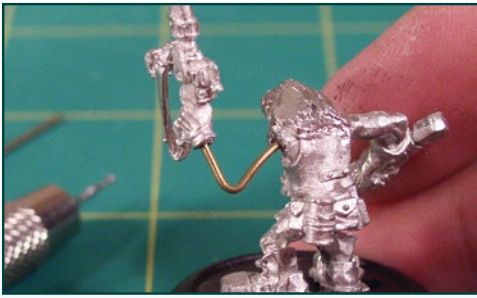
- Field Mechanik Goblin Bodger #2
- Trencher Commando Grunt #3 left arm (gun)
- Mk 2 Trenchers backpack

## STEP ONE



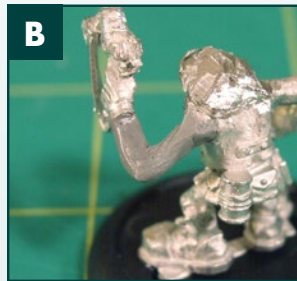
After cleaning the parts of mold lines and flash, remove the gobber's arm and hat with a pair of Formula P3 Clippers (the red-shaded portions in the photo). Take care not to cut away his ears, which are pointing down from under the hat. This will allow you to replace the left arm with a weapon and pose it however you like.

## STEP TWO



For the gun, I've selected a Trencher Commando carbine to serve as a heavy pistol, but you may want to use a different weapon. Using a Formula P3 Pin Vise with the .85-mm bit, drill into the hand and the shoulder where you removed the arm. Then, insert a length of brass rod. Use the opposite arm as a comparison for the length and for where the elbow bend should fall. When you're satisfied with the positioning, super-glue the parts in place.

## STEP THREE



- A) When the glue has set, it's time to sculpt the arm. Begin by pressing a roll of Formula P3 Modeling Putty around the wire armature. Smooth it out to eliminate the hotdog-bun effect shown in the circled area of the photo.
- B) Here you can see the arm smoothed out and starting to take shape. Remember to use a bit of lip balm to prevent the putty from sticking to your tools.
- C) Taper the wrist a little by slicing off some of the putty, working toward the model's hand. Don't worry about trying to make the wrist look like it can actually fit inside the glove; we'll be adding bulk to the glove in a later step.
- D) Next, use your sculpting tool to press some form into the upper arm. Use the model's right arm as a guide and notice how the shoulder and biceps are a little fuller with a recess between them.



- E) Press each side of the elbow to create a "pinch" and form the point of the elbow. Press lines into the putty lengthwise to make a slight indication of the forearm muscles. Remember, gobbers aren't supposed to be ripped!
- F) If things start to get out of hand (muscle folds too deep, elbow too pointy), just smooth over the surface to tone it down a little. The arm is finished. Let the putty cure completely before moving onto the next step so you don't accidentally ruin all your hard work!
- G) The Bodgers have big hands, but the Trencher Commandos have normal, human-sized hands. Consequently, this guy's left and right hands don't match in scale. However, that's not as big a problem as it seems.

## STEP FOUR



**A)** You can scale up any small hand by sculpting overtop of it. As with the arm, it's much easier than it sounds. Start by applying a "mitten" of putty over the metal hand.



**B)** With the spatula end of your sculpting tool, press the planes of the hand flat. These should be the back of the hand and three planes for each section of the fingers (don't worry about finger separations yet).



**C)** Using a pointer (the pointy tool in the sculpting set), press some lines into the back of the hand. The raised areas represent the tendons and act as the guides for the knuckles and fingers.

## STEP FIVE



**D)** To separate the fingers, press cuts into the finger planes. You're not actually trying to press and cut all the way through, just make the cuts deep enough to look like separate fingers.



**E)** Continue these cuts all the way around, and slice off any excess putty at the ends of the fingertips. Add a tiny sausage of putty for the thumb and gently press it into place. Smooth over the base of the thumb so it blends into the rest of the hand. Let the putty cure before moving on.



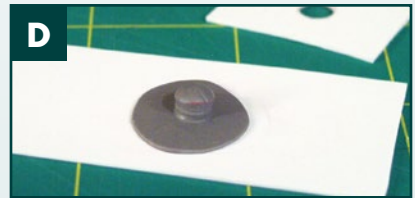
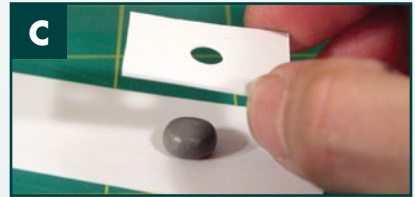
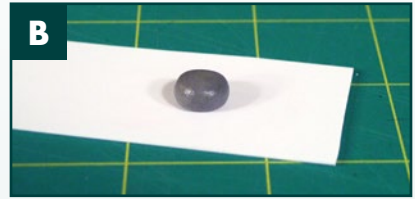
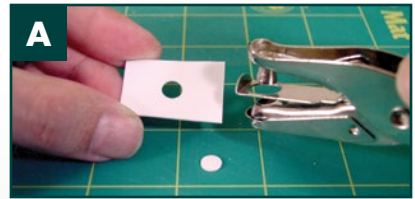
To fill out the cuff on the glove so it matches the opposite hand, add some putty around the wrist. Smooth it out so it seamlessly bends into the hand, then press a few folds into the glove.



## Hobby Tip: Making Tricorn Hats

I found there are many different styles of tricorn hats, but here's an easy way to make the simplest version.

- A) Use a hole-punch to pop out a hole in a piece of thick styrene card.
- B) Set a ball of putty about the size of a pea onto another piece of card. Smoothing over the card with some lip balm first will make the hat easier to remove.
- C) Lubricate the punched card so it doesn't stick and press it down over the modeling putty.
- D) The result will be a rough hat shape.
- E) Smooth the top of the hat a little to round it out, and slice away some of the excess putty around the edge. The brim of the hat should be about 5 mm from the center bump.
- F) Use your sculpting tool or a hobby knife to slice under and lift up the brim of the hat.
- G) Repeat this for each side to form a triangle, and the hat is finished! Let the putty sit for a few minutes so it begins to harden but not so it's fully cured. This will make it easier to handle but leave enough flex so you can press it onto the model's head.
- H) The tricorn hat fits perfectly over the little guy's head, droops down over his eyes, and covers all the rough spots where the old hat was removed. Just add his backpack and he's ready to paint!



## GOBBER CUTTHROAT/DUELIST

This is the simplest of the three conversions. Maulgrun Boldridge has the perfect pose for a duelist armed with a pistol. A simple head swap and arm replacement is all that's needed to turn this Rhulfolk miniature into a gobber not to be trifled with!



### Parts Needed

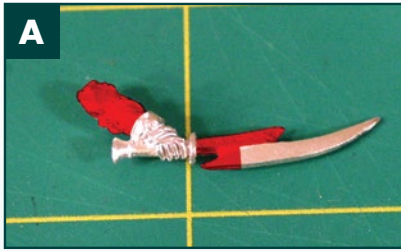
- Maulgrun Boldridge body
- Hex Hunters Grunt #3 sword
- Swamp Gobber Bellows Crew Gunner head

### STEP ONE



The red-shaded portions of this model need to be removed. The arm is easy enough to clip away, but the head will take a little work to get it without destroying the collar.

## STEP TWO



- A) Unless you want your duelist armed with a hex razor, some cutting is required to make the sword more mundane and appropriately sized for a gobber. Clip away the areas indicated in red.
- B) To ensure that the sword holds up to the rigors of gameplay, pin the parts together. The .55-mm P3 Pinning Expansion was made for tiny parts just like this.

## STEP THREE



Just as with the mechanic/soldier, attach the hand and build an armature using .85-mm brass rod. Glue the head in place so the model is looking along the length of the sword.

## STEP FOUR



- A) Depending on how cleanly you were able to remove Maulgrun's head, there may be a little gap-filling required around the neck and collar. In any case, since the gobber head is wearing goggles, the pair around his neck has to go. The easiest solution is to cover them up with a scarf. Roll out a bit of putty and pinch the ends. Stick this over the goggles.
- B) Press the putty into shape, smoothing out the sides and tucking the ends around his neck (they should appear to go inside his collar).
- C) Finish off the scarf by pressing a few folds into it. Any excess putty can be used to bulk out the sleeve. Let this all cure before moving on.

## STEP FIVE



The Hex Hunter's hand is much smaller than Maulgrun's, so you'll need to bulk it up, just like the carbine hand. Allow the hand to cure before working on the sleeve.

## STEP SIX



A) Form the putty around the arm and then smooth it out into a sleeve shape.



B) Use a broad tool to press some folds into the jacket sleeve.





C) Add some deeper folds with the blade of your sculpting tool.



D) To match the buckle on the opposite arm, press two lines into the sleeve to create the strap.



E) Push in the bottom of the strap so it appears the top "end" of the strap overlaps it.



F) Allow the sleeve to fully cure, then press a small square of putty onto the strap. Smooth out the sides of the buckle and use the tip of your sculpting tool to cut lines forming a smaller square in the center.



## GOBBER ALCHEMIST/THIEF

My inspiration for this model was a combination of Gorman di Wulfe and the alchemical bodger from *Infernal Contraption*. I wanted to stretch the limits and make this alchemist/thief really unique, so I took a fairly creative approach and chose models and parts that might not be immediately obvious when building a gobber. Gajan Vasco has a great pose, throwing open his tattered cloak, and I could imagine an array of knives and grenades underneath.



### Parts Needed

- Gajan Vasco
- Swamp Gobber Bellows Crew Gunner head
- Durgen Madhammer grenades

## STEP ONE



A) To pass as a gobber, Gajan needs to be considerably shorter. Clip out his legs, head, and cut the glove away from the arm. To make room for the grenades, clip off the pouch on his belt. If your character is equipped with a gun, you could leave the pistol, but for this conversion I'm turning the pistol holster into a sheathed dagger. Of course, if you can get Gajan's head off cleanly, save it for a future conversion.



B) Here's what the parts look like after cutting and cleaning.

## STEP TWO



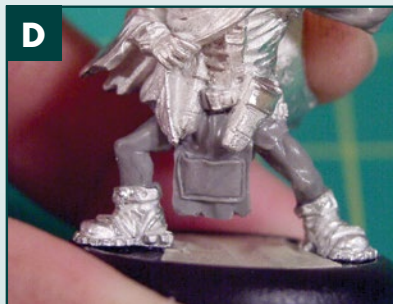
- A) Attach the feet and hand with a wire armature. Use needle-nose pliers to bend the parts and pose the model. The left hand is cocked back to throw a grenade.
- B) The head has a fair amount of sculpting to build up the gas mask, so you'll want to attach it to a separate dowel.

## STEP THREE



- A) Here's where everything you've learned from the two previous conversions comes together. Start by sculpting the legs.
- B) Once the legs cure add a layer of putty to form some shorts and sculpt the arm.

## STEP FOUR



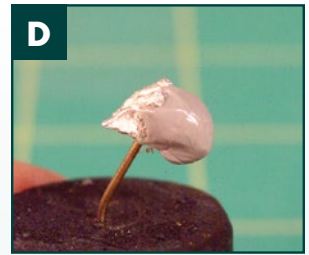
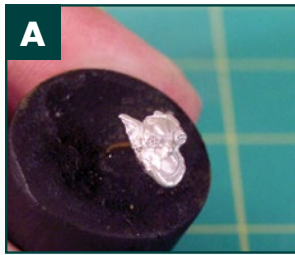
- A) Make the alchemist's apron by pressing a blob of putty into place.
- B) Smooth out the front of the apron, paying attention to how it connects under the belt and knife sheaths.
- C) Once the putty has hardened, slice the sides with sharp hobby knife to shape the apron. Add some nicks to the bottom.
- D) Make a pocket by adding a rectangle of putty. Smooth the surface and press down on the top to create the illusion of an open pocket. Cut lines along the sides and bottom to simulate the seams.

## STEP FIVE



Add a small sausage of putty for the knife hilt. Press it square and cut a line to indicate the end cap. Separate Madhammer's grenades and glue two on the gobber's belt and one in his hand.

## STEP SIX

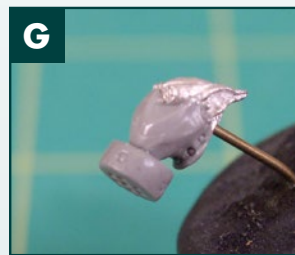


A) To make the gas mask, start by clipping the corners of the gobber's mouth.

B) Apply a cone of putty over his mouth and press in some recesses below the goggles.

C) Pinch the tip to bring the mask to a uniform point.

D) Smooth over any fingerprints and give the nose cone a downward turn. If you try to work the putty on the bottom, you risk pulling it away from the gobber's face, so let the putty cure at this point.



E) Once cured, use a knife to cut away the excess putty on the bottom of the mask.

F) Add more putty to the underside and smooth it up onto the top half. Create a collar and use a mechanical pencil with no lead to press rivets into the collar.

G) For the mask filter, make a cylinder about 5 mm wide and 3 mm thick on a piece of card. Press rivets around the perimeter and use a pointer tool to poke holes in the top.

H) Once all the putty has cured, cut the tip of the nose cone flat and super glue the filter to the mask. All that remains is to clip the wire and attach the head to the model!

## CONCLUSION

I hope these tutorials have inspired you to create miniatures for your own *Iron Kingdoms Full Metal Fantasy Roleplaying Game* characters. Don't be afraid to try out new techniques like sculpting, and remember, gobber characters don't always need to be converted from gobber models, so scour the online store for your parts. You just might find something that will inspire a conversion you had never considered!

'Til next time!





## GUTS & GEARS

# STEEL

BY AERYN RUDEL • ART BY EMRAH ELMLASI, JOHAN GRENIER, ANDREA UDERZO, AND CHRIS WALTON

The Steelheads Mercenary Company is currently the largest, most widespread, and most financially successful mercenary company in western Immoren. With chapter houses in most major cities, it provides a well-trained, well-equipped fighting force to anyone with enough coin to secure its services. As such, the Steelheads have become a mainstay in the conflicts both great and small that have consumed the Iron Kingdoms over the past two centuries.

The success of the Steelheads is due in large part to a set of consistent standards and regulations adopted by the company at its founding. These standards instill the Steelheads with discipline generally found only in the state militaries of the Iron Kingdoms. In addition, standardized gear, tactics, codes of conduct, pay, and rank structure all ensure a client can rely on both the quality and reliability of hired Steelhead troops.

## History

Founded in Berck in 409 AR, the Steelheads were born from the experience and entrepreneurial ingenuity of five Ordric army veterans. Each of these founders brought a high level of expertise, leadership, and experience to the venture, and their combined knowledge formed a near-perfect foundation upon which to build a premier mercenary company.

The founders of the Steelheads saw an opportunity to become both powerful and wealthy by changing the way mercenary companies operated and supplied troops. First, they planned to establish independent chapters all across the Iron Kingdoms, allowing them to provide troops to nearly any nation quickly and efficiently. Second, Steelhead troops would not be specialists, as was common for mercenary companies of the day. Instead, they would be flexible and adaptable, with the ability to fight capably in nearly any battlefield situation, easily meshing with client forces.

Colonel Francar Ubaldo is considered the most influential of the six founders. A notable military tactician, Colonel Ubaldo had served in the Ordric Army for over three decades before retiring with considerable personal wealth. Retired Ordric captains Ranal Cravo and Baleus Lasca, both of whom had served beneath Ubaldo, were invited to join the colonel in this new endeavor. Ubaldo also brought in former Lieutenant Ambro Barga, a gifted military logistician, and the Cygnaran-born Dextrel Calvirt, a mercenary captain whom Ubaldo had relied upon in the past. Llaeese-born Hamyl di Rynar, the final founder, was the only member without a significant military career.

Colonel Ubaldo adopted a combined-arms approach to the company's structure, identifying a select number of troop types with wide battlefield applications. The Steelhead founders believed they could meet the needs of nearly any client by focusing on three basic kinds of troops: heavy infantry, a rifle corps, and heavy cavalry.

Within a few years of their founding the Steelheads had amassed a sizable number of soldiers, recruiting many Ordric veterans who had once served under Ubaldo. In addition, they aggressively recruited active mercenaries from rival companies, including those in Cygnar and Llael, promising—and delivering—more reliable work and better accommodations. As Colonel Ubaldo had predicted, a well-trained, well-equipped, and highly flexible mercenary force was exceedingly attractive to the nations of the Iron Kingdoms.

Although the years preceding the founding of the Steelheads contained few large-scale or protracted military clashes between nations, skirmishes between Khador and Cygnar were common, and both nations used mercenaries to strengthen their borders. Cygnar was the first client to make regular use of the Steelheads, but the founders felt they were in danger of becoming too reliant on the coin of a single kingdom. Establishing relations with Khador was difficult due to the “cooling off” period required of mercenaries, which mandated specific, often lengthy stretches of time before soldiers for hire could work for a former client's enemies.

Colonel Ubaldo and the other Steelhead founders found an innovative way around this legal obstacle that also ensured the continual growth of the company: the Steelheads would expand into cities beyond Berck, forming chapter

# STEELHEADS

He came from a wealthy noble family, however, and his personal fortune provided the funds necessary to get the Steelhead Mercenary Company off the ground.

Based on their past military experiences the founders set out to construct a mercenary force that in many ways more closely emulated the standing national armies of the Iron Kingdoms. To achieve this, their company would need an unprecedented level of equipment and training standardization.

houses to act as autonomous companies only tenuously connected to the Founding House. These chapter houses would be free to accept work in the name of the Steelheads, but because they were ostensibly independent entities they could accept contracts from clients even if those clients' enemies had retained the services of another chapter house. This, of course, meant that Steelhead troops could and likely would end up fighting one another, but this was seen as a small price to pay for increased growth and profits. The legal standing of these methods would be challenged but ultimately upheld.

Each of the early chapter houses was started by one of the founders. Colonel Ubaldo remained in Berck, but the others set up chapter houses in Caspia (421 AR), Korsk (421 AR), Merywyn (422 AR), Tarna (422 AR), and Corvis (423 AR). These new chapter houses grew quickly and were soon as large as the Founding House. Over the next fifty years, chapters sprang up in other cities, and by the time Khador invaded Ord in 464 AR the Steelheads were one of the largest mercenary companies in western Immoren.

The Second Expansion War (464–468 AR) between Khador and Ord was the first major conflict in which the Steelheads played a significant role. They served both sides: the Founding House in Berck supplied troops to the Ordic Army while the prosperous Korsk chapter house bolstered the Khadoran forces. By the time peace was declared, the Steelheads had supplied nearly 1,000 men to both nations, and their coffers had swelled dramatically with Ordic and Khadoran gold. The profits from the war allowed the Steelheads to expand even further, and in the years following the war, new chapter houses appeared in over a dozen cities. By then leadership of the company had shifted from the founders to a board of trustees, which first consisted of the founders' descendants and later expanded to include appointees as well as those who had run branch houses or invested in the company.

The next few decades were incredibly lucrative. In 482 AR the Steelheads accepted a contract from the Cygnaran crown to provide aid in quelling the Menite revolt led by Visgoth Sulon. Only a year later, the Steelheads fought on both sides of the Coin War (483–484 AR), a proxy war between Khador and Llael. The Coin War was significant in the history of the Steelheads because the demand for troops was so great that multiple chapter houses were required to contribute men in order to execute the contract on both sides. Additionally, this conflict cemented a longstanding relationship between the Steelheads and the kingdom of Llael, whose reliance on mercenary troops would continue to grow.

When the sixth century began, Steelheads had become a common sight on the battlefields of the Iron Kingdoms, and they had standing contracts with Ord, Llael, Cygnar, and Khador. In 558 AR the board of trustees gained a significant new member: renowned warcaster Vitali Damiano, who sold his interest in his own mercenary company to join the Steelheads. Damiano had been impressed by the Steelheads' business model and rapid expansion, so he approached the Founding House in Berck with an attractive offer. He would buy into the Steelheads and add his fortune and warcaster skills to their endeavor in exchange for a seat on the board of trustees. It was an easy decision for the Steelheads, who had been forced to either contract warcasters on a short-term basis or serve beneath those already working for a client army. The trustees agreed to Damiano's offer, and he became the first Steelhead warcaster as well as one of the first trustees who was not a descendant of one of the founders.

In 584 AR thousands of Steelheads bolstered Cygnar's and Ord's coastal defenses during the Scharde invasions. But by the end of the sixth century, the Steelheads' longstanding relationship with Llael had begun to deteriorate. Contract disputes with the government and its failure to pay on existing contracts reduced the number of Steelhead troops working for Llael. Some believe this turmoil was engineered by Prime Minister Glabryn in an attempt to weaken the Llaeese military in preparation for the Khadoran invasion. By the time Khador invaded in 604 AR, there were fewer than 500 Steelhead troops employed by Llael.

In 607 AR the Steelheads bolstered Cygnaran forces at Northguard against both Khadoran sieges. Although these contracts were lucrative, the second siege was a near-crippling disaster for the Corvis chapter house, which supplied the majority of the troops to Cygnar and suffered a staggering sixty-percent casualty rate. In that same year, the Ordic Army hired a large force of Steelheads to deter another attack by Khador when Ord peacefully occupied Fellig.

In the last year, the services of the Steelheads have been in high demand as war has raged across the Iron Kingdoms. For mercenary companies, conflict means work and profit, and the Steelheads have more of both than ever before in their two-hundred year history.

## Organization and Leadership

The Steelheads Mercenary Company is a loose confederation of individual chapter houses, institutions that serve as both a barracks and a business. The chapter house serves contracts at a local level, providing small numbers of troops to a wide variety of clients. More established chapter houses take on large contracts, such as those offered to the various governments of the Iron Kingdoms. The largest contracts, those that require thousands of troops, are coordinated through the Founding House in Berck, which has the authority to draw from multiple chapter houses to meet a demand.

In practice, chapter houses are left to their own governance as long as they pay their dues and uphold the standards of the Steelheads. Individual chapter houses have the authority to accept contracts, recruit and train mercenary soldiers, and promote men up to the rank of lieutenant. A typical chapter house is led by a captain who commands anywhere from 50 to 250 men.

Steelhead captains are granted their commands in one of two ways. The first and most common is when a sitting captain retires, cashing out his investment, or is killed in battle. Interested lieutenants who have accumulated ample savings have a chance to petition the Founding House to buy the open position. This buy-in generates a vested interest in the success of the branch house, and the trustees have the final say. It is not uncommon

for lieutenants from a different chapter house to win an open captaincy, necessitating a period of adjustment for subordinates. The second method of becoming a captain occurs is when an individual with the proper experience and financial backing approaches the trustees in Berck with a proposal to start a new chapter house in a city that does not currently have one. If the individual possesses the traits and skills the trustees deem necessary, he is granted a lifelong contract and a license to operate as a representative of the Steelheads Mercenary Company.

Steelhead captains must be battle-hardened commanders with the skills to lead their men into combat. They are often forced to spend much of their time, however, dealing with the finances, logistics, and day-to-day drudgery crucial to a chapter house's success. A number of lieutenants aid the captain, all of them experienced combat veterans who oftentimes execute a contract on the field of battle. The lieutenants in turn oversee the platoon sergeants, the lowest rank of Steelhead officer.



When a chapter house grows large and successful enough to require another captain, the board of trustees creates open commissions that can then be auctioned to qualified lieutenants. Meanwhile, the existing captain is promoted to the rank of commander, requiring another investment of capital to support the expansion of the branch house. Although commander is a prestigious rank, it virtually ensures the recipient will be chained to

a desk for the remainder of his career. There are isolated exceptions—for example, Commander Stannis Bocker, the master of Ternon Crag, takes to the field constantly, leaving the day-to-day operations of his chapter house to his adjuncts. Ternon Crag's chapter house has enjoyed particular prosperity and exceptional freedoms, as it is located outside the boundaries of any kingdom and therefore exempt from kingdom laws. This has allowed Commander Bocker to establish longstanding contracts and partnerships with unusual clients.

Although each Steelhead chapter house is independent, the company has some degree of central leadership. The Founding House in Berck and its board of trustees oversee the activities of the chapter houses scattered across western Immoren. Although the trustees do not routinely interfere with the day-to-day affairs of individual chapter houses, they do hold executive powers that allow them to create new captain commissions for bidding, to create new chapter houses, to disband existent chapters, and to adjudicate contract disputes between houses. Typically a chapter house that pays its dues on time, passes a yearly inspection, and maintains basic standards in its troops and its business dealings can expect little interference.

The trustees themselves, of whom there are currently fifteen, are drawn from a variety of backgrounds, not all of them military. Several are successful Steelhead veterans, including the commander of the Founding House. Others are descendants of the founders and have retained their roles from generation to generation much like a hereditary title. In fact, the current chairman is a direct descendent of Colonel Ubaldo. The remaining trustees are important individuals who have invested heavily in the Steelheads, either providing financial stability during lean times or increasing the organization's overall value or by securing lucrative long-term contracts. The Damianos, who have held two seats on the board for nearly fifty years, fall into this last category.

## Recruitment and Advancement

The Steelheads have long been an attractive option for those seeking mercenary employment. Steelhead troops can expect living conditions that equal or exceed those offered by the standing armies of Cygnar and Khador, regular work, and above-average, if somewhat variable, pay. The Steelheads have certain standards, however, that are often more arduous than many recruits expect.

Potential recruits are required to pass a series of rigorous combat tests designed to gauge basic tactical and weapon skills, physical stamina, and discipline. Each branch of the Steelheads—halberdiers, riflemen, and cavalry—has its own set of minimum standards.

Not surprisingly, the Steelheads prefer to hire veterans of the Iron Kingdom's militaries. These individuals already have significant and varied combat training and are

accustomed to the discipline the Steelheads demand of their men. This standard often disqualifies lifelong independent mercenaries whose training is more specialized and who often have difficulty following orders.

If a recruit passes the tests administered by the chapter house, he is taken on as a probationary member at half-pay and is then sent out on a low-impact contract, such as garrison duty or border patrol. If he performs up to the organization's standards, he is initiated into the Steelheads at full pay.

Advancement among the Steelheads is primarily awarded by merit, although there are exceptions. A small number of Ordic families, such as the Damianos, have served the Steelheads for generations, and their sons and daughters may occasionally be inducted into the ranks as sergeants or even lieutenants. Those who wish to rise higher than sergeant must be intimately familiar with the Steelheads operational handbook, a slim tome that describes nearly every aspect of Steelhead life, from tactics and equipment regulations to camp construction and personal hygiene. The handbook is considered antiquated by many modern military commanders, but it has served the Steelheads since their inception.

## Troops and Tactics

For two hundred years, the Steelheads have taken to the battlefield with three primary troop types: halberdiers, riflemen, and heavy cavalry. In addition, the Steelheads have long supported their troops with warcasters and warjacks.

## Halberdiers

The halberdiers are the backbone of the Steelheads Mercenary Company, accounting for over sixty percent of their forces. Each halberdier is armored in heavy plate over a padded gambeson and carries into battle a large, cleaving polearm with enough striking power to cut an armored man in half. The true strength of the halberdiers, however, is in their tightly packed formations, which hold enemies at bay while exposing them to the combined might of the halberdiers' ranked polearms. Under the thrusting, hacking assault even warjacks can be reduced to scrap in minutes.

Steelhead recruits must be strong and hardy enough to wield a heavy halberd while wearing full armor for prolonged periods of time. Previous halberd training is not a requirement, as the straightforward fighting style of the halberdier can be learned quickly. More important are the abilities to fight within a packed formation, follow orders, and stand bravely in the face of enemies who are often better armed and more technologically sophisticated.

## Riflemen

The Steelhead riflemen serve as a perfect ranged complement to the halberdiers' brutal melee efficiency. Originally, riflemen comprised a smaller portion of the Steelhead forces than is the case today, when their firepower is deemed essential. They are armed with the same military rifles used by many of the armies in the Iron Kingdoms. Although true marksmen do exist among the Steelhead riflemen, they are most effective when concentrating fire on a single target. Under such a barrage, enemy formations scatter and warjacks can be critically damaged. Often a rifle corps' volley precedes a





devastating charge by Steelhead halberdiers and heavy cavalry, who take deadly advantage of the disorganized and injured enemy troops.

Unlike the halberdiers, who form the basic rank and file of the Steelheads and who are not required to have much prior training, those wishing to enter the Steelhead rifle corps must demonstrate superlative skill with firearms. As such, many riflemen are former veterans of the Ordic or Llaeese Armies, Khadoran Winter Guard, and Cygnaran Long Gunners looking for better pay as mercenaries. Such individuals may even be inducted into the Steelheads as sergeants if they have a proven track record of battlefield leadership.

## Heavy Cavalry

Although both effective and versatile, the heavy cavalry is nonetheless the smallest of the three branches of Steelheads. Armed with cavalry axe and blunderbuss, these heavily armored soldiers ride into battle astride mighty warhorses. Units of Steelhead heavy cavalry are often used in pincer maneuvers, trapping enemy troops and warjacks against a bristling line of halberdiers. Even alone, a Steelhead heavy cavalryman is a potent force on the battlefield, wielding axe, blunderbuss, and eight hundred pounds of horseflesh with deadly skill.

Obviously those wishing to join the ranks of the Steelhead heavy cavalry must demonstrate appreciable riding skills and military horsemanship. This often limits potential recruits to military cavalry veterans, mostly from Ord. Because their skills are rare and difficult to master, Steelhead heavy cavalry are paid significantly more than members of the other two branches.

## Warcasters and Warjacks

Although warcasters are not a branch of the Steelheads in the traditional sense, no military force in the Iron Kingdoms can operate as successfully as the Steelheads do without their aid. In the first hundred and fifty years of their existence, the Steelheads had no warcasters of their own. They were forced to either hire mercenary warcasters when 'jack marshals were not sufficient to fill a contract or to work alongside warcasters already employed by the Steelheads' clients. This limited the number of warjacks the Steelheads could reliably field.

When the Damianos added their talents to the Steelheads, it opened up new vistas of business. Prominent and talented warcasters such as Captain Amador Damiano allowed the Steelheads to offer clients a complete battlefield package. Still, warcasters are rare beyond the national armies of the Iron Kingdoms, who quickly snap them up, so the Steelheads have only a few at their disposal.

In addition to the handful of warcasters employed by the Steelheads, a number of sergeants and lieutenants within the organization have training as 'jack marshals. These men

are very valuable, and chapter houses that employ warjacks do their best to woo these individuals into their ranks, offering better pay and cash bonuses to retain their services.

The warjacks owned and operated by the Steelheads are not the newest, most advanced models seen in the armies of Khador or Cygnar. Instead, the Steelheads rely on aging yet dependable models such as the Talon, Nomad, Rover, and Mule as well as a few Ordic Toros. Some smaller branches also make use of converted laborjacks. These 'jacks are kept in top fighting condition, and any chapter house that fields them also keeps a trained staff of mechanics on hand.

## Conclusion

For two centuries, the Steelheads have stood as the premier mercenary company in the Iron Kingdoms. Their professionalism and adaptability has allowed them to flourish where others have failed, and their unique organization has let them take advantage of warfare in western Immoren in unprecedented ways. As war continues to escalate across the Iron Kingdoms, Steelhead numbers and profits will continue to grow.



# STEELHEAD TACTICS

BY JACK COLEMAN



Steelheads represent the largest and most organized human mercenary company in the Iron Kingdoms. In game terms, this is represented by their ability to work for all four of the original WARMACHINE factions and their synergistic playstyle that focuses on teamwork and combined arms.

## Strength in Numbers

Steelhead Halberdiers are the backbone of any Steelhead army. They are a cheap front-line unit with Reach and Combined Melee Attack. It is important not to let the Halberdiers' stat line fool you, as their abilities allow them to be *much* more effective than they appear at first glance.

Set Defense gives your Halberdiers an effective DEF 15 against enemy charges, slam power attacks, and impact attack rolls. By spreading and layering your Halberdiers in multiple staggered lines, you can limit the effectiveness of your enemy's alpha strike and trade favorably in the following rounds.

With Powerful Charge your Halberdiers gain +2 to all charge attack rolls. This is a significant boost to the unit's accuracy and is especially potent when paired with Combined Melee Attack (a two-man CMA is MAT 9 and P+S 13 on a charge!). The offensive potential of the Steelhead Halberdiers is exceptional for their cost when combined with good positioning.

A cunning opponent will attempt to take out your Steelhead Halberdiers with ranged attacks before they can tie up his forces in melee. The solution to this problem is actually quite simple—**more Steelhead Halberdiers!** With FA 3 you can field up to thirty Halberdiers in your army at only 0.6 points per model. The goal is to overwhelm your opponent with more Halberdiers than their offense or crowd-control can handle. This tactic is often referred to as target saturation and is particularly well suited to the Steelhead Halberdiers. With multiple units of Halberdiers you can control a large portion of the battlefield, and your opponent will find it nearly impossible to outmaneuver or flank your army. Use your Halberdiers to control the flow of battle by tying up enemy models, blocking charge lanes, and screening the rest of your army while you maneuver for the kill.

## Hammer and Anvil

Steelhead Heavy Cavalry is a versatile unit that really shines when paired with Steelhead Halberdiers. Similar to the Steelhead Halberdiers, you should not be deceived by the base stats on this unit. With Cavalry Charge, Brutal Charge, and Flank [Steelhead Halberdier], good placement allows the Steelhead Heavy Cavalry to hit with accuracy and power.

The most defining rule for the Steelhead Heavy Cavalry is Flank [Steelhead Halberdier], which grants +2 to all melee attack rolls and an additional damage die when attacking a model in melee range of a friendly Steelhead Halberdier (this includes impact attacks!). This creates a gratifying team dynamic between your Heavy Cavalry and your Halberdiers that rewards you for good positioning. When performing a Cavalry Charge on a flanked enemy your Steelhead Heavy Cavalry will be swinging at MAT 9 and P+S 13 with four damage dice!



Backswing is a special attack that allows Steelhead Heavy Cavalry to make an additional attack with their cavalry axes. When combined with Assault and impact attacks this allows each model to make 4+ attacks on a charge. Moreover, Backswing greatly increases the Steelhead Heavy Cavalry's offensive capabilities while engaged and during ride-by attacks (especially while flanking).

When fielding Steelhead Heavy Cavalry it is important not to overcommit the unit. Try using an aimed blunderbuss or ride-by attacks to harass the enemy while you wait for the perfect moment to strike.

## Quantity Makes Quality

Steelhead Riflemen are an exceptionally accurate gun line. With Combined Ranged Attack and military rifles they are a great addition to a Steelhead army and are also a unique option within the Protectorate of Menoth. In true Steelhead fashion, the Riflemen's abilities allow them to overcome their modest RAT by working together to take down hard targets.

Combined Arms allows the Steelhead Riflemen to re-roll misses when making a CRA. In practice this means that

even with a base of RAT 5 a two-man CRA with Combined Arms will be hitting DEF 15 more often than not. These exceptionally reliable CRAs make Steelhead Riflemen ideal for clearing out charge lanes and killing high-DEF models.

## Commander-in-Chief

Commander Stannis Brocker is a capable cavalry solo in his own right, but his primary job is improving upon the synergy of your Steelhead units.

He fulfills this duty with Tactician [Steelhead], which allows friendly Steelhead models within Stannis' command range to advance through each other and ignore other Steelheads when determining LOS. This is an *invaluable* tool for the flanking tactics of your Halberdiers and Cavalry and is also helpful when drawing LOS with the Steelhead Riflemen. As powerful as flanking is, it can sometimes be quite a headache. With so many Halberdiers on the table it can be stressful when you're trying to maximize their potential while still leaving room for the large bases of their equestrian brothers. By easing this burden, Stannis greatly increases the effectiveness of the Steelhead Heavy Cavalry.

When fielding Stannis you want to keep him near the center of your army to ensure the majority of your Steelhead units will benefit from Tactician, without leaving him overly exposed. During the early game take advantage of ride-by attacks and the 12" range on his hand cannon.

## Conqueror for Hire

While there are many warcasters that compliment Steelheads, Captain Damiano was designed specifically for them. With a suite of support abilities and spells at his disposal, Damiano is capable of pushing his Steelheads well beyond their normal capabilities.

Damiano's feat, Conquest, is a perfect match for Steelhead tactics. The additional STR and ARM allows your Steelheads to wreck havoc on the opposing army and weather the assault on the following turn. With proper timing this will allow Damiano to tip the scales of attrition in his favor after his opponent has already committed for the fight.

## Paymaster

Paymaster [Steelheads] gives Damiano five coins he can spend to give an incentive to a friendly Steelhead unit. There are two incentives available to Damiano, and each augments the strengths of Steelhead units.

The Battle Maneuvers incentive grants Reform for one turn. This extra maneuverability is ideal for the flanking tactics of your Halberdiers and Heavy Cavalry. Halberdiers can Reform to open charge lanes and engage additional models, substantially increasing the available targets for flanking. When combined with ride-by attacks, Reform allows Steelhead Heavy Cavalry to enjoy maneuverability commensurate with light cavalry.

The Money Shot incentive confers a +2 bonus to ranged attack and damage rolls until the end of the turn. This powerful incentive builds on the strength of the Steelhead Riflemen, allowing for an incredible RAT 9 and POW 15 during a two-man CRA! Money Shot also enhances the versatility of your Steelhead Heavy Cavalry by allowing them to shoot accurately without relying on the aiming bonus.

## Spells

Death March grants +2 to melee attack rolls and Vengeance for the target unit. The extra movement granted from Vengeance further increases the versatility in your flanking tactics, allowing Steelhead Halberdiers to engage and grant flanking before their activation. When combined with Battle Maneuvers your Steelhead Halberdiers can be deceptively quick.

The additional ranged attack die granted by Deadeye is the final step in the transcendence of your Steelhead Riflemen. When combined with Money Shot, even Nyss Hunters with Iron Flesh will fall before your devastating two-man CRAs!

Sure Foot bestows +2 DEF and immunity to knock down to the target and any friendly models within 3". Cast Sure Foot on a warjack or cavalry model near the frontline so the surrounding Steelhead Halberdiers will be an effective DEF 17 against an enemy charge attack.

## A Little Help from Their Friends

Of course Steelheads can benefit from the abilities of other Mercenaries, and certain solos can really make a difference in a Steelhead army. The following Mercenary solos are some of the more dynamic and interesting options you might consider when constructing your Steelhead force.

- Rhupert Carvolo, Piper of Ord is an excellent addition to any Steelhead army. His tunes provide valuable defensive buffs and utility. Heroic Call grants Fearless and Tough, which is a great boon for Steelhead units. In addition, March is the only access Steelheads have to Pathfinder.
- Aiyana & Holt bring an amazing damage buff and valuable utility. Lurynsar's Touch provides Magical Weapon, which allows Steelheads to deal with abilities such as Incorporeal and Impervious Wall and spells like Wind Wall. Kiss of Lyliss is a great damage buff and is especially effective when combined with Damiano's feat.
- The Ragman's powerful Death Field spell is another great option for increasing your Steelheads damage output. He is a viable replacement for Aiyana and Holt and can also be quite effective in conjunction with them. With Conquest, Kiss of Lyliss, and Death Field your Steelheads will be able to crack the armor of heavy warjacks and colossals with ease.

# BLACKWATER STEELHEADS

BY STUART SPENGLER



For this edition of Guts & Gears, we go back to an old classic: the Steelheads. Since they work for every *WARMACHINE: Prime* faction, you can take elements from any of these factions to create a slightly different paint scheme than the standard. With a bit of forethought, you can make a sharp-looking Steelhead force that fits right in with any of the client factions they work with.

The Blackwater Steelheads shown in this tutorial have worked with Cryx for an extended amount of time, so some Cryxian elements have rubbed off on them. As such, the colors used here are a mix of the traditional Mercenary military greens and Cryxian decaying tones.



## PAINTS NEEDED

- Bastion Grey
- Cryx Bane Base
- Greatcoat Grey
- Gun Corps Brown
- Ironhull Grey
- Molten Bronze
- Pig Iron
- Quick Silver
- Radiant Platinum
- Rhulic Gold
- Thamar Black
- Trollblood Highlight
- Umbral Umber
- Mixing Medium

## STEP 1 – BASE DRYBRUSH

As always, drybrushing first can save you a lot of time that would otherwise be spent cleaning up stray brush strokes. It is usually a good idea to think about how you are going to approach your colors so you aren't trying to gingerly drybrush next to an area that was painstakingly blended.

- 1) On top of black primer give all the base texture an even drybrush of Greatcoat Grey.
- 2) Drybrush Ironhull Grey.
- 3) Mix in a small amount of Trollblood Highlight into Ironhull Grey and continue to drybrush the base texture.
- 4) Lightly drybrush with pure Trollblood Highlight. In this step you should concentrate on the large, flat rock, but pay some attention to the other areas as well.

**Colors Used:** Greatcoat Grey, Ironhull Grey, Trollblood Highlight



## STEP 2 – SILVER METAL

- 1) Paint the armor with Pig Iron.
- 2) Drybrush the armor with Quick Silver.
- 3) Wash the armor with a 1:1 mix of mixing medium and Thamar Black. It takes a bit of practice, but try to make each armor plate a nice gradient of black to silver. The mixing medium helps, and it is relatively easy once you get the hang of it.
- 4) Go into the darkest parts of the armor and blacken them with Thamar Black. The mixing medium makes the Thamar black slightly translucent, so a bit more opaque black in the deepest areas is beneficial.
- 5) Pick out the highlights, edges, and rivets with Quick Silver.

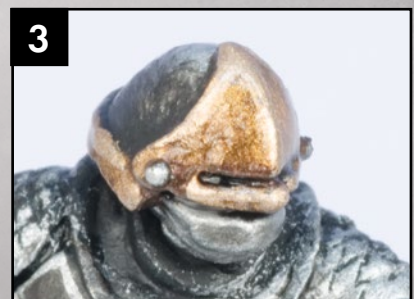
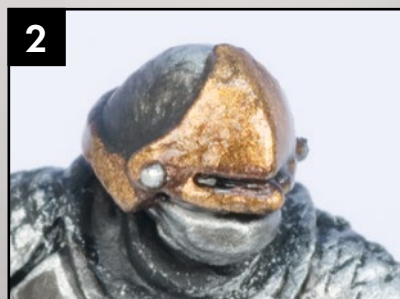
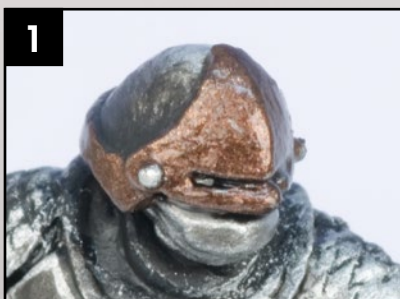
**Colors Used:** Quick Silver, Pig Iron, Thamar Black



## STEP 3 – GOLD METAL

- 1) Paint the gold areas with Molten Bronze.
- 2) Highlight the gold areas with Rhulic Gold.
- 3) Paint the final highlights with a 2:1 mix of Rhulic Gold and Radiant Platinum.

**Colors Used:** Molten Bronze, Radiant Platinum, Rhulic Gold



## STEP 4 – LEATHER

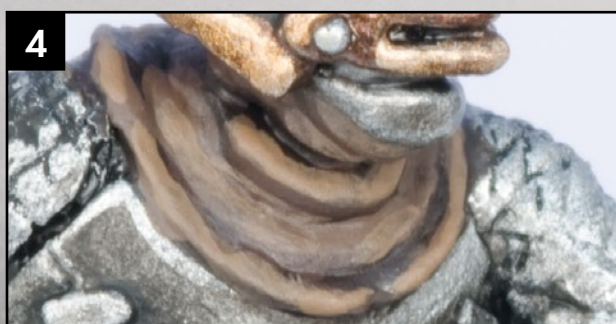
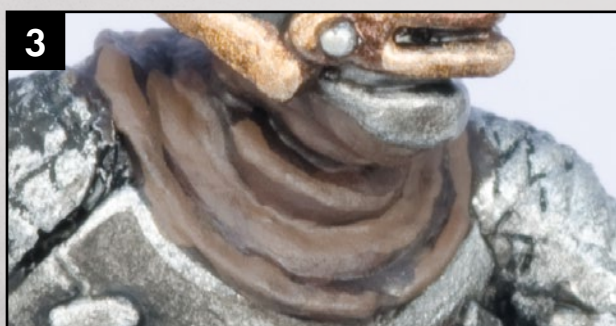
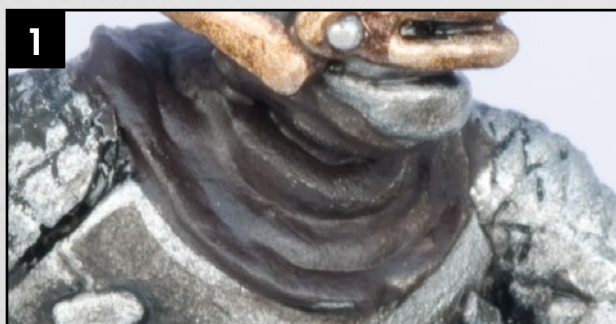
- 1) Paint the leather and cloth areas with a 2:1 mix of Umbral Umber and Thamar Black.
- 2) Highlight the leather with Umbral Umber.
- 3) Highlight the leather with a 1:1 mix of Umbral Umber and Gun Corps Brown.
- 4) Highlight the leather with Gun Corps Brown.

**Colors Used:** Gun Corps Brown, Thamar Black, Umbral Umber

## STEP 5 – QUILTED CLOTH

- 1) Paint the quilted cloth with Bastion Grey.
- 2) Wash the quilted cloth with thinned Cryx Bane Base.
- 3) Highlight the quilted sections with a 1:1 mix of Bastion Grey and Trollblood Highlight.
- 4) Paint final highlights with Trollblood Highlight.

**Colors Used:** Bastion Grey, Cryx Bane Base, Trollblood Highlight



## STEP 6 – WOOD

- 1) Paint the haft of the halberd with a 2:1 mix of Thamar Black and Bastion Grey.
- 2) Paint the upper half of the wood with a 1:1 mix of Thamar Black and Bastion Grey. One streaky line is made below the midpoint to represent the wood grain.
- 3) Paint highlights on the wood with a 1:2 mix of Thamar Black and Bastion Grey. Rather than going for a filled-in block of color, add these highlights in lines to create wood grain.
- 4) Add some Trollblood Highlight to the previous mix and continue emphasizing the wood grain with the highlights.
- 5) Add another dose of Trollblood Highlight and finish the highlights, concentrating on the upper surfaces and edges.

**Colors Used:** *Bastion Grey, Thamar Black, Trollblood Highlight*



## CONCLUSION

There you have it—a force of Steelheads slightly tainted by their association with the Nightmare Empire. The same idea can certainly be applied to Steelheads working for Cygnar, Khador, or the Protectorate of Menoth. All you need to do is pull out a few iconic colors from the chosen faction and blend them into the standard Steelhead paint scheme.



Andrea Cerzo



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

# The Gavyn Kyle FILES

Transcribed by Aeryn Rudel  
Art by Chippy, Andrea Uderzo, and Chris Walton

## DRAKE MACBAIN

Although Drake MacBain is hardly a secretive figure, I am not surprised by your request for more information about his activities. As a mercenary warcaster he is already a rare breed, and as an independent mercenary warcaster he is one of the most unique battlefield commanders in all of western Immoren. He has worked for hundreds of clients and for every nation in the Iron Kingdoms, effectively and without arousing rancor or animosity among his employers. A rare trait, indeed.

Drake MacBain's success is due, of course, in large part to his warcaster abilities. There is more to his success than arcane talent, however. What is it that has allowed Drake MacBain to operate as a premier and fiercely independent mercenary for so long? How and why has he avoided attaching himself to a larger military force, be it one of the longstanding mercenary companies such as the Steelheads or one of the national armies of the Iron Kingdoms?

As I answer these questions in this dossier, a clearer picture of this man's character and motivations will take shape. You will in turn gain some indication of what his role is likely to be in the escalating warfare in the Iron Kingdoms. In short, I will show where Drake MacBain's true loyalties lie.

—GK



Drake MacBain was born in Ord in the small town of Caarnloch near the Cygnaran border. His father, Varik, was a smith and tinker who traveled widely to peddle his services. Drake's mother is an interesting case: an insignificant scion from a minor noble family, Rona MacBain left a life of wealth and comfort to travel the countryside with her husband. From his father, Drake learned the basics of smithing, and from his mother he received a surprisingly good academic education. Both would serve him well later in life.

Tragedy befell the MacBains when Drake was twelve years old. As the family traveled between Tarna and Point Bourne, bandits ambushed their wagon, killed his parents, and left him for dead by the side of the road. Drake would certainly have died if he had not been discovered by a group of mercenaries traveling south on the road to Bainsmarket. The following letter from one of the mercenaries to his superior in Ironhead Station relates what they found.

—GK

## Drake MacBain Summary

**566 AR:** Drake MacBain is born to Varik and Rona MacBain in Caarnloch, a small town in southern Ord.

**566-578 AR:** Young Drake travels throughout Ord and northern Cygnar with his family. The senior MacBain is a traveling smith and tinker. His son learns much of this trade from him.

**579 AR:** Bandits ambush the MacBain family on the road between Tarna and Point Bourne. Drake's mother and father are killed, but Drake manages to kill two of the bandits before being knocked unconscious and left for dead. He is found hours later by a group of Coin Guard mercenaries who, showing rare compassion for sellswords, patch the boy up and take him back to their headquarters in Ironhead Station. He is eventually adopted by the Coin Guard and trained as a mercenary.

**581 AR:** One of the Coin Guard mechanics discovers MacBain's warcaster talent. His rather haphazard warcaster training begins.

**586 AR:** At the age of twenty, MacBain and the Coin Guard are hired to support the Cygnaran coastal defense during the Scharde Invasions. He leads a small battlegroup of warjacks during the conflict. As a result, top-ranking officers in the Cygnaran military take note of him.

**588 AR:** After the Scharde Invasions, MacBain is contacted by Cygnaran recruiters and offered enrollment in the Strategic Academy and a subsequent officer's commission.

**588-600 AR:** MacBain establishes himself as a premier mercenary selling his services to a variety of clients, from national armies such as those in Cygnar, Khador, and Ord, to large mercenary companies like the Steelheads and wealthy organizations like the Four Star Syndicate. He remains independent, however, turning down lucrative offers to join larger mercenary outfits.

**605 AR:** MacBain is hired by the Llaeese Army to aid in the defense of Riversmet against the Khadorans. When Riversmet falls, clever wording in his contract allowed him to void that contract and soon thereafter accept a contract from the Khadoran government to support its siege of Merywyn.

**605 AR:** After the Llaeese war ends, MacBain accepts a short-term contract with Cygnar to bolster its eastern border against the Protectorate of Menoth.

**606-607 AR:** Once his contract with Cygnar expires, MacBain returns to Ord and accepts a contract with the Ordic Army to aid its occupation of Fellig. He engages in a number of skirmishes against Khadoran forces.

**608 AR:** MacBain accepts a contract with Cygnar to defend a resupply fortress between Stonebridge Castle and Bainsmarket. A dispute over pay combined with a clause in his contract allowed him to avoid the cooling-off period and accept a new contract with Khadoran warcaster Forward Kommander Sorscha Kratikoff."

**Date:** Solesh 13th, 579 AR  
**To:** Captain Greggor Derrin  
**From:** Sergeant Torun Maelech

Captain,

I am writing to tell you that we have fulfilled our contract and have received the full promised payment. We will be delayed in returning to Ironhead Station, however, because shortly after leaving Tarna we came across a wrecked wagon belonging to a merchant and his family. They'd been attacked by bandits, and we found four dead. The first two were adults, a man and a woman. The other two were bandits; they'd been dispatched by the merchant's son, a stout lad of twelve or thirteen. He'd killed both armed men with a meat cleaver before another knocked him cold.

The boy was alive, so we had Mr. Vance see to his care while the rest of us went in search of the bandits. They weren't hard to track, and we found them not more than a mile from the ambush site. I'm not a man who enjoys killing, but I'll admit I took some pleasure in gunning down these murdering whoresons while they were dividing their meager spoils.

We've taken the boy with us, and Mr. Vance tells us his wounds are severe enough that we should hole up in Bainsmarket for a few days to let him recover. We'll return via rail early next week. The lad's name is Drake MacBain—he's a Thurian like myself. I'm bringing him with us to Ironhead. I figure the least we can do is give him a place to stay until we figure out if he has any family. If he doesn't, well, we can always use someone to clean and cook for us, plus it looks as if his father was a smith of some kind, so the boy likely picked up a few things from his da. Also, he obviously has some raw potential as a fighter; maybe we can do something with that.

One more thing, a bit of a silver lining to this whole mess. Those bandits we killed had been making trouble on the road for months, and there was a sizable bounty on their heads. We collected it in Bainsmarket, a nice little payday, more than enough to cover the expenses of taking care of the boy.

—Torun

The mercenaries who rescued young Drake belonged to a small outfit called the Coin Guard. There's not much information on them, and it seems they disbanded shortly after the Scharde Invasions. By the nature of this letter, they had more compassion and character than most mercenary companies with which I'm familiar.

-GK

As the letter above suggests, the Coin Guard mercenaries took Drake in, gave him a home of sorts, and taught him the basics of combat, mechanical engineering, and other skills vital to a working mercenary. He took to this training with a will, and Sergeant Maelech's assessment of the boy proved correct—Drake was a born warrior.

By the age of fifteen Drake was accompanying the Coin Guard on assignments, learning the trade firsthand in the field. Although a talented fighter, Drake had another ability that soon manifested and made him an incredibly valuable asset to his adoptive "family."

-GK

**Date:** Octesh 13th, 581 AR  
**To:** Lieutenant Torun Maelech  
**From:** First Mechanik Ivan Harko

Torun,

Something happened this afternoon I thought you should be made aware of immediately. I was working with Drake and training him on some basic 'jack maintenance—the boy has quite a knack for the mechanical—when something strange happened. We were working on Grudge, the old Mule, and I had Drake running around the shop fetching tools for me. I noticed Grudge was turning his head, following the boy's movements. Now, Grudge is an old 'jack, and he's developed more than a little personality over the years, but I've truly never seen him take an interest in anybody like this before.

Seeing this, I had a crazy hunch—nothing more than a wild hope, really. I told Drake to tell Grudge to stand up, but I told him not to say anything or move his hands. He didn't understand at first; honestly, I was working off a raw guess myself. I told Drake to tell Grudge to stand up with his mind, to think the command rather than say it. Drake did what I asked,

and Grudge stood right up. I told Drake to give the warjack a few more orders—walk around, pick up his battle mace, that kind of thing. The little bastard had other ideas, though. Before I knew it, Grudge had lifted his mace and brought it down on top of the oxcart we use to haul junk. It exploded like someone had dropped a bloody bomb on it.

I cuffed the lad good for his recklessness, and when I asked him why he did it, he just said, "I wanted to see what would happen." Little blighter. He's only fifteen, so I guess I can't blame him for wanting to flex his muscles a bit.

Anyway, after he cleaned up the mess in the shop, I asked Drake how he was able to control Grudge. He said when he thought hard enough, he could feel Grudge in his mind. He also said he could see what Grudge was seeing.

I don't want to jump to conclusions here, but Morrow bless us, I think we might have a warcaster in our midst.

-Ivan



The most important thing to take away from this document is the awakening of Drake's warcaster ability. It is also quite evident that the unabashed reckless streak for which he is well known took root at an early age.

—GK

Over the next four years, Drake received the scant warcaster training the Coin Guard could provide him. They were certainly out of their depth, and it is likely Drake learned much of what he did during this period by haphazard experimentation. Still, his skills developed enough that he was able to lead a small battlegroup for the Coin Guard, vastly increasing their contracts and profits.

During this time, Drake and the Coin Guard mechanics cobbled together a rudimentary suit of warcaster armor and a mechanical blade. While this gear was crude, it was effective.

In 586 AR, the Coin Guard and twenty-year-old Lieutenant Drake MacBain accepted a lucrative contract from Cygnar to bolster that nation's coastal defenses during the Scharde Invasions. Although young and still green, Drake was given sole charge of the Coin Guard's three warjacks: a Mule (the same "Grudge" mentioned earlier) and two Talons.

Although he saw much fighting during the war, one incident stands out. Drake and a handful of Coin Guard mercenaries had been stationed near one of the many large field hospitals set up on the beaches near Ramarck. A sizable Cryxian force bolstered by Nightwretch and Defiler bonejacks evaded Cygnaran scouting parties and attacked the wounded soldiers on the beach. Heedless of the danger, Drake charged into battle against the bonejacks while the Coin Guard dealt with the Cryxian troops.

This is one of the first accounts of Drake using his bravery (some might say recklessness) to manipulate the terms of his contract to his advantage. He demanded "hazard pay" for saving the Cygnaran wounded on the basis that the act was outside the terms of his contract.

Drake received his hazard pay, and his actions drew the attention of powerful Cygnaran officers who felt he would be a fitting addition to their regular forces. He was offered a place in Cygnar's prestigious Strategic Academy. The following letter and Drake's response are early indicators of Drake's fiercely independent nature and his surprisingly effective use of the written word.

—GK

**Date:** Doloven 2nd, 586 AR  
**To:** Lieutenant Drake MacBain  
**From:** Colonel Gareth Marks

Lieutenant MacBain,

Your exemplary work for the Cygnaran military has recently come to my attention. Many of the officers you fought alongside during the Scharde Invasions were greatly impressed by your abilities—especially as you've had no formal training as a warcaster.

We believe you would be a fine addition to our illustrious military tradition, and it is with great pleasure that I invite you to enroll in the Strategic Academy in Caspia. As you well know, the Strategic Academy is the premier warcaster academy in all of western Immoren. Our warcasters are the best trained and the best equipped and are all but assured a gloriously rewarding career in the Cygnaran Army.

I have taken the liberty of securing an availability in this year's enrollment, and an officer's commission will be awarded on your graduation. All you need do is reply to this letter, make your travel arrangements, and take your first step toward realizing your full potential.

Colonel Gareth Marks,  
First Recruitment Officer,  
Strategic Academy, Caspia

Obviously, the Cygnaran military thought quite highly of Drake's abilities, though it has always been eager to recruit any and every fledgling warcaster into its ranks. I daresay they were more than a little surprised by Drake's response to the honor they had bestowed upon him.

—GK

**Date:** Doloven 16th, 586 AR  
**To:** Colonel Gareth Marks  
**From:** Lieutenant Drake MacBain

Colonel Marks,

First, let me thank you for offering me such a prestigious appointment. I have worked with the Cygnaran military on many occasions, and I have always found your brave soldiers to be professional, disciplined, and well trained. I am honored that you believe my meager talents worthy of your consideration.

I must sadly decline your most generous offer, however. I am a man who values his independence, who enjoys the fruits of his own labors, and who finds it much easier to give orders than to receive them. In short, I don't think I would be a good fit for the Cygnaran military, and I would hate for you to waste valuable time and resources only to arrive at the same conclusion.

Yours,

—Lieutenant Drake MacBain

My research indicates that not only was Cygnar surprised, it was also insulted. In fact, more letters followed from the Strategic Academy stating without much preamble or subtext that if MacBain did not wish to join the Cygnaran military, he was no longer welcome within Cygnar's borders.

Drake must have taken these threats seriously. He left the Coin Guard and Cygnar for Ord a few months later. Some members of the Coin Guard followed him, but the mercenary company officially disbanded as a result.

—GK

Once in Ord, Drake set about establishing himself as a mercenary, initially attracting business through contacts he'd made while a member of the Coin Guard. Although he had no desire to start a full-fledged company of his own, he retained the services of a few members of the Coin Guard, including Torun Maelech, to act as advisors and secondary field commanders.

One thing became clear during this period: Drake MacBain is happiest when he's fighting. As his skills and experience grew, he accepted contract after contract, fighting for nearly anyone who would pay him. He swiftly gained a reputation as an effective if rash battlefield commander who was sometimes more lucky than skilled.

MacBain took little or no time off between contracts, attracting business at a frenzied clip. Obviously, word of mouth was instrumental to his early success, but the resourceful mercenary also employed more creative methods to find contracts. The ad he took out in the *Ordic Observer* is one his more bombastic moves.

-GK

**From the *Ordic Observer*, Rowen 13th, 592 AR**  
**WARCASTER FOR HIRE!**

Are you a mercenary company that can't accept a big contract because you don't have the resources to field a battlegroup of warjacks like your client demands?

Are you a beleaguered and overworked officer in the grand army of Khador or Ord who needs an experienced mercenary to bolster your front line when your other warcasters are needed elsewhere?

If you answer yes to either of these questions, you need Drake MacBain! I am a skilled mercenary warcaster with years of battlefield experience and a proven track record of success and victory. I am also a man who will refuse no mission, regardless of the risk involved. My rates are fair, and my references are impeccable. I **always** fulfill the letter of my contract.

My services are in high demand, so act quickly to secure Drake MacBain for your next battle, engagement, or border skirmish.

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By the end of the sixth century, Drake MacBain was one of the most successful independent mercenaries in the Iron Kingdoms. He was known as a man who never turned down a contract or failed to meet the letter of his word. The Lion's Coup in 594 AR allowed Drake to reestablish his relationship with Cygnar, and he was soon taking contracts in service of King Leto's revamped military.

Drake's high degree of skill with contracts and contract negotiations is often overlooked. He can be brutish, overly direct, and even reckless on the battlefield, but with pen in hand he is a careful manipulator, always ensuring his interests are served. Further, he is adept at turning nearly any business situation to his advantage, creating contacts,

associations, and alliances in even the most volatile circumstances, all while maintaining his independence. The following correspondence between Drake and the Steelheads aptly demonstrates this capacity.

-GK

**Date:** Trineus 4th, 597 AR  
**To:** Drake MacBain  
**From:** Commander Sebastian Locke

Master MacBain,

You are hereby ordered to cease and desist all association with the Steelhead chapter house in Point Bourne. Your appropriation of Steelhead troops and resources without leave or contract is a gross violation of every mercenary charter on record. I do not know how you cozened our men into following you into battle, but I can assure you there will be dire consequences for those officers who disobeyed direct orders from the Cygnaran military, our mutual client, and listened to you instead. As for you, we demand 100 gold crowns for every Steelhead troop lost in your "offensive" against the Khadoran supply train, reimbursement for the repair of the two warjacks damaged in the fight, and the forfeiture of your mercenary charter for a period of one year.

Failure to comply with these terms shall result in you being marked as an enemy of the Steelheads. Furthermore, I will use my connections with the Cygnaran government to have you branded an outlaw, place a large bounty on your head, and order every chapter house in the land to shoot you on sight.

I hope I have made myself deadly clear.

-Commander Sebastian Locke

**Date:** Trineus 11th, 597 AR  
**To:** Commander Sebastian Locke  
**From:** Drake MacBain

Commander Locke,

First, let me offer my sincere apologies for making certain presumptions about the availability of Steelhead resources. I can see how you might take a dim view of what looks like outright theft of your property and manpower. I assure you, however, nothing could be further from the truth.

As you are aware, your Captain Gern, who accepted the contract with Cygnar in the first place, was killed in battle less than a week ago. If I've read your handbook correctly, I believe it clearly states in chapter three, paragraph eleven, that in the event of a captain's death while on assignment, the senior-most lieutenant present becomes acting captain and gains all authorities and privileges therein, including the issuance and acceptance of new mercenary contracts. I spoke with Lieutenant Biggs shortly after Captain Gern's death, and he was gracious enough to hire me for a short offensive to our joint benefit.

The attack on the Khadoran supply line benefitted our mutual Cygnaran clients by keeping the Khadorans from getting much-needed supplies and men to Fort Koska, their base for raiding across the border with impunity. Yes, we lost some men, but that supply train was also carrying quite a bit of gold, which I assume the Khadorans were going to use to purchase mercenaries of their own.

So, you see, Commander, not only did I have a contract with your organization, I also impressed our mutual clients with "our" initiative, for which we both are receiving a substantial bonus. I also took a vast sum of gold from the Khadoran supply train, sixty percent of which goes to your fine organization.

As mutually beneficial as my arrangement with Lieutenant Biggs has been, however, this is not the way I prefer to do business with a company such as yours. By way of apology for my actions, which I understand you may view as rash, I would like to propose a more firmly defined association between the Steelheads and myself.

My proposal is simply this: we both issue contracts that offer our services as a package to clients with whom we already have long-standing relationships (primarily Cygnar, Khador, and Ord). For example, if Cygnar were to hire me, it would also be able to hire a set number of Steelhead troops at a special rate available only through my contract. Conversely, your contracts would offer my services, at a reasonable discount, to your own clients in need of large numbers of troops. In this way, we would both be able to fill contracts we might not otherwise receive: I could supply troops I don't normally have access to, and you could supply a warcaster when one of yours is engaged elsewhere.

I hope you will consider my proposal. I believe it would be to our mutual benefit and profit.

Yours,

-Drake MacBain

Obviously, Drake MacBain has been working successfully with the Steelheads for many years, and his proposal appears to have been agreeable to them—so much so that their reply has a slightly different tone than their first letter.

-GK

**Date:** Trineus 18th, 597 AR  
**To:** Drake MacBain  
**From:** Etzio Damiano

Master MacBain,

Greetings. My name is Etzio Damiano, and I represent the interests of the Steelhead Mercenary Company board of trustees in Berck. First, let me offer my apologies on behalf of our entire organization for this terrible

misunderstanding. Captain Locke did not have all the information when he contacted you. I regret the tone of that communication may have been somewhat sterner than we would have liked.

That said, you and I are men of business, and we can easily put such things aside in pursuit of that which pleases us most: profit. We are intrigued by your proposal and hope you will visit us in Berck soon to discuss it further.

Sincerely,

Etzio Damiano, Finance Officer  
Steelhead Mercenary Company Board of Trustees

I can offer little additional insight regarding Drake MacBain's battle prowess; the man's success is both well documented and ongoing. In truth his other skills are what I find more fascinating: his well-honed business instincts, his expertise with the written word, and his ability to navigate the volatile mercenary market without acquiring dire enemies or simply ending up dead. I could provide numerous examples of Drake's contracts, which he writes himself, that bind his clients in nearly unbreakable terms and conditions while leaving the warcaster himself numerous options should he need to assess additional charges or even void a contract entirely. The pedestrian details of mercenary contracts can be boring, however, so I will highlight one of the more adept cases of MacBain's business maneuverings.

In early 605 AR, the Llaeese Army hired Drake to aid in the defense of Riversmet against the Khadoran invasion. From what I can find he fought well for the Llaeese until Riversmet fell to the Khadorans. At that point, he was technically out of work, an intolerable state for a man such as MacBain. The most expedient employer for his services was the Khadoran Army, but a standard clause in his contract with the Llaeese demanded a cooling-off period of six months before he could take up a contract with their enemies.

I'm sure the Llaeese were quite surprised to see Drake among the Khadoran Army when they laid siege to Merywyn less than a month later. I have no doubt the Llaeese believed he had violated the terms of his contract by throwing in with their enemies so soon. As it turned out, Drake had prepared for the eventuality of Riversmet falling to the Khadorans and had included an additional clause in his contract that his Llaeese employers obviously missed. That clause is included here.

-GK

Part j. Contractor's obligation regarding Deployment and Stratagem. Contractor understands and agrees that performance of contractual duties listed herein require Requests (earlier defined as orders of command of strategic importance critical to the functionality of Agents forces to be fulfilled within seven [7] to fourteen [14] days from Contractor's receipt of written request [See Article I, Section F]) from Agent (earlier defined as Drake MacBain and other various staff authorized hereinbefore [See Article I, Section A, Sub-sections 1 through 5]) be fulfilled in an

adequate manner as defined by the requesting Agent. Requests including but not limited to: alignment and assignment of intra-agency troop deployment and movements; strategic ration and payment allotment and restructuring; and troop reinforcement from Contractor's auxiliary, militia, conscripts, and able-bodied non-titled citizens. Requests failing to be fulfilled as detailed in any written request shall result in Undue Hardship (earlier defined as any event in which Agent's duties as defined by this Agreement become impossible to perform as a result of material non-performance of the part of Contractor that shall serve as cause for Termination [later defined as the removal of all of the obligations and duties of both parties of this Agreement save for surviving Article IV in its entirety [See Article IV, Section C] of this Agreement [See Article I, Section J]) upon Agent.

Clearly, this confusing knot of legal jargon could easily be glossed over or misinterpreted by some poor field officer whose task was to hire mercenaries. In laymen's terms, the clause states that Drake MacBain can make written requests for reinforcements, and if those reinforcements are not provided within the allotted time, his contract is voided, releasing him from any and all liability. The clause includes a provision, however, that ensures Drake is paid his fee even if the contract is voided.

When Riversmet fell, Drake immediately put in a request for reinforcements from the Llaelese government. Of course, since the Khadorans occupied Riversmet, the kingdom of Llael was entirely unable to provide additional troops to meet Drake's request. He waited the requisite fourteen days, and when reinforcements did not arrive, he considered the contract voided. He then immediately signed on with his new employer: the Khadoran Army.

No doubt Drake saw the writing on the wall and did not expect the Llaelese to hold Riversmet. He included this seemingly innocuous clause so he would be able to collect his fee from the Llaelese and avoid the cooling-off period that would keep him from accepting a lucrative contract from the Khadorans.

-GK

Drake MacBain has managed to work for over twenty years as an independent mercenary because he is highly skilled on the battlefield, possesses rare business savvy, and is more than a little lucky. As simple as it sounds, such a combination is the essential recipe for a successful mercenary.

I think MacBain's motivations are simple. He has not stopped fighting since his mid-teens and has seen more battles than can easily be counted. He does this not out of any devotion to king and country nor to any cause that I can discern. That leaves but one likelihood: Drake MacBain fights because he enjoys it. Additionally, his deft handling of clients and his subtle yet deviously effective contract manipulations are akin to a man playing a game against opponents who have little chance of besting him. To Drake MacBain war is a game, and he is the greatest of players.

So where do MacBain's loyalties lie? The answer to this question is the simplest of all. His loyalty is to himself and himself alone. He will happily fight for any of the nations of the Iron Kingdoms, but he does not appear to give one whit about their national causes, only that they pay him well and on time.

In the end, Drake MacBain is a true mercenary, a man without cause or country, to whom freedom and independence are as important as the air he breathes.

-GK



# THE EXPEDITION BEGINS

An Interview with  
Skull Island eXpeditions Author  
Larry Correia

Art by Milivoj Ceran & Andrea Uderzo

No Quarter is proud to present the following interview with Skull Island eXpeditions author Larry Correia and an excerpt from his forthcoming novella set in the Iron Kingdoms. Larry is a New York Times best-selling author and an avid WARMACHINE and HORDES player, and his novella Instrument of War will be the first offering from Privateer Press digital publishing imprint Skull Island eXpeditions.

For more information about Skull Island eXpeditions go to: [www.skullislandx.com](http://www.skullislandx.com)

**NQ:** How long have you been writing? Tell us about some of your previous works.

LC: My first novel, *Monster Hunter International*, came out in 2009. It was my love song to “B” monster movies—think *X-Files* meets the *Expendables*—and it did extremely well. It also got me a nomination for the Campbell award for best new fantasy author. I’m up to four books in that series now and a few of them have been *New York Times* best sellers.

I also write the *Grimnoir Chronicles*, the third book of which will be out this year. It is an alternative-history epic fantasy, sort of a noir 1930s superhero’s story. *Hard Magic* won the Audie Award for best fantasy and was a finalist for the

Julia Verlanger award for best fantasy novel in France last year.

Then I’ve got a thriller series that I’ve co-authored with Mike Kupari. The first is called *Dead Six*, and the sequel, *Swords of Exodus*, will be out this summer. It is about a showdown between a group of mercenaries and some professional thieves during a violent military coup in a third-world country.

Other than that I have a bunch of other projects going on, including a *Monster Hunter International* RPG and short stories in several anthologies, and I’ve got sixteen more books under contract. So it has been really busy for the last few years.





**NQ: How did you get involved with writing for Skull Island eXpeditions?**

**LC:** I was surfing the Privateer Press forums and read a post where somebody asked a question about why there weren't any Iron Kingdoms novels. Several posters chimed in about how easy that should be to make happen. Knowing a bit about how publishing works and how doing that sort of thing actually takes a whole lot of work to get right, I jumped in, introduced myself, and offered my opinion. Some of PP's staff read the post. They were already fans of mine, and now they knew I was a fan of theirs, so introductions were made. When they asked me if I would be interested in writing stories set in their universe, it was a no-brainer. I love this stuff.

**NQ: I know you're a WARMACHINE and HORDES player. How long have you been playing? Which factions do you play?**

**LC:** I've been a gamer for most of my life, but I'd never really tried tabletop war games until a few years ago. I took up miniature painting as a hobby, mostly to paint figures for a couple of RPG campaigns I was involved in. Some friends of mine had these awesome-looking HORDES armies, which inspired me to paint some big beasts. I picked up a Skorne battlegroup starter entirely because I thought the Titan Gladiator looked fun. I named mine Kevin.

I've been playing for about two years now. I'm still not very good, and my win/loss record isn't exactly going to strike fear in any hearts. I've not played in any tournaments yet, but I hope to finally squeeze in the time this year.

I've got about 150 points of Skorne. Normally, I run Supreme Aptimus Zaal, because a Last-Standed Kevin is a beautiful thing. I decided I needed to get a WARMACHINE faction, too. Since I write books about mercenaries, that was an easy decision. I'm up to 250 points of Mercs, and I'm pretty happy with the paint job on my Captain Damiano Steelhead force. My kids have started playing now as well, so we've got growing Cygnar, Circle, and Cryx armies taking up big chunks of the house.

**NQ: As a WARMACHINE and HORDES player, how did it feel to contribute to the lore and history of the Iron Kingdoms? What has been your favorite part about writing in the IK?**

**LC:** It was a blast. I love the IK fluff. There is this great big world, with lots of interesting characters and history, and much of it has barely been touched on. Creating your own worlds is a very rewarding but challenging thing, so it has been nice to play in somebody else's sandbox for a bit.

**NQ: Did your experiences on the tabletop with WARMACHINE and HORDES influence your writing? In what way?**

**LC:** Originally, I thought being familiar with the world meant I would have to do less homework—that wasn't the case. There is a whole lot of history and depth to the setting, so keeping it all canonical is tough. Luckily, I had Doug Seacat reading through afterward to make sure I got it all right.

**NQ: Your first offering from Skull Island eXpeditions is called *Instruments of War* and focuses on the skorne and specifically Archdomina Makeda. Can you give us a quick synopsis of the story without spoiling it?**

**LC:** Makeda is a very well-known character, but there is actually very little out there about her history. I got to tell what is basically her origin story, why she is who she is, where she comes from, and what makes her tick. The story focuses on the events surrounding her father's assassination, the struggle against her brother, and her rise to Archdomina of House Balaash.

**NQ: When writing the skorne, which aspects of their culture did you find most interesting? Which did you think were most important to portray?**

**LC:** Skorne are fascinating. On first glance they are this incredibly harsh caste society that seems to live only for war and torture, but there is a lot more to it than that. The question became why are they the way they are? Then I got to delve into the angle of how they are a people with no gods. Their afterlife is awful, and a skorne warrior's only possible salvation is to become great enough that his spirit is worth saving in a sacral stone.



The skorne need constant struggle in order to prove themselves worthy. Their entire society is based on this.

**NQ: How about Archdomina Makeda? How did you approach her personality, ambitions, and motivations?**

**LC:** One fun thing about writing in this setting is that I get to take somebody who is basically a terrible villain to all these other factions and write her as the “good” girl. Everybody is the hero in their own story. The code of *hoksune* is the most important thing in Makeda’s world, and she has strived to live up to its precepts. Makeda starts out as a staunch traditionalist, but she’s forced to fight her brother, who is fiercely pragmatic and cares more about victory than honor.

**NQ: I really enjoyed your description of combat and warfare in *Instruments of War*. What were your inspirations when writing these scenes? Did you draw on any real-world historical sources?**

**LC:** I like to mix things up in the action sequences. The skorne eat, sleep, live, and breathe war. For the large infantry combat I treated them sort of like Roman legionnaires. They’re professionals and battle is simply their job. The duels were a lot more personal. The fights between smaller groups tended to be more chaotic, and sometimes you just need to body slam a Titan.

**NQ: So what are you working on next for Skull Island eXpeditions? Can you give us a hint?**

**LC:** My next story is about a squad of Storm Knights during the Caspia-Sul war. These are original characters from various backgrounds, and we follow them through a year of brutal, street-to-street, house-to-house, in-your-face combat. Most of what has been written about the Caspia-Sul conflict is from the perspective of the big players, the warcasters and kings, but this story is about the grunts.

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## An Excerpt From **Instruments of War**

“What is it that you whisper to yourself, child, when the pain becomes too much?”

Makeda wiped the blood from her split lip. Her head was spinning, and her body ached from the savage beating. “I recite the code.”

“Why must a warrior recite the *hoksune* code?” Archdominar Vaactash asked rhetorically.

“The code shows me the way to exaltation. Only through combat may one understand the way.” She studied the blood on the back of her shaking hand as she spoke. All of it was hers . . . so far. She would have to remedy that. Akkad had beaten her mercilessly, but Makeda could still fight. The tremors slowed and then stopped. “Suffering cleanses the weakness from my being. Adhere to the code and I will become worthy.”

“Correct. You have learned much for one so young,” her grandfather stated without inflection. It was as close to a compliment as the archdominar had ever paid her. “Take up your swords, Makeda of House Balaash. Your lessons are not yet through today.”

The practice swords lay in the sand near where she’d been thrown down. They were made of hard wood, their edges dented and cracked from hundreds of impacts, their hilts worn smooth by sweat and callus. She had begun learning their use as soon as she was strong

enough to lift them. She may have been a child, but she was skorne, and thus she did not question, she endured. Makeda reached out and took the pair of wooden swords from where they had fallen. They mimicked the heft and balance of true Praetorian blades. They felt comfortable in her grip.

“Rise,” Vaactash commanded.

Makeda struggled to her feet, muscles aching in protest. Her laminate armor had been crafted for an adult and was far too big for her slim body, but it had kept her intact during Akkad’s last merciless assault. She had yet to begin her studies in the art of mortitheurgy, but she did not need to be a master reader of the energy that dwelled within the blood and sinews to understand that her body was in danger of failing her. Her opponent was simply too strong.

Akkad was waiting for her to stand, obviously excited to prove his worth to their grandfather. There were only three present within the gigantic training arena of House Balaash, but one of them was Archdominar Vaactash himself, master of their house and a warrior so great that he had already secured exaltation for his deeds. It did not matter that the stands were not filled with spectators, since the opinion of Vaactash alone mattered more than the cheers of several cohorts of troops.

“What lesson would you have me teach her next, Archdominar?” Akkad asked. As the elder of the two children of Telkesh, first son and heir of mighty Vaactash, Akkad would someday lead House Balaash. The code of *hoksune* dictated that the eldest, unless unfit

for war, must lead. It was vital that Akkad display his martial superiority before his grandfather, and so far he had. "She is still but a tiny thing."

Vaactash's expression was unreadable. "Then why have you had to work so hard to defeat her?"

Makeda took some pleasure in seeing the anger flash across Akkad's face as he sputtered out a response. "I merely wished to provide you with an amusing show."

"Watching a paingiver flay a captured enemy is amusing," Vaactash snapped. "I am here to make sure my grandchildren are being properly prepared to bring glory to my house. Demonstrate to me that you are ready to fight in the name of Balaash."

Akkad dipped his head submissively. "Of course." Ten years older, her brother was far larger and had already received advanced training under the tutelage of their father's veteran Cataphract. Akkad walked to the nearest rack of weapons and removed a war spear, the heavy polearm of the Cetrati. It was longer than Makeda was tall, and even though the blade had been replaced with a block of shaped wood, she knew that it would still hit like a titan's tusk. Akkad tested the balance of the heavy weapon before grunting in approval. He spun it effortlessly before pointing it at Makeda's chest. "I will finish her swiftly this time."

"See that you do. Hold nothing back. Demonstrate your conviction."

For the skorne, life consisted of either making war or preparing for it. It was a harsh, brutal, and unyielding existence. That was especially true for those blessed enough to be born into House Balaash, the greatest of all houses. There was no doubt they would fight their hardest until physically unable to continue or they were commanded to stop by their superior. Other, lesser houses may have done it differently, perhaps not risked the lives of their heirs so flagrantly, but that was why they were weak and House Balaash was strong.

Makeda welcomed the challenge. She crossed her swords and saluted her brother.



Their grandfather studied the combatants intently, his white eyes unblinking. Though his form was bent with age, his mere presence seemed to fill the arena. This was a warrior who had led tens of thousands into battle and conquered more houses than any other dominar in several generations, earning himself the extremely rare title of archdominar. He was a master mortitheurge capable of commanding the mightiest beasts and rending unbelievable magic from the flesh. Makeda wished that she could have a fraction of his understanding, but promised herself that one day she would. Vaactash was the epitome of what it meant to be skorne.

After a long moment of consideration, Vaactash stepped aside, gathered up his red robes, and took a seat on the first tier of the training arena. He gestured dismissively. "Continue."

"Come, sister. Let us end this."

Akkad swung the spear in a wide arc. Makeda raised both blades to intercept, but the impact was so great that it nearly tore them from her grasp. Her arms were already exhausted and quivering. She grimaced and pushed back, but her boots slid through the sand of the arena as Akkad overpowered her. The pressure released,

## HIS MOVES WERE TOO FIERCE, TOO UNCONTROLLABLE. HE HAD UNDERESTIMATED HER RESOLVE.

the heavy pole moved back, and Makeda lurched aside as Akkad stabbed at her. He followed, relentless, eyes narrowed, looking for an opportunity to finish her.

He was stronger, but she was faster. Stepping in to the threat, Makeda slashed at Akkad's face with her right, narrowly missing. *Show your foe one blade. Kill him with the other.* She stabbed with her left sword and clipped the edge of his breastplate. Akkad didn't seem to notice. The spear hummed through the air again, and this time Makeda was unable to stop it.

She crashed hard against the arena wall.

Hoksune declared that the eldest was the default heir, but every child of the highest caste was a valuable war asset, and thus not to be wasted frivolously. Yet, when Makeda looked into Akkad's maddened eyes, she wondered if her brother really did intend to kill her. She narrowly rolled aside as the wall was pulverized into splinters. Vaactash said nothing.

Her brother was relentless. The war spear covered vast swathes of the arena with each attack. The muscles of Makeda's arms clenched in agony as her practice swords bounced harmlessly away. Sweat poured down the inside of her cursed, cumbersome armor. She was struck in the ribs and then in the leg. Flesh bruised and swelling, Makeda continued fighting. She would fight until her archdominar said it was time to stop or she was dead, for that was the code. Another massive strike knocked one of her blades away. It spun through the air and landed in the stands with a clatter.

Makeda knew she was losing, but the words of the code played through her mind. *Only by conflict can the code be understood. Embrace your suffering and gain clarity.*

Time seemed to slow. His moves were too fierce, too uncontrollable. He had underestimated her resolve. Akkad lifted his spear high overhead before bringing it down in a crashing arc. Makeda barely moved aside in time. The mighty hit threw a cloud of sand into the air, but before Akkad could lift his weapon, Makeda planted one boot on top of the war spear's blade. Though sleight, the extra weight was enough to cause his grip to slip as he tried to tug the spear away. The momentary surprise was just enough to allow Makeda one clean strike.

"Balaash!"

The tip of her practice sword caught Akkad in side of the head. Blood flew as skin split wide. The spear was pulled from beneath her boot and the siblings stumbled away from each other.

Makeda gathered herself, but there was a lull in the fighting. Akkad was glaring at her as if stunned, one gauntlet pressed to his head to staunch the flow of red. She had struck him hard. His ear was mangled, the tip hanging by only a small bit of skin.

Surely, he had felt that one.



# MONSTERNOMICON & BEYOND

BY MATT GOETZ

ART BY DAREN BADER, ALBERTO DAL LAGO, NICHOLAS KAY, BRIAN SNODDY, AND MATTHEW D. WILSON



The *Monsternomicon* 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* #47 the *Monsternomicon & Beyond* strikes out into the wilderness with entries for the argus, gorax, and troll and dire troll, all revised and updated for use in the new *Iron Kingdoms Full Metal Fantasy Roleplaying Game*.

# ARGUS



*Ominous howls echo through the dark forest, and you catch brief glimpses of fast-moving shapes coursing through the night. Suddenly, a great two-headed dog leaps from the underbrush, its twin heads barking and snapping.*

An enormous two-headed dog with thick bones and dense muscle, an argus is a predatory pack animal that makes its home throughout the wild places of western Immoren. A short, thick pelt of fur regulates the argus' temperature and allows it to better blend into its surroundings. Argus possess remarkable stamina and can stalk or harry prey across long stretches before attacking. The bite of an argus is powerful enough to shatter the bones of oxen—the bones of men provide little resistance.

Two powerful necks support an argus' twin heads, and by pulling them in opposition an argus can quickly strip the flesh from its prey. The double heads of an argus can produce an unsettling dual bark that addles the mind and paralyzes the body. Victims are slowed or even stunned by this terrible sound, providing an argus pack with the opportunity to pounce and tear their victim to shreds.

The eyes of an argus are always in motion, scanning its surroundings for danger or potential quarry. This behavior coupled with the ability to literally look in two directions at once makes them virtually impossible to approach unnoticed, prompting some to train captured argus as guard dogs and war hounds. Smaller breeds are tamed in northern Khador, and when reared from pups, these argus are fiercely loyal to their masters.

Encountered in the wild, argus usually live in packs of four to six individuals lead by a dominant breeding pair. Short vocalizations allow the animals to coordinate during a hunt, letting the pack overwhelm a target from many directions with precise timing. Attacks against larger prey typically involve an alpha male or female grabbing hold of the target's limbs, immobilizing it while the remainder of the pack tears into its vulnerable underbelly.

Packs of argus typically claim a territory of 100 to 300 square miles and fiercely protect it from intruders. Shortly after the mating season the territory doubles in size; the pack must bring in extra food for weaned pups still too young to hunt.

ARGUS					
SPD	STR	MAT	RAT	DEF	ARM
7	8	5	4	15	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		16		8	6



BITE	
POW	P+S
4	12

Argus can fight with both heads without penalty.

Instead of making an attack with each bite separately, an argus can attack with both heads simultaneously. Make one attack roll for both bites. If the attack hits, the POW of the damage roll is equal to the STR of the argus plus twice the POW of the bite.



DOPPLER BARK		
RNG	AOE	POW
SP6	—	—

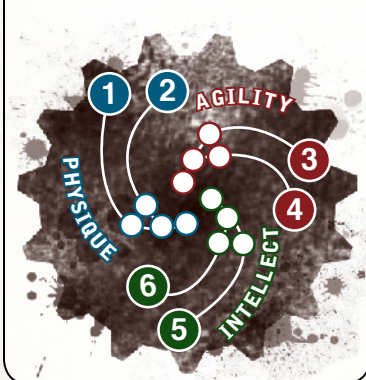
**Paralysis** – The base DEF of a living character hit by this attack becomes 7, and the character hit cannot run or charge for one round.

## ABILITIES

**Circular Vision** – The front arc of an argus extends to 360°.

**BASE SIZE** MEDIUM

**ENCOUNTER POINTS** 10



Of all the sub-breeds of argus, none are quite so feared as the great white predator of the north, the winter argus. The white fur of winter argus allows them to blend in with their snowy environment, and they often stalk under the cover of a blizzard. Entire hunting parties are easy game for a pack of winter argus, who strike unexpectedly from the cover of towering snow drifts to bring prey down under a flurry of snapping jaws. Unlike their southern cousins, winter argus cannot stun prey with a paralyzing bark. Instead, they emit great blasts of icy breath that freeze a target in place, stopping the quarry from fleeing so the argus can feast upon its frozen flesh.

## COMBAT

One of the dominant members of an argus pack initiates combat by unleashing its doppler bark or frost breath to immobilize prey before its pack mates attack. Groups of argus try to overwhelm prey with numbers, circling around a target in hopes of striking its unprotected back. Against larger or more dangerous quarry, argus attack with both heads at once to do greater damage. Both breeds use stealth and the terrain to surprise their victims.

## LORE

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

**8:** The argus is a massive two-headed dog found in packs throughout the wilderness.

**10:** Argus can emit a paralyzing bark at close range that can temporarily disable prey.

**12:** The winter argus is a ferocious sub-breed of argus found in northern Khador. The winter argus' breath is supernaturally cold.

## HOOK

Over the past few months, many villagers from the small logging village of Karaskrad on the fringe of the Scarsfell have gone missing. The villagers seem to be taken closer and closer to Karaskrad, with the last attack occurring near the village main street. Investigation of the missing villagers' last known whereabouts turned up massive sets of paw prints belonging to at least two large beasts. The town is desperate for any assistance as the sound of fourfold howling grows closer each night.



### WINTER ARGUS

SPD	STR	MAT	RAT	DEF	ARM
7	8	5	4	15	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		16		8	6



#### BITE

POW	P+S
4	12

Argus can fight with both heads without penalty.

Instead of making an attack with each bite separately, an argus can attack with both heads simultaneously. Make one attack roll for both bites. If the attack hits, the POW of the damage roll is equal to the STR of the argus plus twice the POW of the bite.



#### FROST BREATH

RNG	AOE	POW
SP6	—	12

**Frost Breath** – This weapon deals cold damage. On a critical hit, the character hit becomes stationary for one round unless he has Immunity: Cold.

### ABILITIES

**Circular Vision** – see argus.

The winter argus has Immunity: Cold

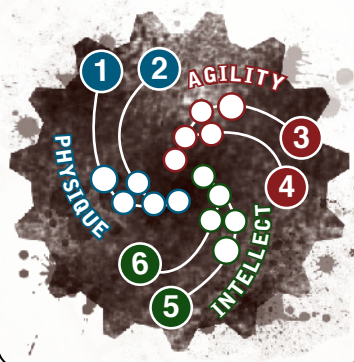
**Winter White** – Winter argus gain +2 on Sneak rolls while in snowy environments or blizzard conditions.

### BASE SIZE

MEDIUM

### ENCOUNTER POINTS

11



# GORAX



*A dozen arrows jut from the leathery skin of the gorax and deep gashes crisscross its body. Despite these grievous wounds, it barrels forward. Hot, fetid breath blasts from its slaving jaws as it reaches out to pull you from the saddle and rip you to pieces.*

Great hulking brutes inhabiting the deep wilderness, gorax are primitive creatures blurring the line between man and beast. The body of a gorax is thickly muscled, with iron-hard tendons straining against bones as dense as hardwood. A heavy mane of matted hair grows down a gorax's spine, matched by similar patches on its disproportionately long arms. Its oversized hands have enormous claws, which are ideal for digging or slashing deep furrows in the flesh of prey. A wide maw distended by massive tusks dominates the ugly face of a gorax.



Even more terrifying than its brutish physique is the gorax's response to pain. Gorax are not just inured to the effects of injury, they are fueled by it. This paradoxical response drives an injured gorax to attack with ever-increasing savagery until it is forced into a blind frenzy of bloodlust. In its fury, a gorax is strong enough to tear a warhorse in half.

Though its primitive features belie the fact, a gorax possesses a cunning mind. They are able to communicate with one another through a rough series of guttural vocalizations and can be taught with some effort to follow simple commands.

During the Thousand Cities Era warlords prized gorax for their bestial cunning and response to pain, and used the beasts as front-line shock troops. Directed at the enemy, hordes of gorax would tear across the battlefield unimpeded by ranged attacks. Once the gorax fell upon a column, their strength already greatly magnified by pain-fueled rage, the enemy would quickly be torn to pieces. Gorax too wounded to quickly recover or those too full of bloodlust to easily be controlled were simply put down. The tendency of gorax to attack ally and enemy in equal measure eventually reduced their use in battle, but there are still some who capture and enslave gorax for use as beasts of war.

In the wild, most gorax make their homes in natural caverns. They expand the interior of a cave by scraping the walls with their huge claws. Gorax often keep a surplus of meat in their dens and drag half-consumed beasts back to the cavern for later consumption.

Gorax are obligate carnivores, though they care little about the source of the meat. Any animal that comes close enough for a gorax to grab is eaten, though they seem to hold human flesh in high regard. Gorax who taste the blood of mankind seek it out, which has caused some of the beasts to move from their wilderness domains into the fringes of civilization. Small villages have been completely depopulated due to a rampaging gorax seeking to sate its gruesome hunger.

## COMBAT

Gorax view all other creatures as a threat or as potential meal, often both. A gorax charges toward the closest target, attacking it with claw and bite attacks. Once injured, the gorax strikes the closest creature it can see, with no regard for its own safety.



## GORAX

SPD	STR	MAT	RAT	DEF	ARM
5	9	6	3	12	15
WILLPOWER		INITIATIVE		DETECT	SNEAK
11		14		6	4



### CLAW

POW	P+S
3	12

A gorax can fight with both claws without penalty.



### BITE

POW	P+S
4	13

**Chomp** – Gorax can make bite attacks against a target it has grappled.

## ABILITIES

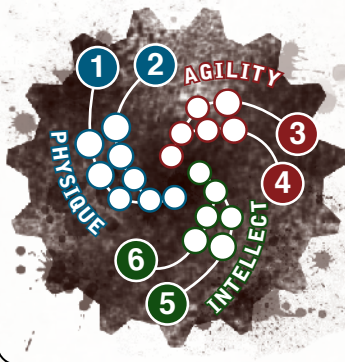
**Pain Fueled** – While damaged a gorax gains +2 to its attack and damage rolls.

## BASE SIZE

**MEDIUM**

## ENCOUNTER POINTS

**13**



## LORE

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

**8:** Gorax are powerful, brutish humanoids that inhabit the wild, untamed places in western Immoren.

**10:** Gorax are obligate carnivores, and they have a particular fondness for human meat.

**12:** A gorax becomes even stronger in response to non-fatal wounds, which cause it to attack with greater savagery.

## HOOK

Espiel Mateas, a crime boss in Five Fingers, runs a beast-fighting circuit in the tunnels beneath his legitimate establishment. For years, challengers have wagered their fighting prowess with sword, axe, and mace against the exotic animals Mateas has acquired. Mateas has recently grown tired of the standard array of feral dogs and sickly bears his handlers have brought to him. He is offering a substantial reward to anyone that can deliver a live adult gorax. However, he wants the beast brought to him as covertly as possible, as High Captain Kilbride has lately taken an interest in his illicit blood sport.

## TROLLS



*A living mountain of muscle and fury, the dire troll looses a deafening bellow and charges, smashing aside and uprooting full-grown trees in its path. Its great clawed fists reach out for you, and its mammoth jaws hang open, eager for the feast to come.*

Found across Caen, trolls are the enormous, adaptable, and carnivorous cousins of the trollkin. They are among the most powerful and deadly creatures found in the wild, and encounters with them are not to be taken lightly. Even trollkin cannot guarantee meetings with full-blooded trolls will end well. While trolls won't necessarily eat trollkin with the same enthusiasm they reserve for other races, in a pinch, meat is meat.

A troll's skin ranges from deep blue to blue-green, and they grow pronounced quills in place of hair. Males have rocklike growths on their faces that become more pronounced with age, and some of the larger breeds have similar patches on their shoulders, backs, and arms. The common troll stands up to ten feet tall, and its body is sheathed in slabs of powerful muscle.

Although wild males typically lead a solitary existence, trolls sometimes gather into small family units, echoing the kiths of the trollkin. They tolerate the presence of other trolls to a

degree, but non-trolls are met with rank hostility. Trolls have the capacity for basic tool use—which trollkin foster in times of war—and often attack intruders with crude cudgels and spears.



**TROLL**

SPD	STR	MAT	RAT	DEF	ARM
5	9	6	4	12	14
WILLPOWER	INITIATIVE	DETECT	SNEAK		
13	12	4	4		



CLAW	
POW	P+S
3	12



BITE	
POW	P+S
4	13

**Chomp** – A troll can make bite attacks against a target it has grappled.



CLUB	
POW	P+S
4	13

On a critical hit, a living character hit has a chance to be knocked out by the attack. If the character suffers damage from the attack, he must make a Willpower roll against a target number equal to the attacking character's STR + 7. If the character succeeds, he stays conscious. If he fails, he is knocked out.



WOODEN SPEAR	
POW	P+S
3	12

This weapon has reach.



WOODEN SPEAR			
RNG	AOE	POW	P+S
8	—	3	12

**ABILITIES**

**Poison Resistance** – Trolls gain boosted rolls to resist poisons and toxins.

**Regeneration** – A troll automatically regains d3 vitality points per hour in addition to any normal healing.

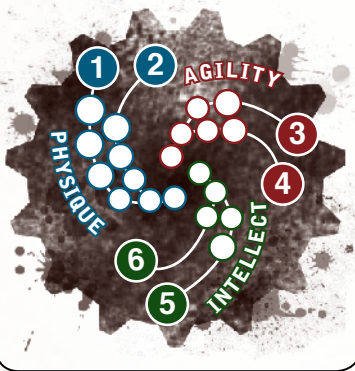
**Weapon of Choice** – All trolls can fight with their claws and teeth. At the Game Master's discretion, some trolls also fight with clubs or spears.

**BASE SIZE**

**MEDIUM**

**ENCOUNTER POINTS**

**14**



Trolls have ravenous appetites, and spend the great majority of their time and energy seeking ways to fill their stomachs. While they are carnivorous, trolls that go too long without sufficient sustenance will consume virtually anything. A starving troll lacks the capacity for good judgment and will resort to stripping the bark from trees, ripping up patches of flora, and even eating stones—anything to quell its hunger. Fortunately, trolls are naturally resistant to most toxins, as their ravenous appetites often lead to the ingestion of a startling array of poisons.

Larger than a normal troll, the dire troll stands upwards of eighteen feet tall and possesses a furious temperament. The blunt-clawed hands of a dire troll can easily envelop and crush the life from a man, and their toothy jaws are powerful enough to snap a body in half with a single bite. Though historically not employed in the wars of their diminutive cousins, all this has changed in the modern era. Now tales of fearsome dire trolls marching to battle alongside trollkin are commonplace in drinking holes from Berck to Ternon Crag.

Every dangerous, feral, and terrifying thing about a troll is dramatically amplified in a dire troll. They can rip the iron hull from a Khadoran warjack or topple a castle wall, and only the concentrated effort of skilled warriors with a surplus of luck can hope to bring down one of the rampaging beasts.

All trolls are notorious for their regenerative capability. They can quickly recover from horrendous wounds, and even severed limbs can be regrown. Dismembered arms, legs,

hands, and feet eventually sprout a whole separate body called a whelp. Whelps are malformed and degenerate creatures that often follow in the wake of a larger troll, testament to the many wounds the parent troll has endured and survived.

Whelps are simple-minded and content to follow larger trolls in the hope of feeding on the scraps left behind. If left to their own devices, whelps flee from danger. They rely entirely on trolls to defend them—or at least they could if their progenitors weren't in the habit of eating them.

## COMBAT

When trolls commit to battle, they do so with great rage and power. Standard trolls often wield primitive weapons and charge into combat to avoid prolonged volleys of ranged fire. Dire trolls utilize no real tactics to speak of. They want to smash things and eat them, and they want to do it as expediently as possible.

DIRE TROLL						
SPD	STR	MAT	RAT	DEF	ARM	
5	12	6	3	12	18	
WILLPOWER		INITIATIVE		DETECT	SNEAK	
16		12		4	0	



CLAW	
POW	P+S
4	16

**Smash and Grab** – If a dire troll hits the same target with both claw attacks, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.



BITE	
POW	P+S
6	18

**Chomp** – A troll can make bite attacks against a target it has grappled.

### ABILITIES

**Fearless** – Dire trolls never suffer the effects of fear.

**Poison Resistance** – See troll.

**Regeneration** – See troll.

**Snacking** – A dire troll can spend a quick action to devour any destroyed or incapacitated character within its melee range to immediately regain d3 vitality points.

BASE SIZE	LARGE
ENCOUNTER POINTS	28



TROLL WHELP						
SPD	STR	MAT	RAT	DEF	ARM	
5	2	2	2	12	11	
WILLPOWER		INITIATIVE		DETECT	SNEAK	
4		10		3	4	



BITE	
POW	P+S
0	2

### ABILITIES

**Comfort Food** – A troll can spend a quick action to devour a whelp within its melee range to immediately regain d3 vitality points.

**Distraction** – Characters other than trolls within 1" of troll whelps suffer –1 on attack rolls.

**Hide Behind the Big Guy** – A whelp in 3" of a friendly troll can use the troll's Willpower in place of its own.

VITALITY	3
BASE SIZE	SMALL
ENCOUNTER POINTS	1

## LORE

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

**8:** Trolls are massive humanoids found in nearly any natural environment. Small groups of trolls occasionally band together in family units.

**10:** Trolls have remarkable regenerative capability and can recover from wounds that would be fatal to other creatures. Some damage done to trolls results in the generation of whelps, malformed miniature trolls.

**12:** Dire trolls are an ancient species of troll, much larger and harder than their smaller kin. When roused to battle, dire trolls are among the most ferocious creatures in western Immoren.

## HOOK

The great hunter Grabe Keeley has spent half his life looking for the dire troll that attacked his village and killed his family, an ancient beast covered in patches of stone and distinguished by one blind, milky eye. He has hunted trolls of every description across western Immoren, always looking for the object of his obsession. Lately, he has heard rumors of the one-eyed troll stalking the forests near Stonebridge and is offering a huge reward to those willing to help him hunt it. Meanwhile, a trollkin kriel of the Thornwood is offering a reward of their own. Keeley is responsible for the deaths of several of kriel members, and the trollkin are asking for assistance in bringing him to justice.



# FOUNDRY, FORGE & CRUCIBLE IN RARE FORM

BY MATT GOETZ • ART BY MICHAEL ROOKARD

**T**hough firearms have become commonplace across the Iron Kingdoms, some are truly distinct. Worked with magic and mechanical engineering, these rare items run the gamut between weapons that helped build dynasties, cursed objects that have left a litany of tragedy in their wake, and guns that ended the lives of famous men. Some are truly one-of-a-kind, while others have been duplicated over the years with varying degrees of success. However, all are special, unusual, and dangerous.

From feuds in Rhul to the battlefields of the Rebellion, the weapons that follow are products of the long and bloody history of the Iron Kingdoms. Purpose built, they are equally valuable as historical artifacts and tools of destruction. Including these weapons can be part of a normal game set in the Iron Kingdoms, or they could be the driving force behind entire adventures. Several of the weapons to follow have been lost to their rightful owners for generations, and their discovery can lead to vast rewards—and dire peril.



**ARTICLE 1185**

## ARTICLE 1185

**Cost:** Such a cursed artifact cannot be found for sale at any price.

**Ammo:** 1

**Skill:** Light Artillery

**Effective Range:** 36 feet (6")

**Extreme Range:** –

**Attack Modifier:** –2

**POW:** 13

**AOE:** –

**Description:** Late in the Rebellion, when faced by the new and unpredictable weapons of their enemies, the Orgoth devised their own crude firearms. These brutish iron constructions were more akin to small cannons than the weapons of the rebels. Though unquestionably powerful, the blackdrakes of the Orgoth were both inaccurate and terrifically heavy. The most terrible among them were wrought in unnatural fires stoked by the magics of the Orgoth warwitches. These weapons were said to claim not only the body but also the souls of those they felled.

Most blackdrakes have been lost over the centuries, though some few remain in private collections and in the depths of the darkest Orgoth ruins. One such remarkable find was discovered as the Khadoran Army consolidated its control of Llael in 605 AR. Following a battle in the hills west of Riversmet, the Khadorans discovered an ancient Orgoth vault sealed since the Rebellion. The Greylords immediately assumed control of the site and called for experts who arrived from Khardov soon after. There they found among other Orgoth artifacts a unique blackdrake that would come to be known as Article 1185, the catalog number they assigned to it.

The heavily ornamented weapon clearly bore the aura of Orgoth magic. When fired, the weapon emitted a keening howl that chilled the blood. Testing the capabilities of the weapon, the Greylords learned that it was particularly effective against targets bearing the Gift, causing them to temporarily lose their powers. The Gift of Magic provided the Rebellion with a potent weapon with which to battle the Orgoth, and this special blackdrake was made to punish them for that impertinence.

The Greylords intended to bring the weapon to their research facility in Khardov. There it was to be studied and hopefully replicated. Koldun Sergei Lutzkov lead a convoy dedicated to its delivery, but it would never reach its destination. Lutzkov and his men were discovered many miles from the road, their bodies covered in ghastly wounds, and the trees all around filled with crows that refused to feed on the corpses. The Orgoth weapon was nowhere to be found. The Greylords have a vast standing reward that can be claimed by any who offers them clues to the weapon's current location.

**Special Rules:** Article 1185 is a magical weapon.

Gain an additional damage die on this weapon's damage rolls against Gifted characters.

Upkeep spells on a target hit by this weapon immediately expire.

A character must have STR 6 to use this weapon.

Article 1185 can be used as a melee weapon. Its immense weight, sharp spines, and stout handle make it suited for use as a spiked cudgel. When used as a melee weapon, this weapon has an attack modifier of –1, is POW 4, and uses the Great Weapon skill.

Shots for this weapon must be specially manufactured. It costs 3 gc for the blasting powder and projectile for a single shot.

This weapon takes one full action to reload.



## FETTERSHOT

### FETTERSHOT

**Cost:** 2,160 gc

**Ammo:** 3 (heavy round)

**Skill:** Rifle

**Effective Range:** 60 feet (10")

**Extreme Range:** 300 feet

**Attack Modifier:** –2

**POW:** 12

**AOE:** –

**Description:** The Fettershot is a stout, three-barreled rifle developed by the Rhulic clan Dolan, a small offshoot of clan Dohl. It was developed by Hjurd Dolan, a clever warrior and engineer who participated in the defense of Dohl's Hold in a long and unusually bloody clan feud. Hjurd wanted a weapon to counter the effectiveness of his enemies' warjacks.

The weapon was designed to imbue its targets with crushing weight, increased by each subsequent shot. Hjurd scribed the runeplates with formulae that turned even small movements into titanic efforts.

The Fettershot was unveiled in battle, where Hjurd and an elite teams of gunners used the weapon to slow and ultimately immobilize the other clan's warjacks. The rival clan was taken by such surprise in the opening volley they immediately sued for peace. The Fettershot's deployment functionally ended the longstanding feud, catapulting Hjurd into a prominent position as its champion and inspiring some prosperous Rhulic mercenary captains to carry the Fettershot west, where the weapon's design was copied.

This weapon is powered by an arcanodynamic accumulator housed within its foregrip.

**Rune Points:** 4

**Special Rules:** Each time a target is hit by this weapon, he suffers a cumulative -1 SPD for one round. A target cannot be reduced below SPD 1.

If this weapon does not have a functional accumulator, it suffers -1 on attack rolls, and it loses its cumulative effect.

It costs 3 gc for blasting powder, bullets, and casings for five heavy rounds.

**Fabrication:** The material cost of the Fettershot housing is 450 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

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



## THE IMPRECATOR

### THE IMPRECATOR

**Cost:** Such a cursed artifact cannot be found for sale at any price.

**Ammo:** 1 (light round)

**Skill:** Pistol

**Effective Range:** 48 feet (8")

**Extreme Range:** 240 feet

**Attack Modifier:** 0

**POW:** 11

**AOE:** -

**Description:** The Imprecator is a foul product of the Thamarite pistoleer Errigan, who once prowled the streets of Corvis in the late 400s AR. Though the culmination of decades of Errigan's research and the application of dark magic, the

pistol is visually unimpressive. It is rough and tarnished, its metal surfaces covered with pitting and stained a greasy greyish color. Its cracked grips are roughly carved from poor quality wood adorned by weathered and illegible runes scribed in Telgesh that still manage to suggest the profane rituals of its creation.

A fell weapon created to exact Errigan's final vengeance upon his enemies, he ironically became its last victim when he was cornered by the Corvis Watch. Refusing to be taken alive, he turned the weapon on himself. His ghost is inextricably bound to the pistol.

The pistol was stored in one of the watch's secure houses after they recovered Errigan's body, but the weapon vanished mere days later. Over the years the Imprecator has surfaced many times, always central to a great tragedy, only to vanish again. The Order of Illumination seeks the Imprecator and offers a large standing reward for information leading to its acquisition and destruction.

**Special Rules:** The Imprecator is a magical weapon.

A character armed with the Imprecator can spend a quick action during his turn to speak the true name of his target to the pistol. For one round, the character can reroll missed attacks with the Imprecator against that target. Each missed attack can be rerolled once as a result of this effect. Additionally, on a critical hit that round, damage exceeding the target's ARM is doubled. Obviously, to use this ability the character must know his target's name.

A character destroyed by an attack from this weapon never generates a soul token. The pistol claims its victims' souls.

It costs 2 gc for blasting powder, bullets, and casings for five light rounds.

## THE SPECTER OF ERRIGAN

The spirit of Errigan lingers on, forever bound to the Imprecator. Though his memory and personality are fractured echoes of what they were in life, Errigan's malice and cruelty remain unchanged. Errigan takes distinct pleasure in tormenting those who come into contact with the Imprecator, eventually turning them against their allies.

He hears all things that transpire near his pistol and uses the information to torment its wielder. Remaining insubstantial and unseen, Errigan whispers doubts and fears directly into the minds of those in contact with the Imprecator, taking possession of a victim when his will has been sapped by a constant stream of misinformation. Once in control of a victim, Errigan turns the Imprecator on the victim's friends and allies, continuing his deathless cycle of betrayal and murder.

Errigan throws subtlety away when faced with danger. Any attempt to destroy the Imprecator immediately results in a full-fledged attack by the specter.

**ERRIGAN**

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

**ABILITIES**

**Bound** – Errigan is bound to the Imprecator. He cannot move more than 36 feet (6”) from it. If the Imprecator is destroyed, Errigan is destroyed as well.

**Dark Resurrection** – Barring the destruction of the Imprecator, Errigan can never be truly destroyed. Instead, if he is incapacitated, he returns with 1 vitality point in each aspect. Errigan regains 1 additional point of vitality in each aspect each day until he is fully healed.

**Feat Points** – Errigan starts each encounter with 1 feat point. Errigan is allocated 1 feat point at the start of each of his turns. Errigan can only have up to 1 feat point at a time.

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

**Invisibility** – While not possessing another character Errigan is invisible. While invisible, Errigan gains concealment and stealth and a +5 bonus to Sneak checks.

**Possession** – Errigan can attempt to possess a character in contact with the Imprecator. When he attempts to do so, Errigan and his target make contested Willpower rolls. If Errigan’s total is higher, he possesses the character. If the character’s total is higher, Errigan fails to possess the character and loses 1 vitality point.

When Errigan possesses a character, all effects on Errigan expire, his model is removed from the table, and his activation ends. The possessed character loses his turn this round and will afterward take his turn during Errigan’s place in the initiative order. Errigan controls a possessed character completely, but does not gain access to the character’s memories, skills, abilities, spells, etc (though he will be aware of anything said within the pistol’s proximity).

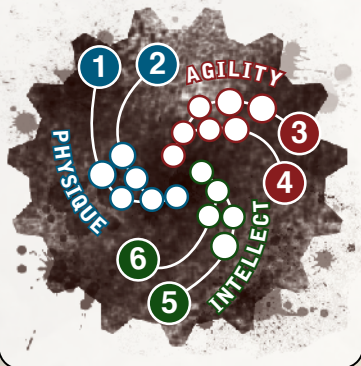
The possessed character can attempt to break free of the possession each round at the end of Errigan’s activation, excepting the round where he was initially possessed, by making another contested Willpower roll against Errigan. If the victim of the possession succeeds, the possession ends and Errigan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

**Terror** – Errigan causes Terror [16].

**Undead** – Errigan is an undead creature and never flees.

**BASE SIZE** **SMALL**

**ENCOUNTER POINTS** **22**



**USING ERRIGAN**

Errigan’s specter is the true cost of the Imprecator. Dealing with the consequences of Errigan haunting a character can be a short adventure in itself, culminating with the specter trying to force the weapon’s owner to kill his allies.

Similarly, if the players have any connections to the Order of Illumination, they might be tasked with bringing the pistol to an Order safe house, where it can be properly and ritually destroyed. Errigan is cunning enough to wait for the right moment to strike, though, and will do everything in his power to corrupt one of the characters before they reach their destination.

**NORTHWIND**

**Cost:** 1,560 gc

**Ammo:** 1 (heavy round)

**Skill:** Rifle

**Effective Range:** 48 feet (8’)

**Extreme Range:** 240 feet

**Attack Modifier:** -2 (one handed), -1 (two-handed)

**POW:** 12

**AOE:** –

**Description:** An ornate weapon developed by renowned gunsmith and arcane mechanik Arasnik Iradanov, the Northwind was intended as a gift for the great prince of Feodoska in recognition of his martial prowess on the hundredth anniversary of the day local legend says the Descra family clashed with the dragon Halfaug. The blunderbuss’ runeplates were inscribed to Iradanov’s incredibly high standards, each tuned to imbue the shots of the Northwind with the terrible force and bitter cold of Khador’s savage winter. The great prince was so delighted he appointed Iradanov the personal gunsmith of his house and always had the weapon close at hand.



**NORTHWIND**



## RECONCILER

Once knowledge of the Northwind spread amongst the great princes, possession of such a weapon became something of a status symbol. Though Iradanov was unwilling to produce the weapon for any but the lord of his volozk, the Northwind was copied in the workshops of dozens of Khadoran mechaniks who sought to meet the demand. Over the last century, small numbers of these weapons have been manufactured, though few were able to capture the true essence and elegance of the original Northwind. The few copies that have made their way beyond the borders of Khador command a high price and are eagerly sought out by collectors.

The barrels of these firearms are characteristically ornamented with inlaid silver and adorned with fine engravings depicting ancient battlefields, frozen landscapes, and wild animals. No two are exactly alike; each was customized to suit the personal aesthetics of the nobleman who commissioned it.

Thick, scrimshawed ivory grips house the arcanodynamic accumulator that powers the weapon's runeplate. While active, the weapon exudes a chilling mist that drips from the barrel.

### Rune Points: 4

**Special Rules:** Characters hit by this weapon are pushed d3" directly away from the attacking character.

On a critical hit, targets without Immunity: Cold become stationary for one round.

If this weapon does not have a functional accumulator, it suffers -1 on attack rolls, and it loses its push and critical effect.

It costs 3 gc for blasting powder, bullets, and casings for five heavy rounds.

**Fabrication:** The material cost of the Northwind housing is 270 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

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

### RECONCILER

**Cost:** 1,160 gc

**Ammo:** 1 (light round)

**Skill:** Rifle

**Effective Range:** 84 feet (14")

**Extreme Range:** 420 feet

**Attack Modifier:** 0

**POW:** 10

**AOE:** -

**Description:** The Reconciler is a consummate assassin's weapon that imbues its projectiles with malignant power. The collapsible mechanika rifle was built late in the Border Wars, part of a clandestine plot orchestrated by agents of the crown to assassinate Khador's Lord Regent Velibor. Believing they could ensure their man only one shot at his target, the architects of the plan wanted to provide the killer with a weapon of certain lethality. Gavryll di Wynnel, the sharpshooter selected for the task, made his way into Khadoran territory in a captured officer's uniform, the Reconciler broken down in his bags. Shortly after crossing into Khadoran territory, however, Wynnel vanished. Neither he nor the original Reconciler have ever been seen again.

The plot only came to light years later when the weapon's original creator Nidlaeys di Glaeys began selling them to wealthy mercenary companies across the Iron Kingdoms. Though di Glaeys himself was murdered in 329 AR, he had managed to produce a small number of these weapons before his death.

Nidlaeys di Glaeys' masterpiece is a collapsible mechanika rifle fitted with an arcanodynamic accumulator housed forward of the trigger. The Reconciler's construction allows it to be broken down to a few components for ease of concealment. Di Glaeys' later Reconcilers all came with custom made cases, few of which remain outside the hands of wealthy collectors.



**Rune Points:** 4

**Special Rules:** While collapsed, the Reconciler is easy to hide from casual inspection. Assembling this weapon while it is broken down requires a full action for a character with the Craft (gunsmithing) skill or three full actions for a character without the skill. This weapon must be assembled before it can be fired.

This weapon requires two hands.

Characters hit by this weapon lose Tough, cannot heal or be healed, and cannot transfer damage for one round.

If this weapon incapacitates a character, the target number to stabilize him increases by 2.

If this weapon does not have a functional accumulator, it suffers -1 on attack rolls, and it loses its effects.

It costs 2 gc for blasting powder, bullets, and casings for five light rounds.

**Fabrication:** The material cost of the Reconciler's housing is 150 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

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



## TRAMMEL SHORTARM

### TRAMMEL SHORTARM

**Cost:** 1,010 gc

**Ammo:** 5 (light round)

**Skill:** Pistol

**Effective Range:** 48 feet (8")

**Extreme Range:** 240 feet

**Attack Modifier:** 0

**POW:** 10

**AOE:** -

**Description:** Once the property of prominent Llaelese nobleman and gun collector, the Trammel Shortarm is named for the man who stole it. Rikard Trammel, a notorious highwayman, preyed upon portions of western Ord, northern Cygnar, and the south of Llael. His most successful score came in 487 AR, when he robbed the stately home of Baron Malyk Argyll. Among his plunder, was the Shortarm, Argyll's most prized possession.

This pistol is designed to magnify the skill of its operator. Argyll was classically trained in the dueling schools of his nation and desired a weapon to compliment his talents. The Shortarm he commissioned was of a unique design, with an extremely long handle and barrel. Visiting nobles took to calling it the Shortarm sarcastically, as it was nearly the size of a small rifle. Each shot from the weapon hits with increasingly magnified force, as each bullet harnesses a bit of the kinetic energy from those fired before it. While powered by the arcanodynamic accumulator expertly fitted into its long handle, the Shortarm grants its operator an elegant means of dispatching his foes.

Trammel remained on the run for nearly twenty years, in no small part do to the special qualities of his stolen pistol that remained ever at his side. Despite a small fortune paid by Argyll to a number of mercenaries and bounty hunters, the Shortarm remained just outside his grasp. In the end, Rikard Trammel was cornered outside Fharin in 505 AR, captured, and hanged for his crimes. The whereabouts of the Shortarm have remained a mystery ever since.

**Rune Points:** 4

**Special Rules:** After resolving each ranged attack made with this weapon that hits an enemy during the attacker's turn, the attacker gains a cumulative +1 to his attack and damage rolls with this weapon that turn.

If this weapon does not have a functional accumulator, it suffers -1 on attack rolls, and it loses its cumulative effect.

Replacing this weapon's ammo wheel requires a quick action. Reloading each cylinder of the ammo wheel takes one quick action.

It costs 2 gc for blasting powder, bullets, and casings for five light rounds. Additional ammo wheels cost 15 gc each.

**Fabrication:** The material cost of the Trammel Shortarm housing is 105 gc. It takes three weeks to construct the device. The pertinent Craft skill for construction is Craft (metalworking).

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

# 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 anthology books. 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*

# WARRIOR'S TELOS

A STORY & SCENARIO FOR WARMACHINE  
BY WILLIAM SHICK • ART BY MARIUSZ GANDZEL AND NICHOLAS KAY

### The Thornwood Forest, the Temple of Garroth 606 AR

Blood pounded in Uli Cherov's ears. His breath was ragged and heavy, and his head buzzed with the hundreds of voices that were his constant companions. Over the years he had become used to their whispers, but as he charged forward beneath the shadow of the towering Orgoth temple, their voices were like shouts echoing down a canyon. He had been chained to his fellblade long enough to know this wasn't just his sword's howling eagerness for the coming slaughter. He could feel the ancient power of this place where Zevanna Agha and Vladimir Tzepesci had brought him. It coursed through the cursed blade in his hand.

Howling through the heavy iron helm that covered his face, Uli urged his legs to move faster toward the Cygnarans that had emerged from the other end of the forest clearing. Several lines of frightened long gunners leveled their rifles at Uli and the onrushing wave of doom reavers with him. Fire blossomed along the long gunner line, and several doom reavers around Uli fell. The deaths of their comrades only spurred them forward with greater speed. Uli could see he would have to endure at least one more volley from the long gunners before he reached the Cygnaran line. This thought gave him no pause; fear no longer existed in his world.

Moments before Uli reached them, the long gunners suddenly scattered in disarray as several groups of Kossite

skirmishers attacked their flanks. A feral grin split Uli's face. The momentary confusion was all he needed to close the distance to his prey.

He lashed out with his fellblade, shearing off the head of the first long gunner within reach. Another Cygnaran fell to his back swing, which flowed effortlessly into a brutal overhead strike that clove a long gunner in twain like cordwood. Hot blood sprayed across Uli's bare chest and he brought his cursed blade up for another strike, pushing toward two more Cygnarans as they turned to flee. He hacked them down with almost casual savagery. With no targets in easy reach, Uli stood his ground, breathing heavily, blood and sweat cooling on his skin. The voices in his mind were exultant. He looked up at the twisted baroque temple and caught sight of Vladimir Tzepesci scaling the ancient structure, making his way toward its top.

More enemies appeared; this time a knot of trenchers who were rushing forward to stem the doom reaver advance. With a roar, Uli charged again, closing the distance between him and the trenchers in half-a-dozen bounding strides. He grimaced as a bayonet sliced through his side. He grabbed the rifle to which the bayonet was attached, yanked it and it's surprised owner toward him, and drove his iron-helmeted head forward with skull-crunching force, shattering the trenchers face into a bloody mush.

exciting new fiction from the eyes of those who witnessed them. 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 that took part in those famous engagements.

This installment of *In Battle Forged* gives players the chance to relive one of the most dramatic battles in WARMACHINE history: the four-faction throw-down at the Temple of Garrodh. Manipulated by the diabolical machinations of Lich Lord Asphyxious, the Harbinger of Menoth has come to confront the vile Lich Lord and free the thousands of trapped Menite souls within the nefarious Orgoth Temple Garrodh. Asphyxious seeks to use the Harbinger as a direct conduit to Urcaen, which along with the soul-trapping power of the temple will allow him to draw and capture souls from Urcaen itself, granting him nearly unlimited power. The forces of the Protectorate of Menoth are not alone, however. The Old Witch has put her own plans in motion and set Khador's Dark Prince Vladimir Tzepesci on a mission to eliminate either Asphyxious or the Harbinger to prevent the Lich Lord's grand scheme. In addition, a Cygnaran relief force led by Commander Adept Sebastian Nemo also arrives on the scene, urged to action by Major Victoria Haley who believes the shadow of Cryx still lurks within the Thornwood.

Like an avatar of death, Uli strode through the remaining trenchers. Each strike of his fellblade severed limbs, split skulls, and ended lives. Each kill propelled him forward to the next.

Lost in his frenzy, Uli barely felt something heavy strike his chest. He roared in defiance, but his howl was cut short as another impact drove the air from his lungs. He tried to raise his fellblade but found he was unable to lift it. His arms had grown terribly heavy. His legs buckled and he fell to his knees. The voices screamed, a sudden wrenching cacophony, as Uli collapsed forward, but he no longer heard them.



Decklan Biggs loosed a ragged breath as his second shot dropped the rampaging doom reaver. He cocked the lever on his long rifle, chambering another round, before taking careful aim at his next target. He squeezed the trigger and the rifle bucked against his shoulder. Two hundred yards away a Kossite flopped bonelessly to the ground, a bloody hole in his chest.

The primary threat dealt with, Decklan took stock of his situation. He could see the hulking mass of the Thunderhead fighting its way up the monstrous Orgoth structure that loomed over the battlefield. The advanced warjack's voltaic coils cast a blue glow over the pair of warcasters fighting beside it. Commander Adept Nemo and Major Haley had business at the top of the structure, and it had been up to Decklan and his men to cover their advance.

Luckily for the trio, they were facing minimal Cryxian resistance; the bulk of the undead forces were battling a large force of Protectorate soldiers across the main causeway on the right side of the structure.

Decklan turned to his subordinate Sergeant Milo Brandy. "Sergeant, give me a head count."

"Sir, those Khadoran bastards gave us one hell of a bloody nose. We're down three squads."

Decklan nodded grimly. "Right, we need to pull back and regroup with Captain Darius and that Rhulic mercenary up on the temple itself."

Before Brandy could respond, a ghostly wail split the air, and a black iron monstrosity burst through the main temple doors in front of Major Haley and Commander Nemo. Decklan's eyes widened in terror at the sight of the thing. It resembled a Cryxian helljack but was far larger and infinitely more sinister. The great infernal machine loosed another mechanical shriek and a wave of thralls answered, pouring from the darkness within the temple's interior.

Decklan wanted to flee from the surging tide of necromechanical horror, but years of training compelled him to raise his rifle and fire at the mass of oncoming thralls. He took down two before his ammo wheel clicked empty. He immediately began the process of switching wheels, drawing a fresh one from the pouch at his waist. He turned to Brandy. "Sergeant, get your men moving! Now!"

Brandy dipped his head in assent, but before he could raise it again, a bullet tore off the top of his skull in a spray of red. Decklan had only a second to register furtive, ghostly movement to his left before another gunshot sounded and everything went black.



Therysi felt the weight of her physical form melt away as she transitioned into ethereality. She reveled for a moment in the pleasure and energy of the souls she had claimed from the dead, but disconcertingly, she could

feel them being pulled toward the center of the temple. She had to concentrate to keep the stolen souls. *This place drinks souls like a man dying of thirst drinks from a well*, she thought as she passed through a wall and made her way up to the landing toward the Protectorate forces across the causeway.

Therysi tried to remember for a moment what it was like to be thirsty. It had been many years since she had cast off the weakness of the flesh and embraced the power of death. In life, she had killed in duels at the behest of rich men, until one of those rich men had betrayed her. Now she killed to slake her thirst for vengeance.

As she made her way onto the eastern causeway she saw several rockets soar into the air. She paid them no mind as they exploded around her, their deadly payload shredding the lesser flesh of mechanithralls. Instead she took aim at the line of Temple Flameguard attempting to force its way through the thick sea of undead. The heavy shields of the Protectorate warriors were locked tightly together, presenting an iron wall to their foes.

Therysi waited until the line of Temple Flameguard had cleared the mechanithralls in front of them and then fired her wraithlock hand cannon, drawing on stolen soul energy to add power and accuracy to her shots. The soul-empowered bullets tore through the Flameguards' shields, and Therysi felt fleeting pleasure as each bullet

claimed the life and soul of its intended target. Additional mechanithralls threw themselves into the gaps Therysi had created in the Protectorate line, their steam fists tearing and hammering at the living.

She turned her attention to several priests behind the main Protectorate ranks. Though finding a clear shot through the swirling melee was difficult, Therysi knew that patience was the first virtue of a true marksman.

Finally, her opening came. She aimed carefully at one of the Protectorate priests and squeezed the trigger. Her hand cannon flashed with green fire, its accuracy bolstered by the souls she had claimed among the Flameguard. Before she could see if her shot had struck true, a massive warjack plated in gleaming white and gold crashed through the press of thralls before it, obscuring her target from sight. As it pushed forward, the massive 'jack used its great bulk to crush thralls beneath it or knock them from the causeway with great sweeps of its arms. Realizing the danger of her position now that she had taken on



a corporeal form, Therysi evaded the rampaging warjack, ducking a swing from its massive sword as it carved a swathe through the Cryxians on the causeway. The danger past, Therysi once again became incorporeal.

Most of the Protectorate forces were occupied with the mechanithralls, but one Flameguard officer broke from the main Protectorate line and charged toward her, spear leveled. Therysi let the foolish warrior draw near; his weapon was of no use against her ghostly body.

She felt sudden shock and then searing agony as the Flameguard's enchanted spear transfixed her body and wrenched her back into corporeality. Before the darkness claimed her, she experienced an emotion she had almost forgotten—fear.



Preceptor Asmida Silharun offered a silent prayer to Menoth as the blasphemous form of the pistol wraith crumbled to dust at his feet. Its insubstantial form offered no protection against the holy energies of his spear Honored Hand. The weapon was a family heirloom given to Asmida's ancestors in the days when the Idrian tribes began their conversion to the Sul-Menite faith. Every time Asmida held the weapon, he knew the eyes of his forefathers were upon him. Such knowledge always filled him with resolve.

Asmida called out to his brothers in arms to close ranks once more, and as one the Flameguard on the causeway locked shields and leveled their spears, creating a bristling iron wall. Asmida shouted another order and the line began to advance. His felt great pride and accomplishment that he and his Flameguard had been chosen as part of the initial assault force. Their duty was of the most sacred importance, for they were to clear the causeway for the Harbinger of Menoth, the physical conduit of the Lawgiver's voice on Caen.

The fighting had been fierce, and even bolstered by the Avatar of Menoth, the Cryxians had inflicted a grim toll on the Protectorate forces. More troubling than the waves of undead was the fact that both Khadoran and Cygnaran forces had recently arrived at the temple. How and why each army was here was a mystery to him. It mattered little, though, their intentions made them enemies. Asmida had no doubt all of them sought to prevent the Harbinger from completing her holy work.

Asmida silently vowed to Menoth that no harm would come to the Harbinger while breath remained in his body. With the Avatar of Menoth leading the way, Asmida and his Flameguard pushed forward across the causeway. In answer, a fresh horde of mechanithralls poured from the dark temple. Asmida braced himself for their charge.

He called on his brothers to steel themselves as the mass of thralls pushed into the Flameguard line. Asmida felt the heavy impact of steam fists on his shield, and the powerful blows sent painful jolts up his arm. Years of training allowed him to push past the pain. Once the momentum of the thrall's assault was spent, Asmida gave a single command. "Push!"

The entire Flameguard line thrust forward with their shields, knocking their foes backward and off balance before striking them with their spears. As their enemies fell, the Flameguard moved forward, shields still locked before them. Again and again Asmida gave the order, and each time the line of Flameguard moved with unerring precision.

With the inexorable power of the Avatar at their side, the Protectorate force swept the Cryxians from the causeway, giving the Harbinger and her companion, the inscrutable Testament of Menoth, a clear route to the top of the accursed temple.

Asmida took a moment to wipe the sweat from his brow and nearly stumbled off the causeway when the voice of the Harbinger rang out behind him. "We must make haste to the top. Time is of the essence if we are to stop him."

Asmida could not help but stare at the Harbinger. She was so close now, and he could feel Menoth's holy power radiating from her like the light of a desert sun. With supreme effort, Asmida tore his gaze from the Harbinger as she and her acolytes passed. He was about to offer a short prayer to Menoth when shouts rang out from the rear of the Protectorate line. From the trees, Asmida could see the unmistakable sight of Khadoran warjacks closing fast.

He quickly pushed his way through the warriors on the bridge, giving orders to prepare for the Khadoran assault. Asmida heard the distinct thumps of bombards discharging, followed by the whistle of the shells hurtling toward the tightly packed troops on the causeway. He brought his shield up as the first shells exploded. The blast sent the broken bodies of his brothers in arms flying in all directions. Asmida grimaced as a second round of bombard shells whistled down from the sky and the Khadoran troops came rushing in behind them.

Asmida called for the nearby Flameguard to rally about him. As his men formed up, he caught sight of Amon Ad-Raza. The warcaster's chain weapon Oblivion was wrapped around his arm, and he was moving to engage the Khadorans at the mouth of the bridge with several warjacks in tow.

The sight of the mighty Idrian filled Asmida with pride and holy devotion. He opened his mouth to order his men to join the powerful warcaster, but sudden force and pain slammed into his throat, and the order was lost in a choked gurgle.



Dmitri Borga grunted irritably as the bareheaded Menite fell, blood gushing from the bullet hole in his neck. Dmitri reached up and made a slight adjustment to the scope mounted on his Vanar Liberator. He had intended the shot to take the man between the eyes. He ran through some quick calculations, clicked the wheel on the scope two notches, and then sighted down range to check the adjustment.

Satisfied with his work, he brought the rifle away from his shoulder and reloaded it. Already the Khadoran assault lead by Kommandant Irusk and Forward Kommander Kratikoff was crashing into the Protectorate lines and pushing them back. The causeway was the most direct route to the strange Orgoth structure the Cryxians had unearthed. Kommandant Irusk intended to take it, regardless of the Menite presence.

Dmitri brought the Liberator back up to his shoulder and sighted through the scope, looking for a target. He could see Kommander Karchev moving to engage a strange bare-chested man armed with a large ball and chain. Dmitri couldn't help but chuckle at the sight of so small a man running carelessly toward an iron titan. Such a confrontation would be short lived indeed. He lined up a Flameguard warrior in his crosshairs and pulled the trigger, bracing himself for the heavy recoil.

As always, he heard the sharp crack of the rifle's discharge and felt the heavy impact of the rifle butt on his shoulder, but this time something was different. The world began to tilt, and then he was falling, spinning toward the ground. Horrifically, Dmitri saw his own body falling toward him.



Captain Selrex Hexheart flicked blood from her axe as the Widowmaker's headless corpse tumbled to the ground. She heard the muffled screams of the man's compatriots as her raiders cut them down in the surrounding forest. She nodded to herself; they had done well in keeping their presence concealed.

Stepping over the decapitated body of the Widowmaker, Selrex unfolded a spyglass and took stock of the battle raging about the Orgoth temple. On the lower levels she could see the Cygnarans engaging in a desperate fight against a horde of mechanithralls and a massive black iron helljack. At the top of the temple Selrex saw Asphyxious along with a human woman who seemed to be floating, held to the earth by acolytes gripping chains below her. As she watched, a pair of warcasters armored



in blue and gold arrived. They were accompanied by a massive warjack, its body glowing from several voltaic coils jutting from its back.

She knew Lich Lord Terminus would be heading for the temple's zenith to confront the treacherous Asphyxious. Lowering the spyglass, Selrex turned her gaze of the battle raging on the causeway between the Protectorate and Khadoran forces.

Pirate Queen Ravenmane had given Selrex and the other pirate captains explicit orders. They were to distract and destroy all enemy forces at the temple while Terminus confronted Asphyxious. Even now the Lich Lord's massive war host was moving into place around the temple, ready to strike upon his command.

Selrex stowed the spyglass at her belt and drew her pistol. From her elevated vantage she could just make out the tree line where Terminus and Skarre would soon emerge. It had been a long march, and she had whetted her appetite for murder on the Khadorans hidden in the forest.

An unearthly roar suddenly drowned out the clamor of battle. The awe-inspiring form of Lich Lord Terminus broke from the trees at the perimeter of the clearing. Behind the warcaster the forest erupted as his host charged into battle. Thralls, satyxis, and even revenants raced forward with helljacks and bonejacks interspersed between them.

Selrex made no sound as she sprang forward. She leveled her pistol and fired into the back of a nearby Winter Guard, severing the man's spine with the well-placed shot. She didn't bother to reload and charged forward into the remaining Khadoran soldiers. She lashed out with her boarding axe and gun blade, easily dodging the clumsy return strikes of her foes. After each kill she sprang toward her next opponent, weaving a bloody path through the line of Winter Guard.

While the death of the northerners was satisfying, Selrex's only goal was to reach the Cygnarans below. She had lost a ship in a battle with a Cygnaran navy captain years ago. Though she had tracked down the man and killed him, she continued to reap bloody revenge at every opportunity against his countrymen.

She cut down the last Winter Guard between her and the edge of the causeway and raced toward a heavily armored Iron Fang that had stepped out to block her path. The Khadoran thrust at her with his blasting pike as she advanced. She knocked the weapon aside with her axe, rolled under the man's guard, sprang to her feet, and smashed her horns into the Iron Fang's face. The force of the blow staved in his helmet and sent him crashing to the ground. Selrex didn't pause to complete the kill. Instead, she took a running leap off the edge of the causeway, landing nimbly on her feet below.

She saw Terminus take flight and soar toward the temple summit, his mighty wings casting a great shadow over the battlefield. Terminus was no doubt hurrying toward his confrontation with the traitorous Asphyxious.

Selrex rushed at the Cygnarans, who were falling back toward the main doors that lead inside the Orgoth temple. She gracefully moved through the knotted thralls, pushing toward the Cygnarans behind them. Finally, she came upon several trenchers who were fighting thralls from both Cryxian forces in a desperate last stand.

Selrex charged and dispatched those mechanithralls belonging to Asphyxious with several quick strikes from her boarding axe. She saw hope on the trenchers' faces at the unexpected turn. Selrex savored their dismay and horror when they realized their supposed savior was in fact their doom. She killed them, slowly.

When it was over, she stood over the last trencher, watching the man fight for life even as it poured out of him. He looked up at her and a noise escaped his lips, though it was barely a wheeze. Selrex leaned in closer.

"Why . . ." the man began. Selrex waited for the rest but the man said nothing more. She knew he would never say anything again. She smiled and stood. "Why?" she said, mocking the trencher's last word. She turned, looking for more Cygnarans to kill, and felt something heavy and cold strike her in the back. She saw red mist plume out before her, and the strength fled her limbs. As she fell, her own last word escaped her lips. "Who . . ."



Corporal Kade Ratcliff, known as "Rat" for his small stature, fired another round into the Satyxis that had killed Corporal Bannock and his men. It wasn't until he saw her chest explode in a splash of red that he lowered the custom Radcliffe sniper rifle and punched the ground in frustration, tears stinging his eyes.

Sergeant Corman put a hand on his shoulder. "You did the only thing you could. You put that bitch down."

Rat drew in a deep breath and nodded, more to himself than Corman. "Yes, sir."

"Look, just hold 'em at the gates. Captain Darius will get us out of here."

Rat glanced back over his shoulder. Captain Dominic Darius was not wearing his steam-powered armor. It was an odd sight. Without the powerful mechanika battle suit, Captain Darius looked so . . . normal.

A roar of chain gun fire broke through Rat's thoughts as two teams opened up on a mass of Cryxians attempting to rush the door blockade. Rat tried not to think about the strange

ominous temple around them. His skin was still riddled with gooseflesh from being inside this accursed place.

Rat sighted through the scope on his Radcliffe and snapped off several more shots, each one dropping an approaching Cryxian. The rifle was a gift from his father, presented to Rat when he'd joined the trenchers. Sergeant Corman had allowed Rat to replace his standard-issue rifle with the personal weapon. "Who wants their sniper to spend half a battle reloading?" had been Corman's reasoning.

Rat fired several more times before the weapon's ammo wheel clicked empty. He took comfort in the steady roar of the trencher teams' chain guns as he quickly reloaded. So long as the chain guns were firing, the Cryxians wouldn't be getting in. He looked over at one of the teams and saw the loader, a man Rat didn't know, give him a thumbs up. He was about to return the gesture when the chain gun was engulfed in a misty cloud of swirling crimson. Rat didn't hear the men scream, but when the cloud dissipated the chain gun crews were gone. Panicked, Rat ran toward the now unmanned chain guns. When he reached them, he saw the crews had not disappeared, but all that remained of them was a jumbled pile of bones and a grotesque pool of liquefied flesh.

Rat staggered away, choking back vomit. He heard a noise behind him and turned to see a satyxis woman

approaching with black tangled hair and a massive rack of horns jutting from her forehead. From her back, smoke stacks rose in the shapes of screaming skulls, each belching sickly green smoke. In one hand she carried a massive curved sword and in the other a wicked-looking ceremonial dagger.

In a flash she was on him. Rat tried to bring his rifle up and fire, but the satyxis knocked it aside with her sword, causing Rat to spin around. Before he could regain his balance, he felt a searing pain lance through his chest. He looked down and saw the satyxis' sword jutting from his abdomen, the metal slick with gore.

As she withdrew the blade, Rat's legs gave out and he collapsed. He tried to shout a warning, but no sound would come. He pressed his hands to his stomach, desperately trying to stem the torrent of blood pouring from the hole in his guts.

Rat found his legs were paralyzed, but he managed to roll onto his back, which left him staring at the strange apparatus suspended far above. Geared mechanisms, huge glowing brass cages, and dark stones made up the strange thing. It was the cages that occupied his thoughts most. He almost felt like he was being pulled toward them. Like they were tugging at him with insubstantial fingers.

He turned his head and saw the Satyxis warcaster standing over Captain Darius, his severed ear in her hand. Before she could deliver the killing stroke, her attention was pulled away, to the apparatus hanging from the temple ceiling. She stood there, entranced for several moments before suddenly jerking her gaze away. Rat watched as green runes swirled about her and she plunged her dagger into the hand that held Darius' ear. In a flash she was gone.

Rat turned to look back toward the ceiling as a loud rumble reverberated through the temple causing the entire structure to shake violently. The strange mechanisms above him swayed and then crashed into each other. Time seemed to slow as the mechanisms broke free of their moorings and plummeted toward the ground. All Rat could do was watch as the giant brass cages struck the stone floor with a thunderous crash and exploded in brilliant white light.





# INTO THE MAW OF HELL

## FOUR PLAYER SCENARIO

BY JACK COLEMAN & WILL HUNGERFORD

### SET UP

Before the game, place a special terrain feature (temple entrance) centered on the eastern board edge as show on page 72. This map also indicates how players will deploy based on which faction they are playing. The Protectorate of Menoth player is the first player for this scenario. Turns continue clockwise from player one.

The temple entrance is the main ramp leading toward the front doors of the Temple of Garrodh. This ramp should be no more than 4" long, 3" wide, and 3" tall. When placing the temple entrance, the highest end of the ramp should be flush with the eastern board edge with the base of the ramp facing the center of the board. The ramp provides elevation to models completely within it. Models may climb or descend the sides of the ramp without penalty.

If a players wish to build a larger temple entrance or more of the temple itself, they are encouraged to do so. The main ramp should be placed as detailed above, with the additional temple sections placed off the table along the eastern board edge.

Before the game begins, all four players should take turns placing up to two additional terrain features each. Terrain features must be chosen from the following: forest, linear obstacle, and obstruction. Terrain features cannot be placed within 3" of another terrain feature or within 6" of the temple entrance. Only forests may be placed within deployment zones and only within the deployment zone of the player placing the terrain.

### ARMY COMPOSITION

Each player must choose one of the following factions: Cygnar, Protectorate of Menoth, Khador, or Cryx. Each faction must be represented in this scenario.

Each player's army must be 50 points and contain three warcasters and a scenario model as detailed below. Huge based models may not be included in any army.

#### Cygnar

- Captain E. Dominic Darius
- Major Victoria Haley
- Commander Adept Nemo
- Kade "Rat" Ratcliff (scenario model)

#### Protectorate of Menoth

- High Allegiant Amon Ad-Raza
- The Harbinger of Menoth
- Testament of Menoth
- Asmida Silharun (scenario model)

#### Khador

- Karchev the Terrible
- Forward Kommander Sorscha Kratikoff
- Vladimir Tzepesci, The Dark Champion
- Uli Cherov (scenario model)

#### Cryx

- Lich Lord Asphyxious
- Wraith Witch Deneghra
- Goreshade the Bastard
- Selrex Hexheart (scenario model)

### SPECIAL RULES

When a model is destroyed, if no other model gains a soul token from its destruction, then the Temple of Garrodh gains a soul token. Soul tokens on the temple never expire and cannot be removed. When the number of soul tokens on the temple equals one of the thresholds described in the table below, immediately resolve the effect listed.

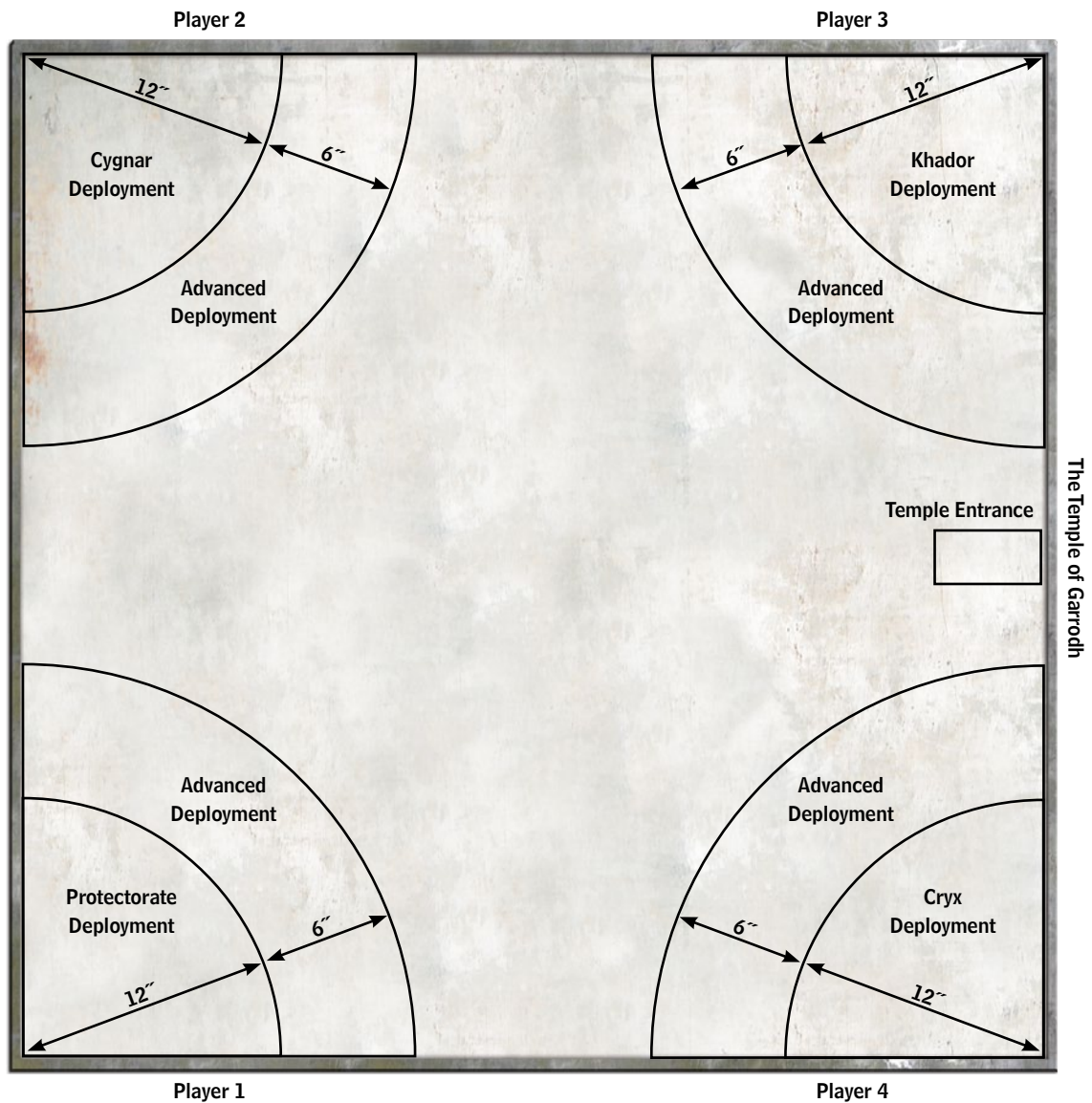
Souls Gathered	Effect
10	Remove all soul tokens from models in play and place them on the Temple Garrodh.
20	All models cannot heal or be healed until the end of the next round.
30	All upkeep and animi immediately expire.
40	Until the end of the next round, if a model ends its activation with the eastern board edge in its LOS, that model suffers a POW 6 Magic damage roll. Only the Temple of Garrodh may gain soul tokens for models destroyed this way.
50	For the remainder of the game, at the end of each round, all models are pushed d3" towards the western board edge starting with the model farthest from the eastern board edge. Only roll once for all models.

## VICTORY CONDITIONS

A player wins the game if he has the only warcaster(s) in play. Additionally, the Cygnar player wins if Major Victoria Haley destroys Wraith Witch Deneghra, the Protectorate player wins if the Harbinger of Menoth begins her activation on the temple entrance, the Cryx player wins if Lich Lord Asphyxious destroys the Harbinger of Menoth, and the Khador player wins if Vladimir Tzepesci, the Dark Champion destroys the Harbinger of Menoth.

## OPTIONAL RULES

Players may opt to not use the specified casters and factions in this scenario if they choose. In this case, each player should construct a 50-point army using three warcasters or warlocks. The only victory condition for this variant is a player wins the game if he has the only warcaster(s) or warlock(s) in play.



### TRENCHER INFANTRY OFFICER & KADE "RAT" RATCLIFF

ATTACHMENT TRENCHER INFANTRY - This attachment can be added to a Trencher Infantry unit.

#### OFFICER

**CAUTIOUS ADVANCE (ORDER)** - Each model in the unit that received this order must make a full advance as its normal movement, perform the Dig in special action, then can perform a combat action as its action.

**DIG IN (\*ACTION)** - This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dig in until it moves, is placed, or is engaged. The model cannot dig in solid rock or man-made constructions. This model can begin the game dug in.

**SMOKE BOMBS (\*ACTION)** - Place a 3" AOE cloud effect in play, its center point must be within 1' of this model. This AOE remains in play for one round.

#### KADE RATCLIFF

**DIG IN (\*ACTION)** - This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dig in until it moves, is placed, or is engaged. The model cannot dig in solid rock or man-made constructions. This model can begin the game dug in.

**SMOKE BOMBS (\*ACTION)** - Place a 3" AOE cloud effect in play, its center point must be within 1' of this model. This AOE remains in play for one round.

**DUAL SHOT** - When this model forfeits its movement to gain the aiming bonus it can also make one additional ranged attack this activation.

#### RADCLIFFE SNIPER RIFLE

**BLACK PENNY** - This attack ignores the firing into melee penalty.

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FA	3
PC	4
POW	3
P+S	9
SWORD	3
POW	15
RNG ROF AOE POW	12 2 - -
RADCLIFFE SNIPER RIFLE	15 2 - -
KADE RATCLIFF	SPD STR MAT RAT DEF ARM CMD
	6 6 6 7 6 13 13 9
OFFICER'S DAMAGE	5
KADE RATCLIFF'S DAMAGE	5

TRENCHER INFANTRY OFFICER & KADE "RAT" RATCLIFF  
CYGNAR CHARACTER UNIT ATTACHMENT

SPD	6
STR	6
MAT	6
RAT	7
DEF	13
ARM	13
CMD	9
P+S	9
POW	3
BAYONET	3
MILITARY RIFLE	RNG ROF AOE POW
	10 1 - - 10
OFFICER	SPD STR MAT RAT DEF ARM CMD
	6 6 6 7 6 13 13 9

### ULI CHEROV

**ULI CHEROV** - When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

**SPELL WARD** - This model cannot be targeted by spells.

**RELENTLESS CHARGE** - This model gains Pathfinder during activations it charges.

**ELITE CHARGE (DOOM REAVERS)** - Friendly Doom Reaver models gain vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.)

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FA	3
PC	3
DAMAGE	5

ULI CHEROV  
KHA DOR DOOM REAVER CHARACTER SOLO

SPD	6
STR	7
MAT	8
RAT	4
DEF	13
ARM	14
CMD	7
P+S	13
POW	6
FELBLADE	6
ULI CHEROV	SPD STR MAT RAT DEF ARM CMD
	6 7 8 4 4 13 14 7

### SELRX HEXHEART

**NO SLEEPING ON THE JOB (SATYRIS)** - This model and friendly Satyrus models in its command range cannot be knocked down.

**SIDE STEP** - When this model hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved. This model cannot be targeted by fire strikes during this movement.

**QUICK WORK** - When this model destroys one or more enemy models with a melee attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapon's HORN.

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

**BOARDING AXE** - On a critical hit, double the damage exceeding the ARM of the model hit. A model disabled by this attack cannot make a Tough roll.

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FA	3
PC	3
DAMAGE	5
POW	3
P+S	6
BOARDING AXE	3
POW	3
P+S	6
HORN	3
GUN BLADE	3
PISTOL	8
SELRX	SPD STR MAT RAT DEF ARM CMD
	7 6 8 6 6 14 12 9

SELRX HEXHEART  
CRYX SATYRIS CHARACTER SOLO

SPD	7
STR	6
MAT	8
RAT	6
DEF	14
ARM	12
CMD	9
P+S	6
POW	3
GUN BLADE	3
HORN	3
PISTOL	8
SELRX	SPD STR MAT RAT DEF ARM CMD
	7 6 8 6 6 14 12 9

### ASMIIDA SILHARUN & STANBARD

**ATTACHMENT TEMPLE FLAMEGUARD** - This attachment can be added to a Temple Flameguard unit.

**GRAVITY RANGED ATTACKS** - While this model is in play, models in its unit gain Ranged Attacks. (Friendly Faction models can ignore models with Ranked Attacks when determining LOS)

**IRON ZEAL** - Once per game during its unit's activation, this model can use Iron Zeal. For one round, while in formation models in this unit gain +4 ANM and cannot become stationary or be knocked down.

**TACTICS: EMPOWER** - Models weapons in this unit gain Magical Weapon.

#### HONORED HAND

**POWERFUL CHARGE** - This model gains +2 to charge attack rolls with this weapon.

**BALEFIRE** - Gain an additional damage die on this weapon's damage rolls against undead models.

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FA	2
PC	2
DAMAGE	5

ASMIIDA SILHARUN & STANBARD  
PROTECTORATE TEMPLE FLAMEGUARD CHARACTER UNIT ATTACHMENT

SPD	8
STR	14
MAT	14
RAT	4
DEF	9
ARM	9
CMD	9
P+S	11
POW	5
HONORED HAND	5
ASMIIDA	SPD STR MAT RAT DEF ARM CMD
	8 14 14 4 9 9 9



# MACHINATIONS

## SEASON I - UMBRA

By Will Hungerford • Rules and Development by David “DC” Carl and Will Hungerford

Machinations is Privateer Press’ 2013 league series. The league consists of four seasons, and each season spans four weeks. The league provides players with a casual format where they battle against each other while also working together in a global effort to uncover the mysteries behind Machinations. This league provides novice and veteran players, as well as hobbyists, weeks of entertainment, as they play, paint, and interact with the unique maps and displays of Machinations.

Machinations is a yearlong adventure that focuses on the discovery of the unknown. Someone or something is plotting against the armies of western Immoren, as strange incidents begin to occur all across the land. Player’s battle over the various sites where bizarre events are occurring in an attempt to discover the truth. This tale unfolds in short fiction that accompanies each season, through interactive store displays and online maps, and even in the tabletop battles themselves.

In the first season, Machinations: Umbra, the journey into the unknown begins. A new and unseen threat is on the rise—something that will alter the wars of the Iron Kingdoms forever. The effects are felt across the land, whether it be the sudden disappearance of an entire village, unnatural seismic catastrophes, or any number of other unexplainable phenomena.

One of the key features in Machinations is the players’ interaction with each season’s Device. The Device is part of the league scoreboard and is the key to unlocking the mysteries of Machinations. Each Device has several incomplete sections the players must complete by finishing that season’s Schematics.

Schematics are unique challenges for player’s to attempt during the course of the league. League EOs fill in the incomplete Schematics on the Device as their local players complete them. Once all six season Schematics are completed for the Device, the EO reports this information, which aids in unlocking the Vault.

The Vault is where the truth is slowly revealed. As the global results of the league pour in, the locks on the Vault begin to crack open, revealing spoilers you’re not going to want to miss!

In addition to these features, the online map returns as well, but in a form unlike anything you’ve seen before. The Star Chart indicates where the bizarre events are occurring on Caen and the various sites where players will battle for control of that area to uncover the truth. Each region has its own unique effects, some of which include custom scenarios to play!

Each season also features unique models for use throughout the league. (We’ve included the entire suite of Umbra season models on the following pages.) Finally, every player who participates will be rewarded with league patches for their army bags, with the top player earning a special medallion as a trophy.

Don’t wait any longer; grab your favorite army and prepare for battle. It’s time to face your foes and endure the strange anomalies affecting western Immoren. The truth must be discovered.

Find out more about Machinations and other organized play formats at [privateerpress.com/organized-play/leagues/umbra](http://privateerpress.com/organized-play/leagues/umbra)

### SKINDYD HARROWER

**LEAGUE MODEL (UMBRRA)** - This model can only be included in armies during Umlra league games.

#### HARROWER

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

**BLOOD-QUENCHED** - This model gains a cumulative +1 STR and ARM for each living enemy model it destroys with a melee attack during its activation. This bonus lasts for one round.

**HUNTER** - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

**STEADY** - This model cannot be knocked down.

#### PERISHER

**THRESHOLD (\*ATTACK)** - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

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SKILLS	
U	
FA	
01	
02	
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04	
05	
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07	
08	
09	
10	
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12	
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28	
29	
30	

**HARROWER**  
SPD STR MAT RAT DEF ARM CMD  
5 12 6 5 12 18

**MORTIFIER**  
RNG INF ROE POW  
10 1 5 14

**PERISHER**  
POW P+S  
4 16

**SKINDYD HARROWER**  
CRYA HELLJACK

### RUPTURED BERSERKER

**LEAGUE MODEL (UMBRRA)** - This model can only be included in armies during Umlra league games.

#### BERSERKER

**ENGAGED** - This model cannot activate unless there is a model within its LOS. When this model activates, it must charge without spending focus or being forced. This model's attack and damage rolls are boosted.

**INDEPENDENT** - This warjack is an independent model. It cannot be part of a battlegroup and cannot be assigned to a jack marshal.

#### WAR AXE

**CHAM ATTACK-BRUTALITY** - If this model has the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one head-but power attack against that model.

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SKILLS	
U	
FA	
01	
02	
03	
04	
05	
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07	
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09	
10	
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**WAR AXE**  
POW P+S  
5 16

**WAR AXE**  
POW P+S  
5 16

**BERSERKER**  
SPD STR MAT RAT DEF ARM CMD  
4 11 5 3 11 18

**RUPTURED BERSERKER**  
KHADOR HEAVY WARJACK

### POSSESSED SANCIFIER

**LEAGUE MODEL (UMBRRA)** - This model can only be included in armies during Umlra league games.

#### SANCIFIER

**CLEAVE** - When this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. This model can gain only one additional attack from Cleave each activation.

**SOU-DRIVE** - This model is allocated 1 additional focus point during your Control Phase.

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SKILLS	
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04	
05	
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29	
30	

**GRAVE MAKER**  
POW P+S  
6 17

**OPEN FIST**  
POW P+S  
5 14

**SANCIFIER**  
SPD STR MAT RAT DEF ARM CMD  
5 11 6 5 10 19

**POSSESSED SANCIFIER**  
PROTECTORATE HEAVY WARJACK

### BATTLE-TAINTED CENTURION

**LEAGUE MODEL (UMBRRA)** - This model can only be included in armies during Umlra league games.

#### CENTURION

**COUNTER CHARGE** - When an enemy model advances and ends its movement within 6" of this model and in its LOS, this model can immediately charge it. If it does, it cannot make another counter charge until after your next turn. This model cannot make a counter charge while engaged.

#### PISTON SPEAR

**CRITICAL SHRED** - On a critical hit, after the attack is resolved this model can make one additional attack against the model hit.

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SKILLS	
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FA	
01	
02	
03	
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05	
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30	

**PISTON SPEAR**  
P+S  
6 18

**MAGNO SHIELD**  
POW P+S  
1 13

**CENTURION**  
SPD STR MAT RAT DEF ARM CMD  
4 12 6 4 11 19

**BATTLE-TAINTED CENTURION**  
CYGNAR HEAVY WARJACK

### EXPERIMENTAL MANTICORE

**LEAGUE MODEL (UMBRAI)** - This model can only be included in armies during Umbra league games.

#### MANTICORE

**FIELD DEFENSE** - While its Field Generator system is crippled, this model loses the Overload Generator ability, cannot attack with the Cyclone Cannon, and cannot make Covering Fire special actions.

**OVERLOAD GENERATOR** - Once per activation, you can roll one die. This model gains a STR bonus equal to the roll but suffers 1 damage point to its L or R system each time it makes an attack with a weapon in that location. Overload Generator lasts for one turn.

#### CYCLONE CANNON

**COVERING FIRE (\*ACTION)** - Place a 3' AOE anywhere completely within this weapon's RNG. The center point of the AOE must be in this model's LOS, ignoring intervening models. A model entering or ending its activation in the AOE suffers a damage roll with POW equal to the POW of this weapon. The AOE remains in play for one round or until this model is destroyed or removed from play.

#### SABER FIST

**CRITICAL SMITE** - On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed directly away from this model and 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.



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FA	U
PC	8
L	R
M	M
C	C
G	G
C	C
L	L
M	M
C	C
L	L
M	M
C	C

1	2	3	4	5	6
1	2	3	4	5	6

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	10	6	5	12	18

SPD	STR	MAT	RAT	DEF	ARM	CMD
12	3	—	—	—	—	—

SPD	STR	MAT	RAT	DEF	ARM	CMD
12	3	—	—	—	—	—

### EXPERIMENTAL MANTICORE

### RETRIBUTION HEAVY MYRMIDON

### GHOST SHIP MARINER

**LEAGUE MODEL (UMBRAI)** - This model can only be included in armies during Umbra league games.

#### MARINER

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

**HOSTILITY** - This model can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. This model cannot be targeted by fire strikes.

#### SHIP GUN

**GHOST SHOT** - This model ignores LOS when making attacks with this weapon. When resolving attacks with this weapon, ignore concealment and cover.

#### ANCHOR

**RESHNER (\*ATTACK)** - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.



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FA	U
PC	6
L	R
M	M
C	C
G	G
C	C
L	L
M	M
C	C

1	2	3	4	5	6
1	2	3	4	5	6

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	5	12	17	—

SPD	STR	MAT	RAT	DEF	ARM	CMD
15	1	3	14	—	—	—

SPD	STR	MAT	RAT	DEF	ARM	CMD
15	1	3	14	—	—	—

### GHOST SHIP MARINER

### MERCENARY HEAVY WARJACK

### EMACIATED DIRE TROLL MAULER

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

Target friendly Faction model gains +3 STR. Rage lasts for one round.

#### MAULER

**LEAGUE MODEL (UMBRAI)** - This model can only be included in armies during Umbra league games.

#### DEVOID

When this model boxes a living model with a melee attack, this model can heal d3-5 damage points. If this model heals, the boxed model is removed from play.

#### STARVING

This model loses d3 damage points at the start of each of its activations.

#### BIG MEATY FIST

**CHAIN ATTACK: GRAB & SMASH** - If this model hits the same model with its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-but, headlock/weapon lock, push, or throw power attack against that target.



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FA	U
PC	8
L	R
M	M
C	C
G	G
C	C
L	L
M	M
C	C

1	2	3	4	5	6
1	2	3	4	5	6

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	12	6	3	12	18	5

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	16	—	—	—	—	—

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	16	—	—	—	—	—

### EMACIATED DIRE TROLL MAULER

### TROLL BLOOD HEAVY WARBEAST

### NIGHTMARE SHADOORHORN SATYR

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

Target friendly living Faction warbeast can make power attacks during its activation without being forced. A model that is power attack slammed or thrown by the affected warbeast is moved an additional +2. Virility lasts for one turn.

#### SATYR

**LEAGUE MODEL (UMBRAI)** - This model can only be included in armies during Umbra league games.

#### DODGE

This model can advance up to 2' immediately after an enemy attack that missed it is resolved unless it was missed while advancing. It cannot be targeted by fire strikes during this movement.

#### HOSTILITY

This model can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. This model cannot be targeted by fire strikes.

#### NIGHTMARE SPAWN

Once per round when this model boxes a living enemy warrior model, remove the boxed model from play and replace it with a Feralgeist model.

#### HORN

**HARD HEAD** - This model can add this weapon's POW to its head-but and slam power attack damage rolls.



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FA	U
PC	7
L	R
M	M
C	C
G	G
C	C
L	L
M	M
C	C

1	2	3	4	5	6
1	2	3	4	5	6

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	6	3	13	17	6

SPD	STR	MAT	RAT	DEF	ARM	CMD
14	4	—	—	—	—	—

SPD	STR	MAT	RAT	DEF	ARM	CMD
14	4	—	—	—	—	—

### NIGHTMARE SHADOORHORN SATYR

### CIRCLE HEAVY WARBEAST

### SCYTHEAN DUSKSALKER

COST: 1 RING AOE: 1 POW: 1 UP: 1 OFF: 1

**ANIMUS**  
**SLAUGHTERHOUSE** - 1 SELF - NO NO  
 This model gains Take Down, Slaughterhouse, lasts for one turn. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models bowed by a melee attack made by this model are removed from play.)

**LEAGUE MODEL (UMBRAI)** - This model can only be included in armies during Umbrar league games.

#### SCYTHEAN

**BLOOD CREATION** - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

**DIG IN (ACTION)** - This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

**DRAG BELOW** - During this model's activation, immediately after resolving an attack in which it bowed a living enemy model, this model can use Drag Below. The bowed model is removed from play and this model can immediately make a full advance and then perform a Dig. In special action, then its activation ends.

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

#### SCYTHE

**CHAIN ATTACK: BLOODBATH** - If this model hits the same target with both its initial attacks with this weapon, after resolving the attacks it can immediately make one melee attack with this weapon against each model in its LOS that is in this weapon's melee range.

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SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	4	11	18	7

SCYTHE	POW	P+S	L	R
SCYTHE	5	16	16	16
SCYTHE	5	16	16	16

### INFECTIOUS TITAN GLADIATOR

COST: 2 RING AOE: 6 POW: 6 UP: 6 OFF: 6

**ANIMUS**  
**RUSH** - 2 6 - NO NO  
 Target friendly warbeast gains -2 movement and Pathfinder. Rush lasts for one turn.

**LEAGUE MODEL (UMBRAI)** - This model can only be included in armies during Umbrar league games.

#### GLADIATOR

**BULLEADED** - When this model frenzies, if it would charge a model, it targets that model with a sham power attack instead. If it cannot, it frenzies normally.

**CORROSION** - When this model is disabled, center a 5" AOE on it, then remove this model from play. Models in the AOE suffer a POW 16 corrosion damage roll and suffer the Corrosion continuous effect.

#### TUSKS

**BURSTER** - When this attack boxes a living model, center a 3" AOE on that model, then remove the model from play. Models in the AOE are hit and suffer an unboosable POW 10 corrosion damage roll.

**HARD HEAD** - This model can add this weapon's POW to its head-but and sham power attack damage rolls.

#### WAR GAUNTLET

**BURSTER** - See above.

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SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	6	3	12	19	7

TUSKS	POW	P+S	L	R
TUSKS	3	14	14	14
TUSKS	3	14	14	14

### NIGHTSHADE SWAMP HORROR

COST: 2 RING AOE: 6 POW: 6 UP: 6 OFF: 6

**ANIMUS**  
**ELASTICITY** - 2 6 - NO NO  
 Target friendly Faction model's melee weapons gain Reach. Elasticity lasts for one turn.

**LEAGUE MODEL (UMBRAI)** - This model can only be included in armies during Umbrar league games.

#### SWAMP HORROR

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

**IMPERVIOUS FLESH** - When this model is hit by a ranged attack, the attacker rolls one less damage die.

**SOUL TAKER** - This model gains one soul token when a living enemy model is destroyed within 2" of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

**STEADY** - This model cannot be knocked down.

#### BEAK

**CRITICAL CATASTROPHIC DAMAGE** - On a critical hit on a warlock or warbeast, fill in the unmarked damage boxes or circles on the last column or branch damaged.

#### TENTACLES

**PARALYZES** - A living model hit by this weapon has its base DEF reduced to 7 and cannot run or charge. Paralysis lasts for one round.

**PULL** - If this weapon hits an enemy model with an equal or smaller base, immediately after the attack is resolved the hit model can be pushed any distance directly toward this model.

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SPD	STR	MAT	RAT	DEF	ARM	CMD
4	10	6	1	10	17	6

BEAK	POW	P+S	L	R
BEAK	6	16	16	16
BEAK	6	16	16	16

# THE CONVERGENCE BEGINS

## CONCEPTING THE CONVERGENCE OF CYRISS

BY ED BOURELLE, CREATIVE DIRECTOR

ART BY ANDREA UDERZO



*I get to work with a lot of very talented artists here at Privateer Press, but when we started digging into the initial look and feel for the Convergence of Cyriss, one artist stood out: the super-talented Andrea Uderzo. Although he is typically an illustrator for all things WARMACHINE, I had recently tapped Andrea to produce a couple of concepts for HORDES: Gargantuars. Those concepts turned out to be some of my favorite Trollbloods designs ever. On top of his artistic skills, Andrea's visual knowledge of every WARMACHINE and HORDES faction is extensive, and it played a valuable part in setting the Convergence models apart from what had come before. In this article are just a few examples from the library of concepts we worked on throughout the summer of 2012.*

There are only a handful of Convergence models that still possess their human bodies, and the first of them we designed was the warcaster Aurora, Numen of Aerogenesis. Somewhere between a clockwork Icarus and an angel, it was important that her technology did not overshadow her grace and humanity. We really wanted to make Aurora our thematic bridge between humanity and the clockwork vessels of the Convergence. Throughout the entirety of the faction she is the only human with her face uncovered.

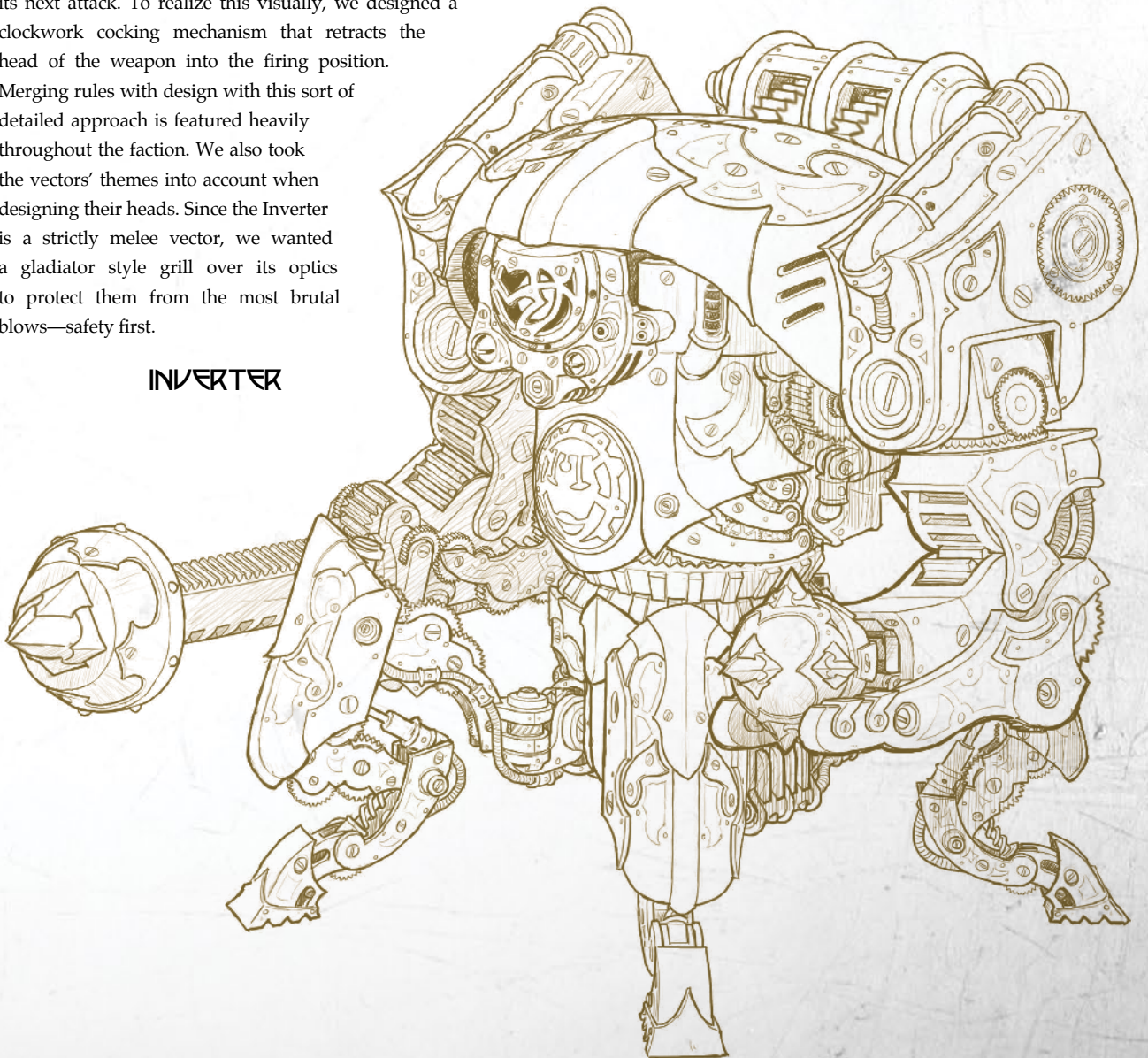
**AURORA, NUMEN OF AEROGENESIS.**



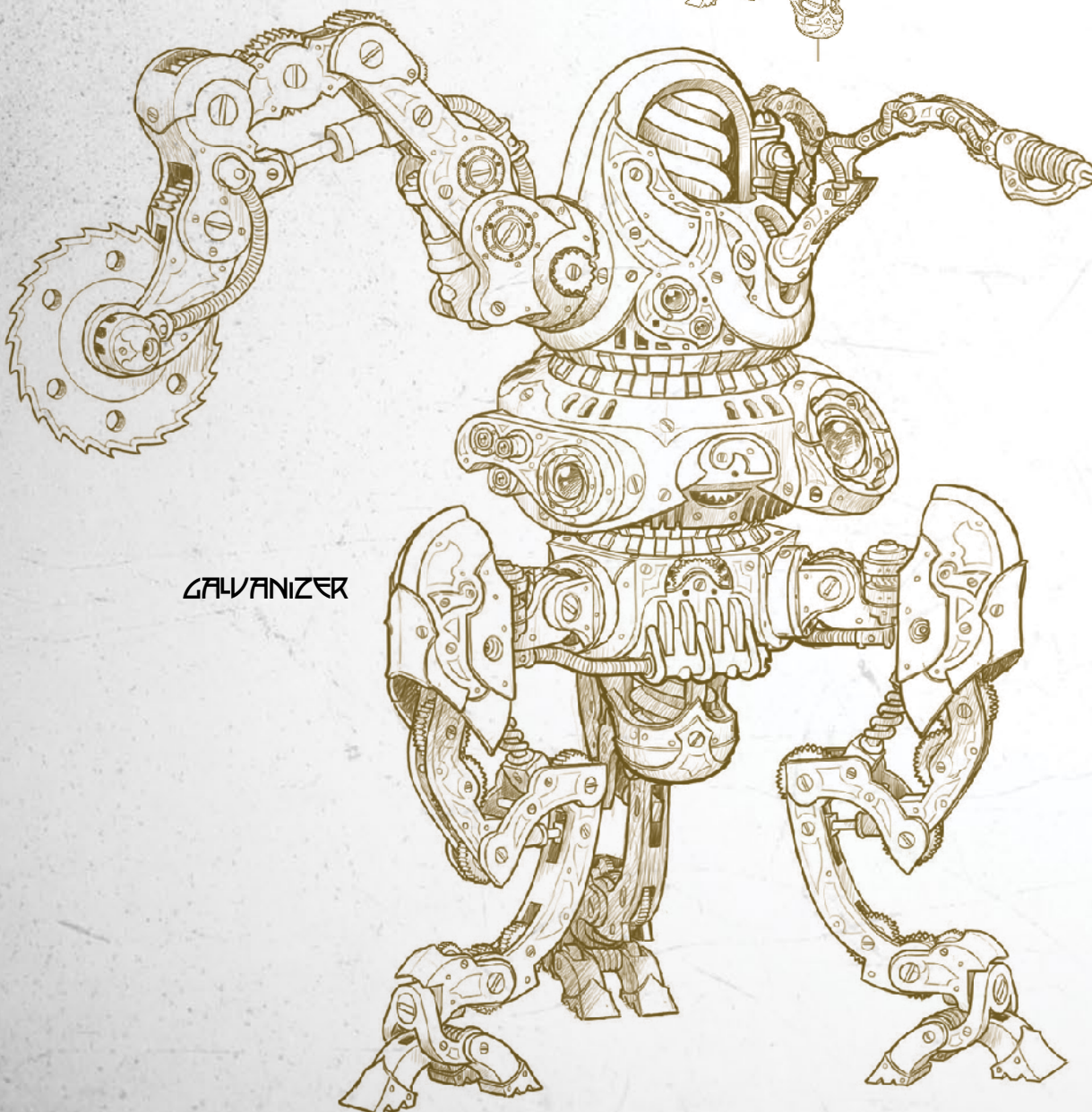
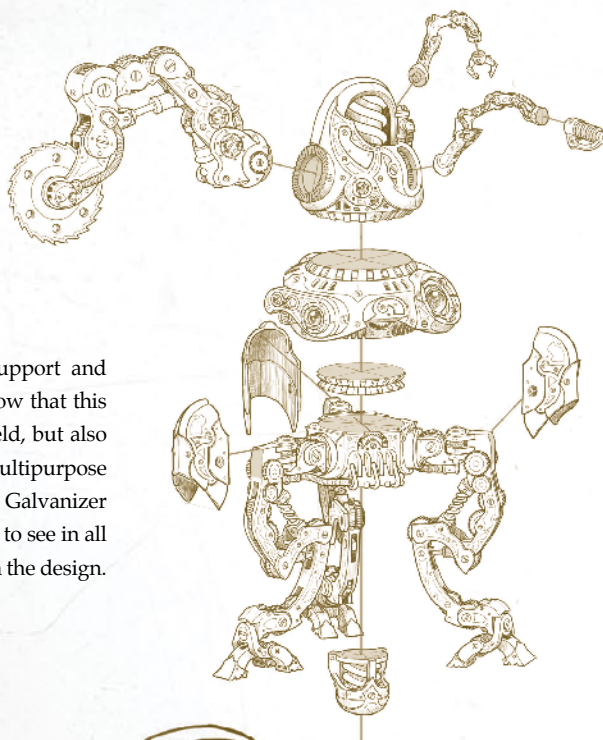
When it came to designing the vectors, the warjacks of the Convergence, we wanted them to feel unlike any warjacks that had come before. Across the board there are no two-legged vector chassis in convergence. Instead the legs were designed to reflect some of the rules associated with the vectors, influencing final designs featuring four, three, and even zero legs.

We also put a lot of special attention into weapon design. On the Inverter (pictured below), the Macropummeler arm delivers a very powerful attack but takes time to reset for its next attack. To realize this visually, we designed a clockwork cocking mechanism that retracts the head of the weapon into the firing position. Merging rules with design with this sort of detailed approach is featured heavily throughout the faction. We also took the vectors' themes into account when designing their heads. Since the Inverter is a strictly melee vector, we wanted a gladiator style grill over its optics to protect them from the most brutal blows—safety first.

## INVERTER

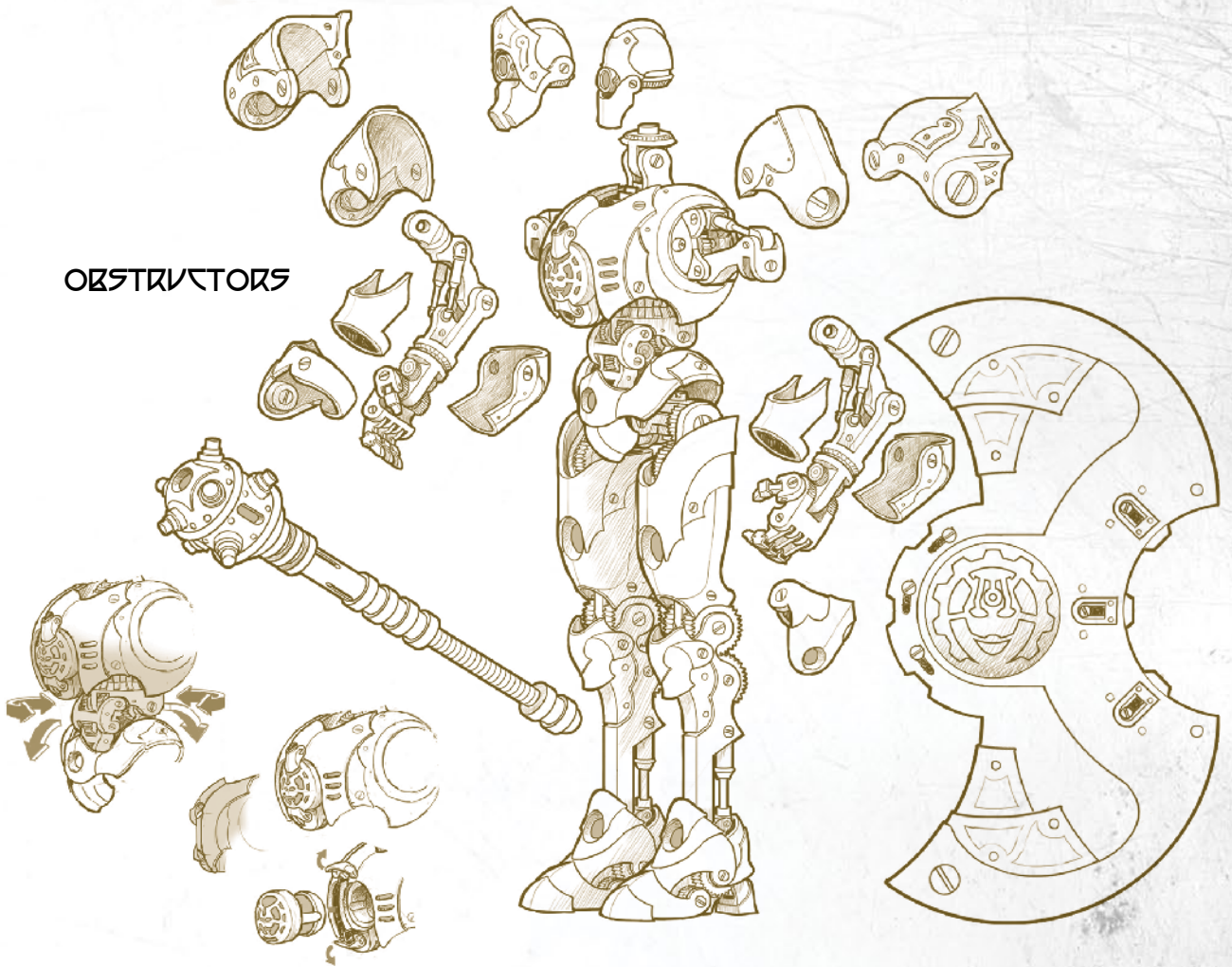


The Galvanizer light vector was designed with both support and offensive capability in mind. Not only did we want to show that this vector has the tools to repair other vectors on the battlefield, but also that it could turn those tools against its enemies. This multipurpose theme is very prevalent throughout the Convergence. The Galvanizer and other light vectors on this chassis also share the ability to see in all directions at once, so we wanted to highlight that feature in the design.



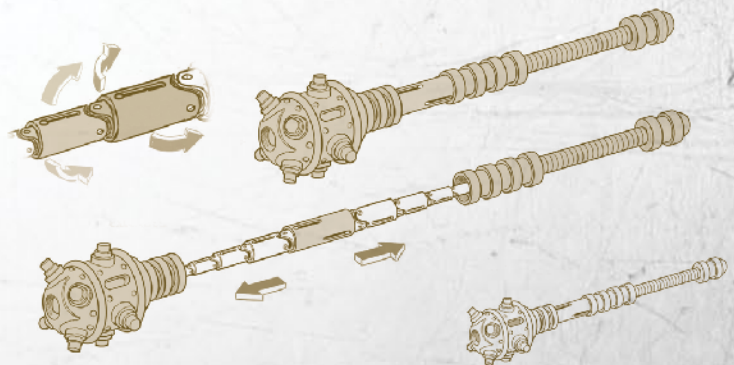
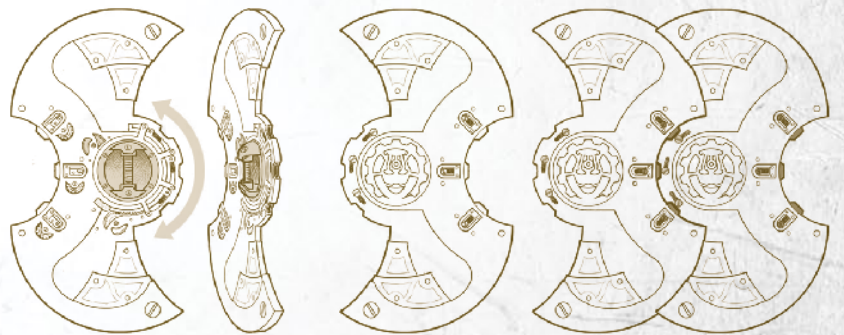
**GALVANIZER**

## OBSTRUCTORS



When you look at the Obstructor concept art, I think it really shows how far we went when it came to digging into our designs. As you can see, we took things into consideration like weapon and armor function during the process. This is one of two units featuring interlocking shield design, and at some point you will get to see the unit attachment that can lock into either unit. Another feature of the clockwork vessels is the essence chamber that houses the living soul in their clockwork bodies. This makes for some pretty interesting rules, but I'm afraid you will just have to wait and see how they all work this summer when *Forces of WARMACHINE: Convergence of Cyriss* hits the shelves.

—Ed





# LOCK & LOAD

GAMEFEST 2013

# EVENTS

*Lock & Load GameFest 2013 is right around the corner, and we have a schedule stuffed to the gills with events that no Lock & Load attendee will want to miss. Class sizes and selections have been expanded, and we have added new tournament styles to our offerings.*

## **IRON ARENA**

Step into the Iron Arena and experience casual gaming that rewards you for playing your favorite Privateer Press games. Earn "skulls" for every game you play, then turn in your skulls for amazing prizes! Earn more skulls through incentives like playing new opponents or larger games. The more games you play, the more skulls you earn. New prizes will be available for Lock & Load GameFest 2013!

## **BODGERTHON**

Dive into the maniacal and mechanical mayhem of the always zany and sometimes dangerous goblin Bodgers in this marathon of madness. Players will throw down in matches of *Infernal Contraption*, *Heap*, and *BodgerMania* in a competition unlike any other.

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

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

## **LEVEL 7 (ESCAPE): BELLY OF THE BEAST**

Immerse yourself in the sinister world of LEVEL 7. Small groups of captives awake in separate areas of the Subterra Bravo facility and must use every tool at their disposal to escape in one piece. Players must scramble to get out alive. The first player from each table to escape or survive moves on.

## FORMULA P3 GRANDMASTER PAINTING COMPETITION

Show off your painting skills at the annual Lock & Load Formula P3 Grandmaster Painting Competition. Privateer studio staff will judge pieces based on their individual merits, irrespective of the other entries and categories. Judges will look at each piece and may award entries gold, silver, or bronze, based solely on the quality of the entry. In addition, one entry will be awarded best overall, and earn its owner the title of Lock & Load Painting Grandmaster.

## PRIVATEER PRESS STAFF PANEL

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

## IRON GAUNTLET QUALIFIER LIVE STREAM

Watch the big game from home or on the Lock & Load stage. We will live-stream the top-seeded match of the very first Iron Gauntlet, the WARMACHINE & HORDES World Championship Qualifier. Watch the action unfold as the last two undefeated players face off in the final round of this world-premiere event.

## IRON KINGDOMS FULL METAL FANTASY ROLEPLAYING GAME INTRO ADVENTURE

Explore the rich and evocative world of the Iron Kingdoms in this exciting two-hour adventure. Pre-generated characters will be provided. Prepare yourself for an experience like no other.

## IRON PAINTER SHOWDOWN AND TRIVIA CHALLENGE

You can paint. You can even paint fast. But can you paint Iron Painter fast? Following the format of the popular television show *Iron Chef*®, the Iron Painter Showdown pits contestants against one another in a competition requiring skill, speed, creativity, and grit. A surprise competitor will challenge the contestants, and all will need to adapt quickly and expect the unexpected in order to take home the grand prize. What will the 2013 surprise mini be? You will have to come and watch to find out! In addition, a select few attendees will be chosen to compete in an Iron Kingdoms trivia throw-down. Participants will pit their knowledge of Immoren and Privateer Press against each other in a fun game-show format for fantastic prizes. 2013 will feature new trivia questions and expanded prizes! This is one event that will be just as much fun to watch as participate in, so don't miss the excitement and drama!

## WAR STORIES: THE ORIGIN OF WARMACHINE

Chief Creative Officer Matt Wilson and Lead Designer of WARMACHINE and HORDES Jason Soles come together for a moderated discussion about the ten-year history of WARMACHINE. If you have ever wondered what the game looked like in the beginning or how everything came together to create the game and world you know and love, don't miss this talk.

## COSTUME CONTEST

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

## CLOSING CEREMONIES

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

## TOURNAMENTS

### IRON GAUNTLET QUALIFIER

Iron Gauntlet: The WARMACHINE & HORDES World Championship is the ultimate test of a player's mastery of the game. The preliminaries on Friday will seed the top 8 finishers who will continue on to the Iron Gauntlet: The WARMACHINE & HORDES World Championship Qualifier on Sunday.

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

**Sunday: Qualifier – Registration from 9 a.m. – 10 a.m.,  
Tournament from 10 a.m. – 5 p.m.**

**64 players maximum**

**50-point Iron Gauntlet tournament with 3 rounds on Friday  
and 3 rounds on Sunday.**

### WARMACHINE/HORDES LOCK & LOAD MASTERS

The WARMACHINE & HORDES Masters tests your skill with your chosen faction. The preliminaries on Friday will seed the top 8 finishers who will continue on to the Masters Finals on Sunday.

**Friday: Preliminaries – Registration from 10 a.m. – 11 a.m.,  
Tournament from 11 a.m. – 8 p.m.**

**Sunday: Finals – Registration from 10 a.m. – 11 a.m.,  
Tournament from 11 a.m. – 6 p.m.**

**96 players maximum**

**50-point Masters tournament with 4 rounds on Friday and 3  
rounds on Sunday.**

### WARMACHINE/HORDES HARDCORE

No WARMACHINE or HORDES event is complete without the popular and grueling Hardcore format. Fully painted armies and fast and furious gameplay fill Hardcore with edge-of-your-seat action.

**Saturday: Preliminaries – Registration from 11 a.m. – 12 p.m.,  
Tournament from 12 p.m. – 7 p.m.,**

**Finals 8 p.m. – 12 a.m.**

**64 players maximum**

**50-point Hardcore tournament with 6 total rounds.**

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

## **WARMACHINE/HORDES WHO'S THE BOSS? TOURNAMENT**

Karchev leading Cryx? Skarre leading Skorne? It's possible here! Pair your army with a random pick from the wheel of 'casters and embrace the madness! This is a 35-point Who's the Boss Event.

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

**Tournament from 10 a.m. – 7 p.m.**

**64 players maximum**

**Who's The Boss tournament with 5 rounds**

- 35-point army list assuming 5 warbeast/warjack points
- Randomly selected casters each round
- Standard Steamroller scenarios
- Death Clock: 42 minutes per player

## **WARMACHINE/HORDES SPEEDMACHINE TOURNAMENT**

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

**Saturday: Registration from 8 p.m. – 9 p.m.,**

**Tournament from 9 p.m. – 1 a.m.**

**64 players maximum**

**SR 2013 tournament with 6 rounds.**

**The following SR 2013 appendix rules apply**

- 25-point army list, battlegroup only
- Baseline list requirements
- Close Quarters scenario
- Death Clock: 16 minutes per player

## **WARMACHINE/HORDES 3 COMMANDERS TEAM TOURNAMENT**

The Lock & Load team tournament pits teams of 3 players against each other in a chess-style tournament. Each of the 3 players will be ranked by skill level: General, Captain, and Lieutenant. Each rank will be matched against the same rank during matches.

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

**Tournament from 10 a.m. – 5 p.m.**

**16 teams maximum, 3 players per team (48 players maximum)**

**SR 2013 tournament with 4 rounds.**

**The following SR 2013 appendix rules will apply:**

- 35-point army list
- 2 lists required, divide & conquer
- Characters restricted
- Standard Steamroller scenarios
- Death Clock: 42 minutes per player

Each team counts as a single player for the purposes of ranking. Control points accrued and army points destroyed are cumulative for all players on a team for the purpose of tie-breakers.

## **SEMINAR EVENTS**

### **ARMY PAINTING FOUNDRY**

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

### **TRUE METALLIC TECHNIQUE**

Join Privateer Press studio veteran Matt DiPietro for an exploration of True Metallic Technique, which attempts to combine the lessons of NMM with the realistic shine of metallic paints. Learn the basic philosophy behind the technique, simple tricks to maximize contrast, and metallic weathering techniques that will bring your models to life.

### **TRADITIONAL ORGANIC MINIATURE SCULPTING**

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

### **PAINTING UNCLASSIFIED**

Privateer Press Studio director Ron Kruzic will discuss and demonstrate techniques, a.k.a., "going mad" with difficult colors, blood and gore, mud, glows, inks, glazes, smashing paint, edging, gloss, and tons of other tricks.

### **LIVE TERRAIN TUTORIAL**

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

### **FEMME FATALES**

Privateer Press Studio miniature painter Meg Maples explains how to paint softer feminine features, including faces and hair. This class will cover examples of natural-looking females with no hint of make-up to glamorous femme fatales.

### **INTRO TO TWO-BRUSH BLENDING**

The two-brush blending technique is known as the quickest way to get high-quality blends in the fewest number of steps. Learn the secrets of this invaluable technique from six-year Privateer Press Studio veteran Matt DiPietro. Intermediate to master-level painters will find this technique useful for a variety of projects, from amazing single miniatures to vast armies.

### **TRADITIONAL HARD LINE MINIATURE SCULPTING**

Privateer Press Studio sculptor Sean Bullough will present a tutorial on common miniature sculpting techniques as they apply to making machined parts, armor plates, and guns and other weapons. Attendees will learn about preferred methods, materials and tools for sculpting, and how to build unique customized parts for their miniatures.

## **COLOR THEORY IN MINIATURE**

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

## **MINIATURE PHOTOGRAPHY**

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

## **DIGITAL SCULPTING & 3D PRINTING**

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

## **GENESIS OF THE CONVERGENCE**

Join Development Manager David Carl, Lead Designer of WARMACHINE and HORDES Jason Soles, and Chief Creative Officer Matt Wilson for this exclusive one-time class offering. Learn about the emergence of the Convergence of Cyriss, ranging from the *Witchfire Trilogy* to *Forces of WARMACHINE: Convergence of Cyriss*.

## **DECIPHERING THE CONVERGENCE**

Staff Writer Simon Berman and Development Manager David Carl dig into the Convergence of Cyriss, their motivations and their forces. Come learn all about the newest threat in the Iron Kingdoms.

## **JOURNEY TO SKULL ISLAND**

A discussion of Privateer Press' new digital publishing imprint that will produce original novels and novellas chronicling the tales of some of the most popular characters from the Iron Kingdoms setting and the WARMACHINE and HORDES sagas.

## **IRON KINGDOMS RPG GAME MASTERING & ADVENTURE BUILDING**

Come join Privateer Press staff for a discussion on creating compelling and rich adventures for your party. Special focus will be given to Game Master skills and creating well-rounded adventures that give the iconic feel of the Iron Kingdoms

## **IRON KINGDOMS RPG: KINGS, NATIONS, AND GODS**

Privateer Press staff writers delve into the social, political, and religious themes of Cygnar, Khador, Llael, Ord, and the Protectorate of Menoth. This short presentation will include a sneak peak at new art from the Iron Kingdoms Full Metal Fantasy Roleplaying Game Book 2: Kings, Nations, and Gods. After the presentation, staff will field your questions about these regions and how to realize them in your campaigns.

## **TOURING THE IRON KINGDOMS**

Privateer Press staff writers Simon Berman and Doug Seacat take on the role of tour-guide and detail the sights and sounds of various locales in the steam-powered nations of the Iron Kingdoms and western Immoren. After the presentation, Simon and Doug will field questions. If you've ever wondered what it would be like to visit the Thornwood in spring or take a sightseeing tour of the largest Morrowan churches, this is your chance to find out!

## **STATE OF THE FACTION ADDRESS**

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

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

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

## **CONCEPT TO TABLE: HIGH COMMAND**

Take command of the might of entire nations and conquer the Iron Kingdoms! Privateer Press staff will talk about the process of bringing steam-powered combat to the table in a brand new way. Come get a first look at what's in store for you in this new deck-building game from Privateer Press.

## **CONCEPT TO TABLE: LEVEL 7**

Delve deeper into the sinister world of LEVEL 7 and see how Privateer Press' newest world has expanded the survival-horror genre to include tactical firefights. Discover the dark secrets held within this familiar yet terrifying science fiction setting and what's in store for those brave enough to sweep and clear Subterra Bravo in *LEVEL 7 [OMEGA PROTOCOL]*!

All events and descriptions are subject to change at the discretion of Privateer Press.

**FOR MORE INFORMATION ABOUT  
LOCK & LOAD GAMEFEST 2013 VISIT:  
WWW.PPLOCKANDLOAD.COM**

# PRIVATEER PRESS' LOCK & LOAD FORMULA P3 GRANDMASTER PAINTING COMPETITION



IT'S NEVER TOO EARLY TO START PAINTING LIKE YOU'VE GOT A PAIR!

## 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 are 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>.





# MOUNT UP CHALLENGE

Time to saddle up! The Modeling & Painting Challenge in *No Quarter* #47 asks you to give us your best example of a mounted model. We of course want to see mighty Khadoran Man-O-War Drakhun, savage buffalo-mounted Trollkin Long Riders, nimble Legion Blighted Nyss Raptors, and all the other mounted models available in WARMACHINE and HORDES. However, we'd also love to see you get creative and even downright crazy. A Tharn Wolf Rider mounted on an Argus? Sure. A Venator Reaver mounted on an Archodon? Go for it. As long as it involves a mount and a rider, we'd love to see it.

To submit your entry take a digital photo of your creation, fill out a submission form, and send both to [submissions@privateerpress.com](mailto:submissions@privateerpress.com). Before you send your entry, make sure you read the rules and submission guidelines at:

[privateerpress.com/no-quarter/no-quarter-challenges](http://privateerpress.com/no-quarter/no-quarter-challenges)

The winner of this challenge will receive a \$100.00 US spending spree at the Privateer Press Store (store.privateerpress.com), and the runner-up will receive \$50.00 US. The top entries will also be published in an upcoming issue of *No Quarter*.

## ENTRIES DUE BY 05/15/13

See the winner of the Gritty & Grizzled Challenge from *No Quarter* #44 on page 95!

## COLORS USED

- Bastion Grey
- Brown Ink
- Cygnar Blue Base
- Exile Blue
- Greatcoat Grey
- Khador Red Base
- Molten Bronze
- Morrow White
- Quick Silver
- Thamar Black
- Thornwood Green
- Traitor Green
- Trollblood Highlight



## TERRAIN BUILDING

# KHADORAN MONUMENT

BY LEO CARSON D.

This article continues the construction of the contested Llael board that will be a playable scenario table at Lock & Load GameFest 2013. The final board will be a cityscape with multiple stepped levels and modular city blocks. This monument is one of those modular pieces.

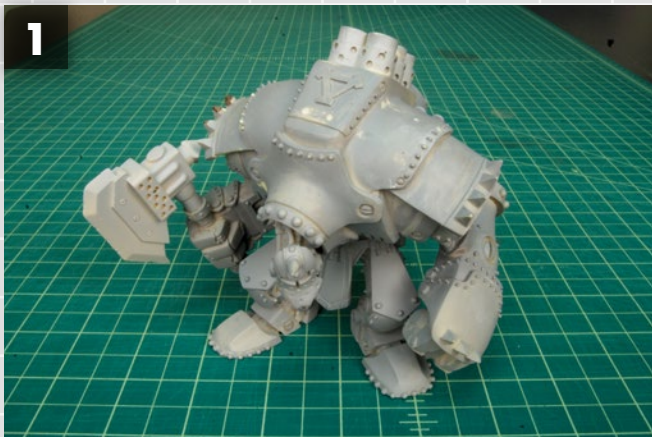
In this tutorial I'll show you how to transform a larger-scale miniature, such as an action figure or statuette, into a centerpiece monument for our terrain board. The techniques covered are simple and effective, and with a little dedication, you should be able to make this piece or one like it in no time.

### MATERIALS & TOOLS

- |                          |  |
|--------------------------|--|
| 1/8" HDF board           | P3 Hobby Knife                                     |
| 1 mm sheet styrene       | P3 Super Glue                                      |
| 2 mm sheet styrene       | Pink insulation foam                               |
| Black Gesso              | Rotary hand-sewing punch                           |
| Construction adhesive    | Sand paper   |
| Extendable utility knife | Statuette, action figure, or large-scale miniature |
| Metal ruler              | Wood filler putty                                  |
| P3 File Set              |  |

## BUILDING THE MONUMENT

The basic construction is very simple. It consists of a Juggernaut statue mounted on a concrete pedestal with riveted bronze plates and Khadoran emblems added for detail. Most of the work is creating scale and context for the statue in order to make it look huge.



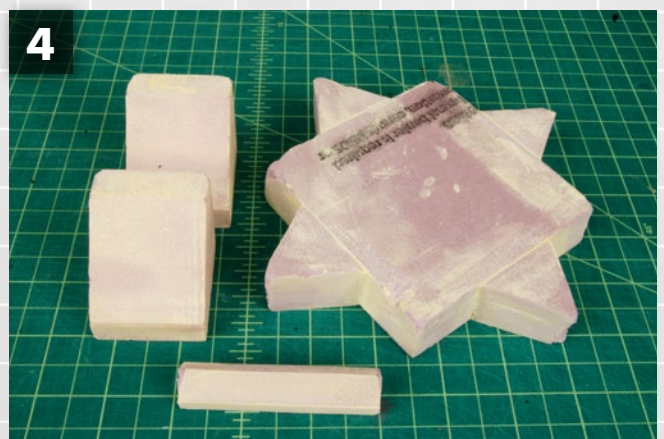
**Step 1:** Begin by finding a suitable statue. I this old Khadoran Juggernaut statue, but any appropriately sized and themed model will work. Any of the various Extreme models available on the Privateer Press online store would do the trick quite well.

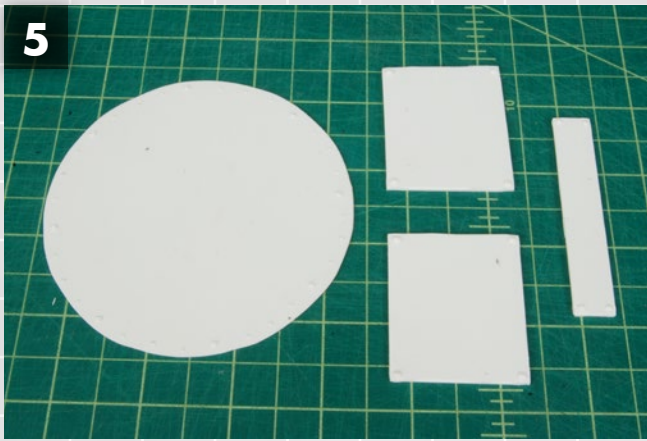
**Step 2:** Begin working on the plinth. This is constructed out of pink insulation foam and then textured with paint. Draw out the shape on 1" insulation foam and carefully use an extendable utility knife to cut out your shape. It can help to break your shapes into simpler component shapes and then construct the parts. For example, the one pictured here is a large square and four triangles—one triangle is attached to each side to form a star. The two flanking structures are rectangle blocks with one corner removed. The plaque in the center is constructed from two thin sheets angled together.



**Step 3:** Use wood filler putty to refine the surface of your foam and seal any gaps. To do this, scoop up a small amount of putty with your index finger, dip your finger in a glass of water, then smear the putty over the surface, leaving only a thin film of putty. After the wood filler putty is dry, go in with 220-grit sandpaper and smooth out the surfaces.

**Step 4:** Add some subtle weathering to the concrete. This statue hasn't been around for too long, but a few chipped corners help create the texture we're trying to achieve. Use your utility knife to gently shave off a few corners.

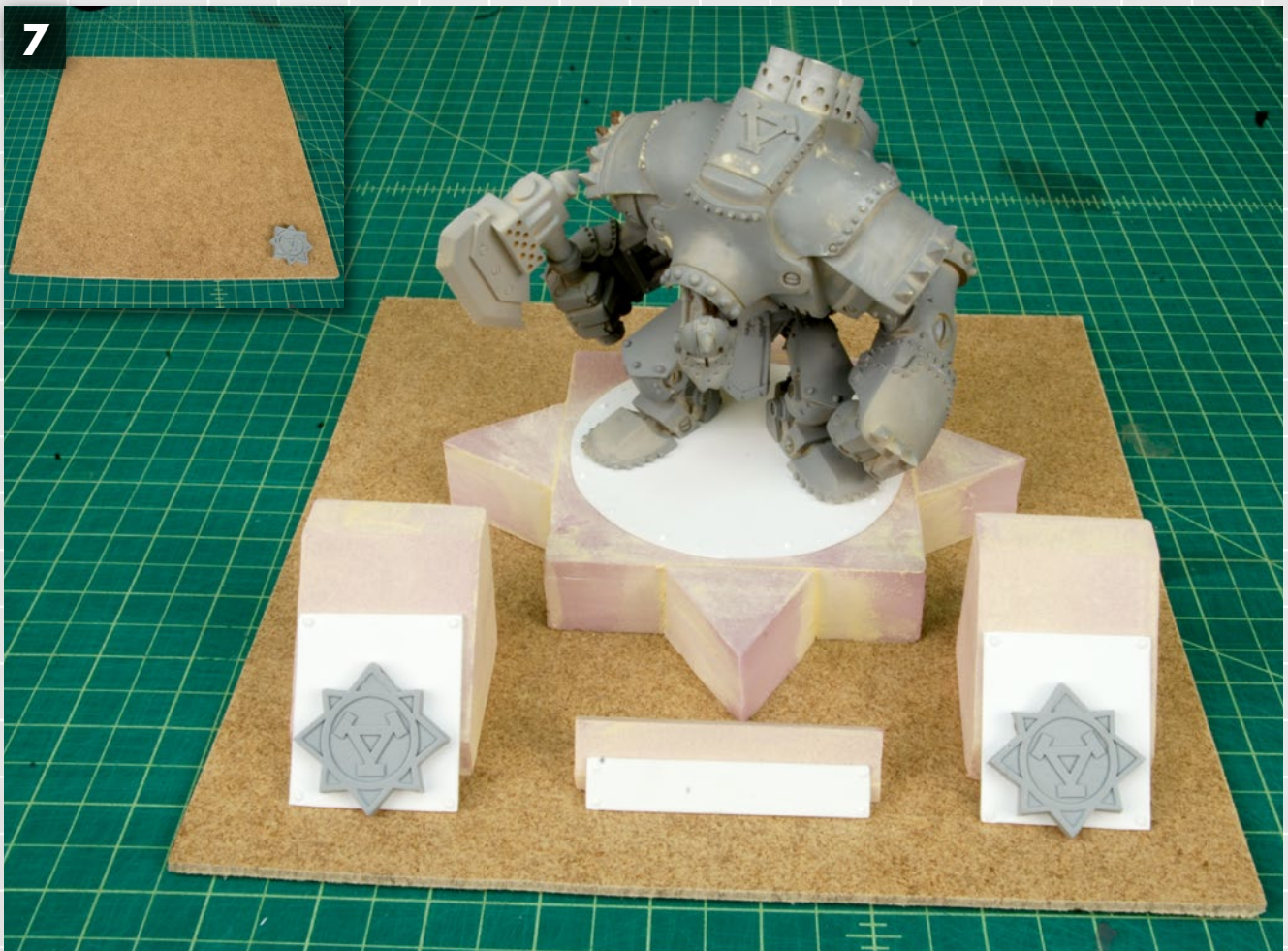




**Step 5:** To add detail, make some sheet styrene plating. Cut sheet styrene to a shape just inside the perimeter of the concrete shapes. Then use a rotary hand-sewing tool to add rivets to the styrene.



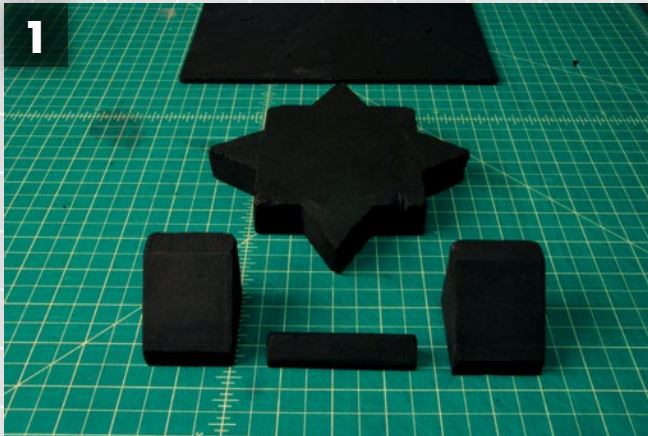
**Step 6:** These are several cast Khadoran symbols. In lieu of using cast pieces, you can print out the symbols and glue them to sheets of styrene. For more on how to do that, see *Painting the Monument*, step 10.



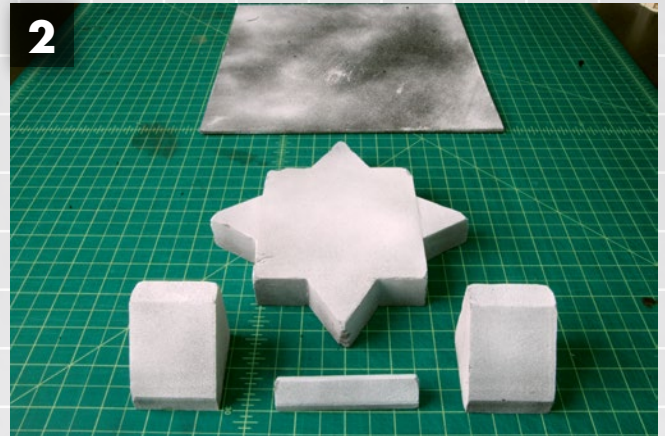
**Step 7:** The setting for this piece is a Llaeese city, so a conspicuous, hard-edged base will be appropriate. Cut a square of 1/8" HDF board to a size of about an inch wider than your monument in every direction.

## PAINTING THE MONUMENT

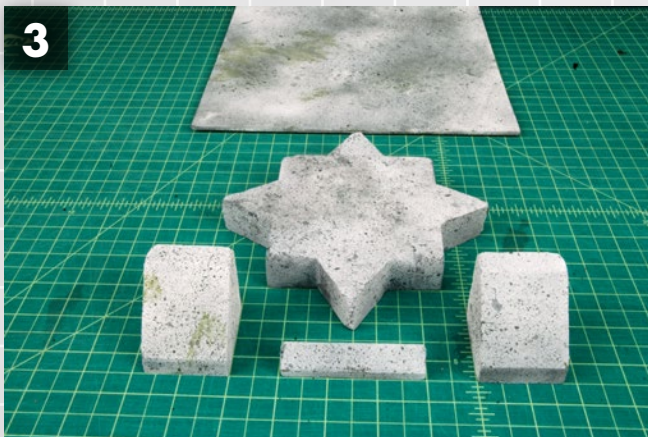
When painting the monument, there are two things to keep in mind. First, the color choices and applications techniques described below will give the stone portions of the monument the look of concrete. That is not to say you can't experiment a bit and give your stone the color and texture of limestone or marble, for example. Second, the metallics must be applied in such a way that the statue looks heavy and solid not simply coated in bronze paint. It is important the statue have weight and presence.



**Step 1:** Use black gesso to undercoat the concrete pieces. If you don't have access to black gesso, you can apply a coat of watered-down wood glue to the foam, which forms a thin protective layer over every surface. Then you can apply black primer without fear of the primer eating away the foam.



**Step 2:** Use an old, gritty can of white primer to texture the surface and lighten the value of the concrete almost fully to white. Build this up in many layers. Dust the surface a bit, let that dry, dust the surface again, let that dry, and so on. The result should be a grainy white powder over the whole surface. Use spray sealant to seal this down. If you don't have a can, hobby and hardware stores sell a variety of aerosol texture sprays that could also work. Just be sure to correct the color if it's off.



**Step 3:** This is the fun part. Spatter the foam with paint. Put on latex gloves and run your fingers over a large flat brush on order to flick paint over each individual concrete piece. Use a variety of green, blue, and grey paints, such as Cygnar Blue Base, Traitor Green, and Greatcoat Grey. The goal is to dot the surfaces. If you get a splatter shape that looks too oblong, use a second brush to stipple it until the oblong shape isn't recognizable. The results will seem harsh, but that is to be expected at this point.



**Step 4:** Water down Exile Blue and use an old one-inch chip brush to stipple the color in patches over the pieces. Focus on but don't restrict yourself to inside corners and vertical surfaces. This will help simulate shadows. Then use a damp paper towel or sponge to blot the edges of the wash. Repeat this process with Thornwood Green.



**Step 5:** Drybrush consecutive layers of Bastion Grey, Trollblood Highlight, and Trollblood Highlight mixed with Morrow White. There are two goals with this step. The initial layer of Bastion Grey should be to smooth out and mute the previous steps. The final layers are intended to highlight the edges and pick up the grain of the primer built up in the first step.



**Step 6:** Use a stippling motion to paint the Bronze areas with a solid coat of Molten Bronze. Stippling is ideal because it disguises the brush strokes and requires fewer layers.

**Step 7:** Shade the bronze with an even mixture of Thamar Black and Molten Bronze. Paint the deepest recesses with a mixture of mostly Thamar Black with a little bit of Molten Bronze. Turn this last mixture into a wash by adding lots of water and apply this over any small detailed areas, wiping away the wash with your finger to lift the paint off the surfaces, leaving it in the cracks.



**Step 8:** Paint the emblems to match the Khadoran symbol.

**Step 9:** Assemble the painted pieces using construction adhesive. The slow setting time of construction adhesive allows you to make slight adjustments after everything is in place. Apply spray sealant to the whole piece once the glue has set.



**Step 10:** Apply final highlights and shading. This means using a Tamar Black and Brown Ink mixture to shade the bottom of the vertical sides of the concrete and a mixture of Molten Bronze and Quick Silver to highlight the topmost bronze areas that receive the most light. A handy trick for doing freehand on large flat areas is to simply print out the message or design you want. Here I printed 'REMEMBRANCE' in Khadoran. Just be sure to touch up the sides of the paper or the white line of the side of the paper will show.

## CONCLUSION

This is an easy-to-assemble piece that clearly captures the theme of the Iron Kingdoms and contested Llael. With a little creativity, these ideas can be adapted to any faction or theme by simply switching out the statue and iconography. As well, the concrete texture would be perfect for a bunker or an industrial dock.

# PLAYER GALLERY

## MAN OF MANY FACES

David Kelley is a man of many guises. We've seen his masterful costume creations at various conventions over the years, and he's even won costume contests sponsored by Privateer Press. Shown here are two of David's costumes: a Temple Flameguard, for which he won the Privateer Press costume contest at GenCon 2010, and the infamous Orin Midwinter, Rogue Inquisitor.



## DESERT KING

Check out Anthony Winter's awesome Mountain King. You can't help but feel a little sorry for that poor Legion critter getting the stuffing squeezed out of it. Here's what Anthony had to say about his conversion and paint scheme.

*I decided on a desert theme for my Trollblood army, departing from the normal pale blue. The colors are based on those found in the Pilbara region of far northern Australia. The rocks in his back are supposed to be pink feldspar with spots of gold here and there. Looking at the movement in the Mountain King's left fist I decided to model something in his hand and settled on an Angelius-like Legion beast, which I modeled from scratch using brass wire and green putty. I am happy with how the big guy came out, so I intend to do my other dire trolls in a similar color range.*



**ANTHONY WINTER/ALTERNATE MOUNTAIN KING**



# GRITTY & GRIZZLED CHALLENGE

The Painting Challenge in *No Quarter* #44 asked you to show us some gritty, tough-as-nails veteran models. We wanted to see troops, warjacks, warbeasts, and even colossals and battle engines that had been through hell and come out swinging on the other side. As usual, we received a flood of awesome entries from our community of talented players and painters.

## WINNER: FOREST ZACHMAN

Forest Zachman's Khador Gun Carriage can take a licking and keep on ticking. This battered battle engine has survived combat, the elements, and everything else the Iron Kingdoms has thrown at it. Nice work, Forest!



"GRIZZLED GUN CARRIAGE"

## RUNNER-UP: SIMON FOSTER

Simon Foster's fantastic Conquest conversion has some truly epic elements. Not only is this hulking warjack equipped with a massive shield and axe, it's also covered in convincing rust and corrosion.



"CORRODED CONQUEST"



Check out page 87  
for the next  
Modeling & Painting  
Challenge!



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# BODGER MANIA

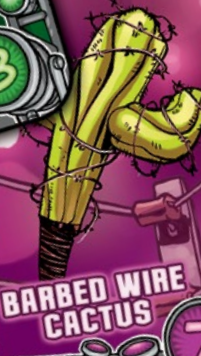


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