

Privateer Press



NO QUARTER

ISSUE N° 54
Mar 2014



PREVIEWS!

FIRST LOOK AT *HORDES: EXIGENCE* AND
FORCES OF WARMACHINE: CEPHALYX

BATTLE REPORT

CEPHALYX VS. CIRCLE SHOWDOWN

IMMORTALITY: ACT OF MURDER

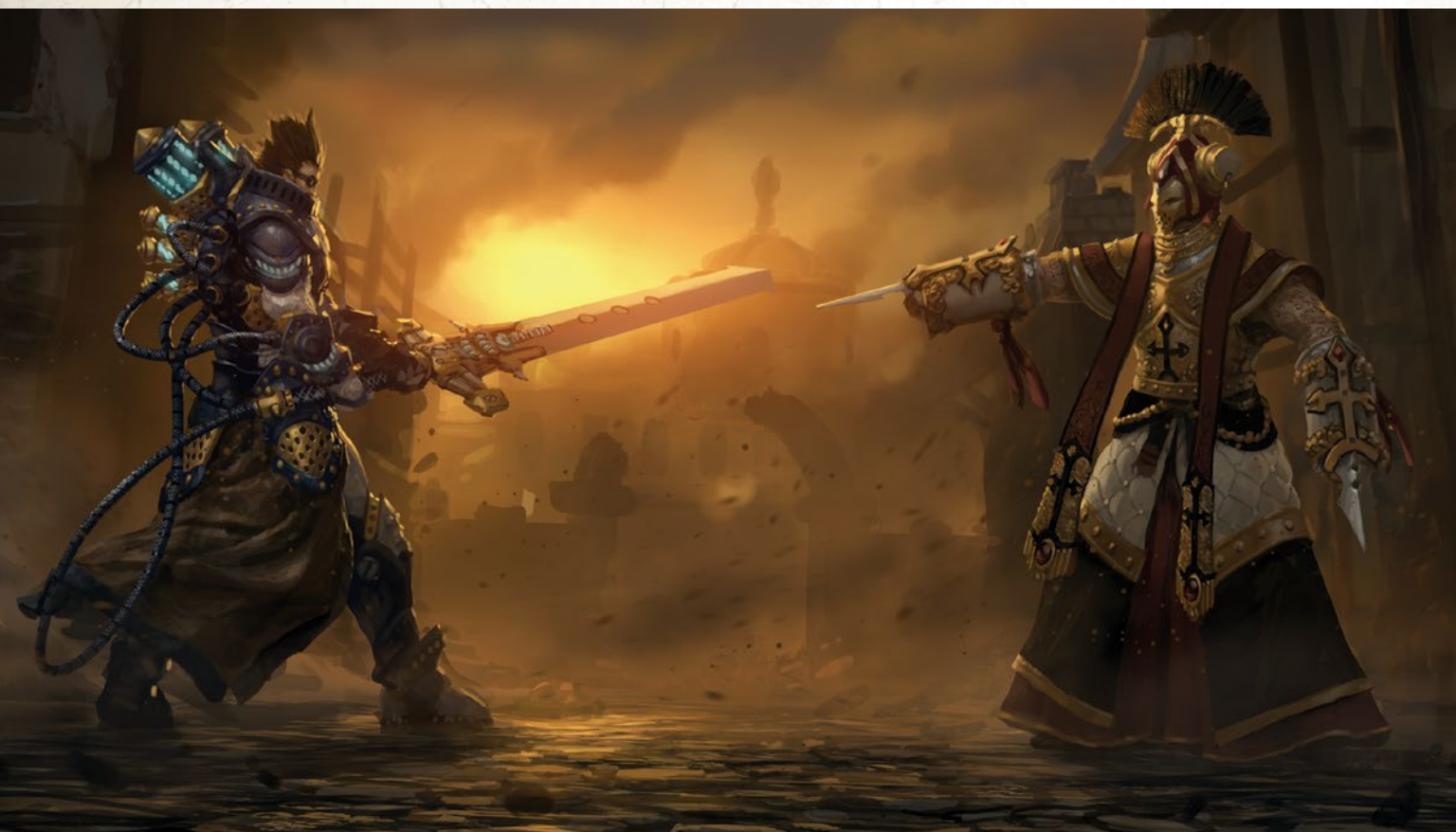
PART 2 OF THE ONGOING ROLEPLAYING ADVENTURE

ANASTASIA DI BRAY FILES

THE SPOTLIGHT TURNS ON GAVYN KYLE HIMSELF



WE ALL HAVE ISSUES



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ON THE COVER

Exulon Thexus by Andrea Uderzo

WE CAN'T KEEP THE ZOMBIES OUT!



Megan Teubner-Foster, Harrison Toppen-Ryan, and David "DC" Carl try their zombie hands at *Zombies Keep Out*...



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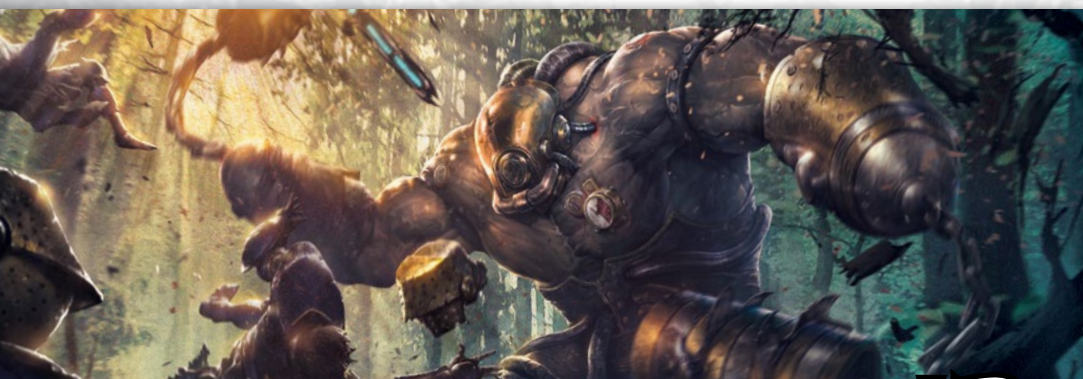


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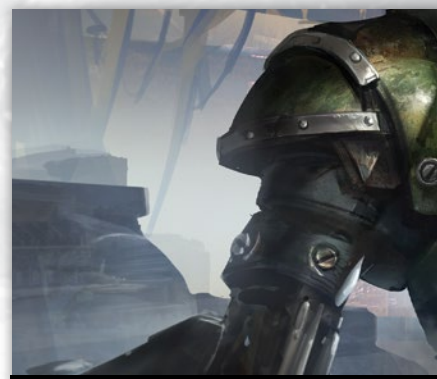
TABLE OF CONTENTS

News from the Front	4
Editorial	5
New Releases	6
Iron Gauntlet Scoreboard	11
<i>HORDES: Exigence and WARMACHINE: Cephalyx</i> Previews	12
<i>WARMACHINE: Tactics</i> —Story & Character	30
Lock & Load GameFest 2014 Events Schedule	34
<i>Zombies Keep Out: New Ways to Play Dead</i>	38
<i>High Command</i> Previews	42



Exigence and Cephalyx Previews

12



Quick Shot Scenario:
Immortality Part II

97



The Anastasia di Bray Files:
Gavyn Kyle

74

Forces of Distinction XVI	50
Modeling & Painting: Ogrun Bokur	54
Foundry, Forge & Crucible: Modifying Steamjacks	64
Scoundrels & Sell-Swords: Magda McCallahan	69
Take Point: Privateer Pins!	72
The Anastasia di Bray Files: Gavyn Kyle	74
Battle Report: Brain/Storm	82
Quick Shot Scenario: Immortality Part II	97
Player Gallery: Meat & Metal	111
No Quarter Painting Challenge	112



Foundry, Forge & Crucible:
Modifying Steamjacks

64



Modeling & Painting:
Ogrun Bokur

54



Battle Report:
Brain/Storm

82



WARMACHINE: Tactics
Story & Character

30

NEWS FROM THE FRONT

PROS & CONS



PRO: JON WEBB

After narrowly missing a date with Deneghra at the launch of WARMACHINE, Jon Webb fell under the spell of the Warwitch and her Cryxian allies around the time of *Apotheosis*. He signed up to join the Privateer Pressgang shortly after and has been running events in the greater London area and beyond ever since. Eventually he dared to set up a WARMACHINE and HORDES convention in the United Kingdom, and SmogCon was born.



CON: SMOGCON

The UK's homage to American gaming conventions, SmogCon is three days of 24-hour Privateer Press action. Drawing players from across Europe, SmogCon offers multiple tournament qualifying spots for Masters and Iron Gauntlet, as well as casual open-play for WARMACHINE and HORDES. *High Command*, miniatures painting classes, the Golden Thrall master painting competition, the ever-popular IK quiz, and *Monsterpocalypse* round out the event to cover a broad range of Privateer games. Look for SmogCon to return in 2015!

PRIVATEER PRESS IN SAN DIEGO

Privateer Press is going to California this July 24–27 for San Diego Comic-Con International. Exclusives and prereleases will be available for sale, and we will be running demos of the hottest new Privateer Press games. This year you'll also get a look at the upcoming WARMACHINE: *Tactics* video game and a chance to pick up our San Diego Comic-Con International exclusive pins!

Visit www.comic-con.org for more info.



Store Wars is an annual cooperative tournament circuit that encourages players to travel between stores and to branch out within the local gaming community, serving as a grassroots promotion of games such as WARMACHINE and HORDES. Store Wars brings separate communities within southern Ontario together to facilitate more intense, action-packed events than they could ever create separately.

The Store Wars 2014 circuit is currently well underway and approaching the final Grand Tournament at the Royal Canadian Legion in the city of Oakville on June 21. For more information, go to Facebook.com/storewars.ca.



LOCK & LOAD: BADGES AND BODGERS IN BELLEVUE

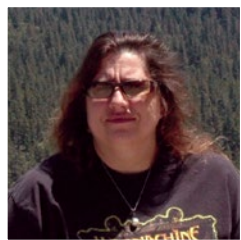
In just a few weeks, Privateer Press will open the doors to Lock & Load GameFest 2014 in our new, expanded location at the Meydenbauer Center in Bellevue, Washington. Get ready for three days of non-stop gaming, modeling, and seminars.

Players looking to test their mettle can find an opponent and earn prizes in the Iron Arena, compete in one of our WARMACHINE and HORDES tournaments, and take part in special events for any of our incredible game lines. This year's Lock & Load will also feature the return of our Iron Painter Challenge, along with the Costume Contest and dozens of classes, panels, and seminars about all things Privateer!

Lock & Load GameFest 2014 is going to be an amazing weekend, and we can't wait to see you all there. For badge info visit www.pplockandload.com.

PRO REDUX

PRO: GAIL MARTINDALE



Gail Martindale discovered WARMACHINE during Mark I and immediately fell in love with the game. Joining the Privateer Press Gang in 2010, she has since been working hard to build communities and spread the word about WARMACHINE all over Southern California.

The community for Gail is not just the meta at her local game store but the overall community of WARMACHINE players everywhere. She has been the Tournament Organizer for Kingdom-Con since 2011, as well as part of the Team USA WTC Player Selection Committee.

Gail also has a fine sense of humor. In *No Quarter* 53, we made a mistake by giving her a different last name. She took it in stride—and thus merits special recognition for being so forgiving of our error.

News from the Front brings you recaps and advance information about WARMACHINE and HORDES-related events, as well as updates on products and people in the community. Is there a cool event taking place in your area? Tell us about it at: submissions@privateerpress.com



MORE QUARTER

NO QUARTER IS ABOUT TO GET BETTER.

NO QUARTER IS ABOUT TO IMPROVE YOUR LIFE MORE THAN MODERN MEDICINE.

YOU WON'T KNOW HOW YOU EVER LIVED WITHOUT THESE CHANGES TO NO QUARTER.

One of those sentences is a sure bet, and I've got even money on the other two.

Since coming on board as editor-in-chief, I've been eager to find ways to take *No Quarter* to the next level. We've expanded with additional pages and new columns, changed up the concept and the rewards for the *No Quarter* Painting Challenge, and added regular features on *High Command*, *WARMACHINE: Tactics*, and *Zombies Keep Out*. We've also added in some levity with the "Juggernaut's Journey" across the U.S. (and soon the world). And we've even had original cover art and a multipart RPG adventure.

But we can do more. So...



Beginning with subscriptions in June, *No Quarter* gets in on Privateer Pins, the new collectible line launching next month (see page 72), with our first-ever NQ pin made exclusively for subscribers. With a limited edition run, they won't last long, and then I'll need to figure out what else is cool enough to put in your hands as a subscriber.

Soon we begin a multipart novella by Miles Holmes (author of the Skull Islands eXpeditions novella *The Warcaster Chronicles: The Way of Caine*) tentatively titled *Cold Steel*. Besides being a hell of a story, this five-part tale about Llaelese Lt. Nicolas Verendrye of the Steelheads will culminate in an excellent surprise and reward that will be well worth the wait.



And there's yet more in the works in the coming year—special guest writers, amazing expanded model photography, "Gavyn Kyle Files" (like this issue's) and "Guts & Gears" columns that are in direct response to reader feedback.

So, come see me at Lock & Load and let me know how the expanded *No Quarter* has given you a new lease on life. Or just how you enjoy it. That'll work, too.

Michael G. Ryan – Editor-in-Chief

NEW RELEASES



LORD GENERAL COLEMAN STRYKER (METAL)
GAME: WARMACHINE/CYGNAR
SCULPTOR: JOSE ROIG
PAINTER: MATT DIPIETRO
RELEASE: MAY • PIP 31103 • \$54.99



GORESHADE, LORD OF RUIN (METAL)
GAME: WARMACHINE/CRYX
SCULPTOR: BEN MISENAR
PAINTER: GEORDIE HICKS
RELEASE: MAY • PIP 34106 • \$44.99



GORESHADE THE BASTARD AND DEATHWALKER (METAL)
GAME: WARMACHINE/CRYX
SCULPTORS: SHAUN HAMM & DOUG HAMILTON
PAINTER: GEORDIE HICKS
RELEASE: JUNE • PIP 34088 • \$24.99



GALVANIZER (PLASTIC)

GAME: WARMACHINE/CONVERGENCE OF CYRISS
SCULPTOR: BEN MISENAR
PAINTER: MEG MAPLES
RELEASE: JUNE • PIP 36024 • \$18.99



MITIGATOR (PLASTIC)

GAME: WARMACHINE/CONVERGENCE OF CYRISS
SCULPTOR: BEN MISENAR
PAINTER: MEG MAPLES
RELEASE: MAY • PIP 36021 • \$18.99



IMPERATUS (METAL & RESIN)

GAME: WARMACHINE/RETRIBUTION OF SCYRAH
SCULPTOR: NEIL ROBERTS & DOUG HAMILTON
PAINTER: GEORDIE HICKS
RELEASE: JUNE • PIP 35063 • \$54.99



ENIGMA FOUNDRY (METAL)

GAME: WARMACHINE/CONVERGENCE OF CYRISS
SCULPTOR: MICHAEL JENKINS
PAINTER: GEORDIE HICKS
RELEASE: MAY • PIP 36009 • \$34.99

NEW RELEASES



UNA THE FALCONER (METAL)
GAME: HORDES/CIRCLE ORBOROS
SCULPTOR: RUSS CHARLES
PAINTER: MATT DIPIETRO
RELEASE: JUNE • PIP 72080 • \$17.99



FYANNA THE LASH (METAL)
GAME: HORDES/LEGION OF EVERBLIGHT
SCULPTOR: STEVE SAUNDERS
PAINTER: MATT DIPIETRO
RELEASE: JUNE • PIP 73083 • \$12.99



TYRANT ZAADESH (METAL)
GAME: HORDES/SKORNE
SCULPTOR: CARLOS CASTAÑO
PAINTER: MATT DIPIETRO
RELEASE: JUNE • PIP 74081 • \$14.99



ARGUS MOONHOUND (PLASTIC)
GAME: HORDES/CIRCLE ORBOROS
SCULPTOR: BENOIT COSSE
PAINTER: MATT DIPIETRO
RELEASE: MAY • PIP 72074 • \$14.99



ROTTERHORN GRIFFON (PLASTIC)
GAME: HORDES/CIRCLE ORBOROS
SCULPTOR: BENOIT COSSE
PAINTER: MEG MAPLES
RELEASE: MAY • PIP 72072 • \$18.99



HORGLÉ IRONSTRIKE (METAL)
GAME: HORDES/TROLLBLOODS
SCULPTOR: OLIVIER NKWETI
PAINTER: MATT DIPIETRO
RELEASE: JUNE • PIP 71083 • \$24.99



GNARLHORN SATYR/SHADOWHORN SATYR/RIP HORN SATYR
HEAVY WARBEAST PLASTIC KIT
GAME: HORDES/CIRCLE ORBOROS
SCULPTOR: BRIAN DUGAS
PAINTER: MATT DIPIETRO
RELEASE: JUNE • PIP 72077 • \$34.99

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



SWORD KNIGHTS
GAME: WARMACHINE/CYGNAR
RELEASE: MAY • PIP 31106 • \$69.99



PYG BUSHWHACKERS
GAME: HORDES/TROLLBLOODS
RELEASE: JUNE • PIP 71082 • \$44.99

NEW RELEASES



WARMACHINE HIGH COMMAND: INVASION OF SUL

Bolster your armies with *Invasion of Sul*, an 84-card expansion for *WARMACHINE High Command*! *Invasion of Sul* contains 5 copies each of 16 different cards, plus 4 additional warcaster cards, to bring new strategies to your Cygnar, Khador, Protectorate of Menoth, and Cryx decks.

RELEASE: JUNE • PIP 61021 • \$21.99



HORDES HIGH COMMAND: IMMORTAL TALES

Immortal Tales, an 84-card expansion for *HORDES High Command*, contains 5 copies each of 16 different cards, plus 4 additional warlock cards, to bring new strategies to your Trollblood, Circle Orboros, Skorne, and Legion of Everblight decks.

RELEASE: MAY • PIP 61015 • \$15.99





GLOBAL PLAYER RANKINGS

Through April 2014

PLAYER NAME	POINTS	REGION
-------------	--------	--------

REGION LEADERS

Keith Christianson	20	NA West
Daniel Knauss	18	Europe / Africa
Charles Arrasmith	16	NA West
Jason Watt	13	▲ NA East
Jake Van Meter	12	▲ NA East
Trent Denison	10	Australia / Asia
Andy McBirnie	10	Europe / Africa
James Moorehouse	8	Australia / Asia

AT-LARGE LEADERS

Jay Larsen	14	▲ NA West
Colin Hill	10	NA West
Robin Maukisch	10	Europe / Africa
Jan Souza	10	Europe / Africa
Trevor Attridge	10	▲ NA East
Martin Hornacek	10	Europe / Africa
Jordon Nach	10	▲ NA West
Brandon Cating	9	▲ NA West
Chris Green	9	▲ NA West
Emiliano Traversi	9	▲ Europe / Africa

IN THE HUNT

Jake Hoffman	8	▲ NA East
Christofer Wedding	8	Europe / Africa
Walter Langendorf	6	▲ NA East
Liam Jordon	6	▲ Europe / Africa
Tobias Voigt	6	▲ Europe / Africa
Dan Riker	6	▲ NA East
Torbjorn Hansson	6	Europe / Africa
Christopher Davies	6	Australia / Asia
David Thomas	6	Europe / Africa

IRON GAUNTLET UPDATE

Do you have what it takes to battle for the ultimate title in WARMACHINE and HORDES competitive play? Then... ENTER THE IRON GAUNTLET. Compete in Iron Gauntlet Qualifier events around the world for glory and a chance to compete against the best of the best at the Iron Gauntlet: The WARMACHINE & HORDES World Championship at Lock & Load GameFest 2014! In this epic confrontation, one competitor will dominate the championship and claim the title "Best in the World."

The gauntlet has been thrown down. Prove you're the best... if you've got the metal!

UPCOMING IRON GAUNTLET QUALIFIERS

KINGDOM-CON 2014

San Diego, CA • April 24-27

At the end of the season the top two players from each region and the top eight at-large players will earn a spot at the Iron Gauntlet Finals at Lock & Load GameFest 2014. Results include Lock & Load GameFest 2013, Gen Con 2013, UK Masters 2013, RatCon 2013, WARMACHINE Weekend 2013, Iron Moot 2013, Cancon 2014, TempleCon 2014, SmogCon 2014, and Adepticon 2014.

For more information about Iron Gauntlet:
The WARMACHINE & HORDES World Championship, visit
www.privateerpress.com/organized-play/iron-gauntlet

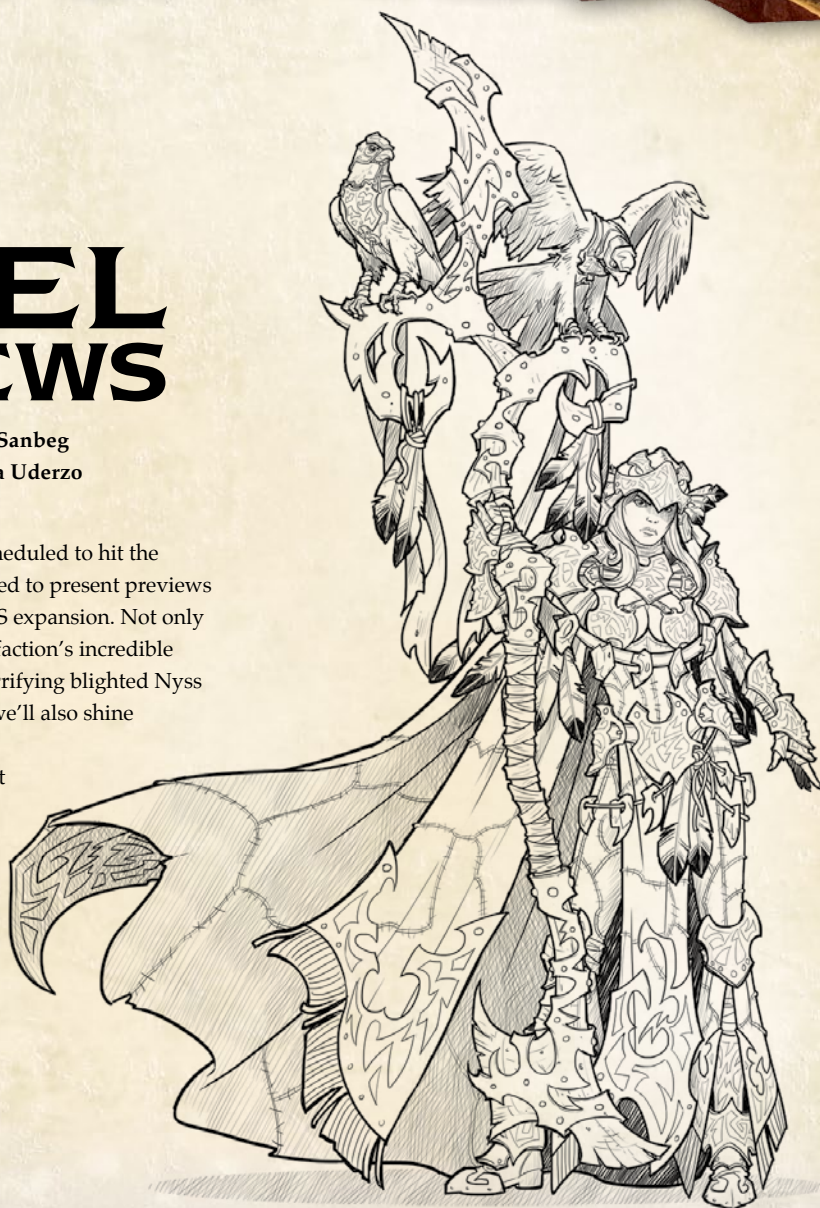


EXIGENCE

MODEL PREVIEWS

By David "DC" Carl with Michael Sanbeg
Art by Néstor Ossandón and Andrea Uderzo

Exigence is nearly complete and is scheduled to hit the shelves later this year, so we're pleased to present previews from this highly anticipated HORDES expansion. Not only will the following pages reveal each faction's incredible new lesser warlocks as well as the terrifying blighted Nyss character solo Fyanna the Lash, but we'll also shine an individual spotlight on the Circle Orboros with previews of not one but *two* new Circle warbeasts—the Argus Moonhound and the Rotterhorn Griffon.



HORGLE IRONSTRIKE

TROLLBLOOD TROLLKIN CHARACTER SOLO



SPELLS COST RNG AOE POW UP OFF

SPELLS	COST	RNG	AOE	POW	UP	OFF
HOT SHOT	2	6	-	-	YES	NO
Target model in this model's battlegroup gains boosted ranged attack damage rolls.						
MOLTEN METAL	2	10	-	-	NO	YES
Target warjack suffers 1 point of fire damage 🔥 to each column on its damage grid.						

TACTICAL TIPS

LESSER WARLOCK – This model's type is solo, not warlock.

MOLTEN METAL – If a damage column is full, apply the damage to the next column to the right.

HORGLE IRONSTRIKE

A talented blacksmith, Horgle Ironstrike has always been skilled with the manipulation of fire to bend metal to his will. His gifts awakened, he has mastered fire itself and wields it with brutal effect in defense of the kriels. Ironstrike has a special affinity for pyre trolls and slag trolls, taking their fiery innate abilities and stoking them into a blazing inferno.



IRONSTRIKE

- ☠️ Fearless
- 🔥 Immunity: Fire
- ☠️ Tough

Burnt Meat – Warbeasts in this model's battlegroup can charge targets suffering the Fire continuous effect 🔥 without being forced.

Lesser Warlock – This model is not a warlock but has the following warlock special rules: Battlegroup Commander, Control Area, Damage Transference, Forcing, Fury Manipulation, Healing, and Spellcaster.

Specialization [Pyre Trolls and Slag Trolls] – The only warbeasts that can be included in this model's battlegroup are Pyre Trolls and Slag Trolls. Reduce the point cost of Pyre Trolls and Slag Trolls in this model's battlegroup by 1.

FLAMING SWORD

- 🔥 Magical Weapon
- 🔥 Continuous Effect: Fire

SMITH'S HAMMER

- 🔥 Magical Weapon

Critical Ram – On a critical hit against an enemy model, it is knocked down and can be pushed 1" directly away from this model. If it is pushed, this model can immediately advance directly toward the pushed model up to the distance that model was moved.

IRONSTRIKE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	15	8
FLAMING SWORD						
POW		P+S				
4		11				
SMITH'S HAMMER						
POW		P+S				
5		12				
FURY						
DAMAGE						4
DAMAGE						8
FIELD ALLOWANCE						
POINT COST						C
POINT COST						3
MEDIUM BASE						

USING HORGLE IRONSTRIKE

Horgle Ironstrike is a model with a lot of versatility. Viewed completely in a vacuum, he's a melee solo with a pair of magical weapons, each with cool abilities of its own, and he has the ability to buy up to *four* additional attacks (or to buy boosts on attack and damage rolls as needed). That alone makes him an effective melee missile, especially when backed up by a bit of that infamous Trollbloods support. Just the Rage animus and Stone Strength aura let him swing his Smith's Hammer just as well as many heavy warjacks out there, even without warlock-specific spells and feat support.

Add a discounted Pyre Troll and/or Slag Troll to his battlegroup, however, and you gain the ability to leech, transfer damage, reave, and use great buffing animi. Hot Shot also lets him amp up his troll's ranged damage on the advance while Molten Metal is a situational yet devastating anti-warjack spell. Two point of damage to every column regardless of ARM is a pretty impressive amount of damage for a 3-point solo to dish out in a single turn.



ARGUS MOONHOUND

CIRCLE LIGHT WARBEAST

ARGUS MOONHOUND						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	5	4	15	14	7



BITE	
POW	P+S
4	11



BITE	
POW	P+S
4	11



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

ARGUS MOONHOUND

Pathfinder

Circular Vision – This model’s front arc extends to 360°.

Hunting Howls (★ Action) – Enemy models lose Camouflage and Stealth while within 5” of this model. Hunting Howls lasts for one round.

Mark Target – Other friendly Faction models gain +2 to ranged attack rolls against enemy models within 5” of this model and in its LOS.

ANIMUS	COST	RNG	AOE	POW	UP	OFF
HOUND	1	8	-	-	NO	YES

If target enemy model advances during its activation, immediately after ending this movement this model can advance up to 3”. A model can move only once per turn as a result of Hound. Hound lasts for one round.

The Argus Moonhound’s animus is an interesting one. A rare offensive animus, Hound allows the Moonhound to tag an enemy model and then move away when it approaches. Even if the target reaches the Moonhound, Hound allows it to suffer one free strike instead of a whole turn of beatings. Don’t forget, too, that a warlock can cast Hound for extra mobility or as an emergency escape plan.

ARGUS MOONHOUND

With a horrifying howl that chills the blood of its prey and unusually keen senses that allow it to detect enemy movement under almost any circumstances, the argus moonhound is a ferocious hunter and a favorite of the warlocks of the Circle Orboros. As it closes in on its prey, the moonhound uses its howl to flush the victim out into the open, where it tears the hapless creature to pieces with its savage teeth.

USING THE ARGUS MOONHOUND

The Argus Moonhound doesn’t hit as hard as a Gorax or have as many weapons as a Razorwing Griffon, but it performs its specialized role remarkably well. The Argus Moonhound is the best support warbeast for ranged models in all of HORDES. Not only can it increase the accuracy of ranged attacks against nearby enemy models, it can also shut down nearby enemies’ Camouflage and Stealth abilities. The various ranged elements of the Circle Orboros armies are certain to consider this newest two-headed puppy man’s best friend (or tharn’s best friend, or woldstalker’s best friend, etc.).



ROTTERHORN GRIFFON

CIRCLE LIGHT WARBEAST



ANIMUS COST RNG AOE POW UP OFF

ACCELERATION 2 6 - - NO NO

At the end of target friendly Faction model's activation, that model can immediately perform a special action. Acceleration lasts for one turn.

ROTTERHORN GRIFFON

No mere raptor, the shape that wheels across the skies in the shadow of western Immoren's mightiest peak announces its predatory intent with a bloodcurdling shriek. The Rotterhorn griffon is a winged terror, its scream so powerful that its victims suffer agony just by hearing it. Often, this unearthly sound is the last one they hear before the vicious beast descends to shred them with its mighty talons.

ROTTERHORN GRIFFON

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

Shrill Shriek (★Action) – Models within 2" of this model suffer a POW 8 damage roll.

CLAW

Open Fist

ROTTERHORN GRIFFON

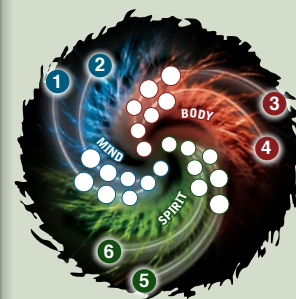
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	1	14	15	6



CLAW	POW	P+S
	3	11



CLAW	POW	P+S
	3	11



FURY 3

THRESHOLD 8

FIELD ALLOWANCE U

POINT COST 4

MEDIUM BASE

USING THE ROTTERHORN GRIFFON

The Rotterhorn Griffon is one of the few models in WARMACHINE and HORDES that can damage enemy models without making a successful attack roll first (and without a fortuitous AOE deviation roll). Its Shrill Shriek special action is perfect for mulching high-DEF, low-ARM archers, assassins, or gun mages. Against heavier targets, however, claw attacks or a power attack will usually be the superior option.

The new Acceleration animus is a great way to take advantage of the Shrill Shriek special action, allowing the Rotterhorn Griffon to screech even after it makes a successful charge or a slam. Acceleration is also a great way to get more mileage out of various druids of the Circle Orboros and is sure to keep an opponent on his toes. And don't forget about the Argus Moonhound. Hunting Howls becomes even more versatile when you can use it after the Moonhound performs a charge or slam.

TACTICAL TIPS

ACCELERATION – If a model runs or fails a charge, its activation ends. It can no longer perform a special action from Acceleration.







UNA THE FALCONER

CIRCLE CHARACTER SOLO

UNA						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	6	15	13	8
 BIRD OF PREY RNG ROF AOE POW CTRL 1 - 10						
 TALONSTRIKE POW P+S 4 9						
FURY 4						
DAMAGE 5						
FIELD ALLOWANCE C						
POINT COST 3						
SMALL BASE						

- UNA**
-  Fearless
 -  Pathfinder

Bird's Eye – While in this model's control area, models in its battlegroup extend their front arcs 360° and when determining LOS ignore cloud effects, forest terrain, and intervening models.

Lesser Warlock – This model is not a warlock but has the following warlock special rules:



Battlegroup Commander, Control Area, Damage Transference, Forcing, Fury Manipulation, Healing, and Spellcaster.

Specialization [warbeasts with Flight] – The only warbeasts that can be included in this model's battlegroup are warbeasts with Flight. Reduce the point cost of warbeasts with Flight in this model's battlegroup by 1.

BIRD OF PREY

Black Penny – This attack ignores the firing into melee penalty.

TALONSTRIKE

-  Magical Weapon
-  Reach

UNA THE FALCONER

Una the Falconer shares a special connection with the beasts that roam the skies. She sees through their eyes, giving her an unencumbered view of her surroundings. Her birds of prey hunt at her direction, darting and diving to tear flesh from bone before soaring above again to ready for another strike.


USING UNA THE FALCONER

It's hard to look at Una the Falconer without jumping immediately to the 3- and 4-point Griffons granted by her Specialization ability. The Scarsfell Griffon doesn't mind her small control area, and she's a great model to spread the Rotterhorn Griffon's Acceleration animus around to ease the fury burden on a Circle warlock.

Her Dog Pile spell synchs up well with her Bird's Eye ability to allow her flock to get at an enemy model that thought it was safely hidden from sight and far enough away from her Griffons. She's also a remarkably competent short-range machine gunner...but with birds. RAT 6, Bird's Eye, and Black Penny make for a super-accurate combination, and three attacks every turn is bound to turn a few foes into meals for

SPELLS COST RNG AOE POW UP OFF

DOG PILE 2 10 - - YES YES

Warbeasts in this model's battlegroup can charge or make slam power attacks against target enemy model without being forced and regardless of LOS. When a warbeast does, it gains +2" movement and gains Pathfinder  while resolving that charge or slam.

WATCHER 3 SELF - - YES NO

When an enemy model advances and ends its movement within 6" of this model, choose a warbeast in this model's battlegroup that is in its control area. That warbeast can immediately make a full advance and then can make one normal melee or ranged attack targeting the enemy model. The attack and damage rolls against that model are boosted. After the attack is resolved, Watcher expires.

TACTICAL TIPS

DOG PILE – Modifiers to movement apply only to a model's normal movement.

LESSER WARLOCK – This model's type is solo, not warlock.

her birds of prey. You'll want to keep her safe from retaliation, but damage transference and Watcher make that job a lot easier than her defensive stats would suggest.



TYRANT ZAADESH

SKORNE CHARACTER SOLO



SPELLS	COST	RNG	AOE	POW	UP	OFF
PERDITION	2	10	-	10	NO	YES
When an enemy model is damaged by Perdition, immediately after the attack is resolved one warbeast in this model's battlegroup that is currently in this model's control area can make a full advance toward the nearest enemy model. A model can advance as a result of Perdition only once per turn.						
TAG TEAM	3		SELF CTRL	-	YES	NO
While within this model's control area, models in its battlegroup gain +2 on melee attack and melee damage rolls against models within melee range of another model in this model's battlegroup.						

TACTICAL TIPS

LESSER WARLOCK – This model's type is solo, not warlock.



ZAADESH

Fearless

Lesser Warlock – This model is not a warlock but has the following warlock special rules: Battlegroup Commander, Control Area, Damage Transference, Forcing, Fury Manipulation, Healing, and Spellcaster.

Protective Battlegroup – Once per round, when this model is directly hit by a ranged or magic attack during your opponent's turn, you can choose to have another model in this model's battlegroup within 2' of this model that is not incorporeal, knocked down, or stationary to be directly hit instead. The chosen model is automatically hit and suffers all damage and effects.

DEATHSONG

- Magical Weapon**
- Reach**

ZAADESH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	13	15	9
DEATHSONG						
POW		P+S				
6		12				
FURY		4				
DAMAGE		5				
FIELD ALLOWANCE		C				
POINT COST		3				
SMALL BASE						

TYRANT ZAADESH

Few house leaders demonstrate the cunning and ambition of Tyrant Zaaesh, and only time will tell if he is destined for a fast rise or a tragic fall. His warbeasts respond to his will like regimented soldiers in an army, reacting in lockstep to their master. Together Zaaesh and his beasts function as a cohesive force, each acting in concert with the others to trample his foes with precise coordination.

USING TYRANT ZAADESH

Unlike the two preceding lesser warlocks, Tyrant Zaaesh does not have a warbeast Specialization. This double-edged sword allows him a more versatile battlegroup but also means he's paying full price for any warbeasts he wants to field. He's also the most reliant on his battlegroup, since Tag Team and Protective Battlegroup require him to have a warbeast around for increased offense and defense, respectively.

That said, there are all sorts of great choices for Tyrant Zaaesh's warbeasts depending on the rest of the army list. He can cast support animi, pilot a ranged-oriented battlegroup, or charge right into the mix, relying on Tag Team and Protective Battlegroup to win the day. Even when he's not focused on a melee play style, however, do not underestimate a support- or ranged-oriented light warbeast under his command. A Basilisk Drake isn't built for melee, but Tag Team and Enrage take him up to an effective MAT 7 and P+S 16 with a free charge and up to three additional attacks.

FYANNA THE LASH

LEGION BLIGHTED NYSS CHARACTER SOLO

FYANNA

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	7	4	15	12	9



BARBED LASH

POW	P+S
5	12

DAMAGE 5

FIELD ALLOWANCE C

POINT COST 3

SMALL BASE

FYANNA

Pathfinder

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

- **Dismember** – When this model hits a warbeast with a melee attack, roll an additional damage die.

- **Pitch** – Instead of making a normal damage roll on a hit, this model can throw the model hit as if it had hit with and passed the STR check of a throw power attack. The thrown model suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.
- **Beat Back** – Immediately after a normal attack with this weapon is resolved during this model's combat action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1".

Evasive – This model cannot be targeted by free strikes. This model can advance up to 2" immediately after an enemy ranged attack that missed it is resolved unless it was missed while advancing.

Prowl – This model gains Stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Rapid Strike – This model can make one additional melee attack each combat action.

BARBED LASH

Reach

Chain Strike – This weapon has a 4" melee range during this model's activation.

Chain Weapon – This attack ignores the Buckler and Shield weapon qualities and Shield Wall.

FYANNA THE LASH

The nimble Fyanna is a blur of motion as she stalks her prey. She is one with the shadows and is rarely seen before she strikes. Her barbed lash flashes from a surprising distance to topple and toss her hapless victims before she springs away, safe from retaliation and already targeting her next victim.

USING FYANNA THE LASH

Fyanna the Lash doesn't take friendly warbeasts with her—she takes enemy warbeasts down instead. With a 14" base melee threat range, Rapid Strike, Chain Weapon, and P+S 12, Fyanna is a capable assassin against a fairly broad range of targets. But

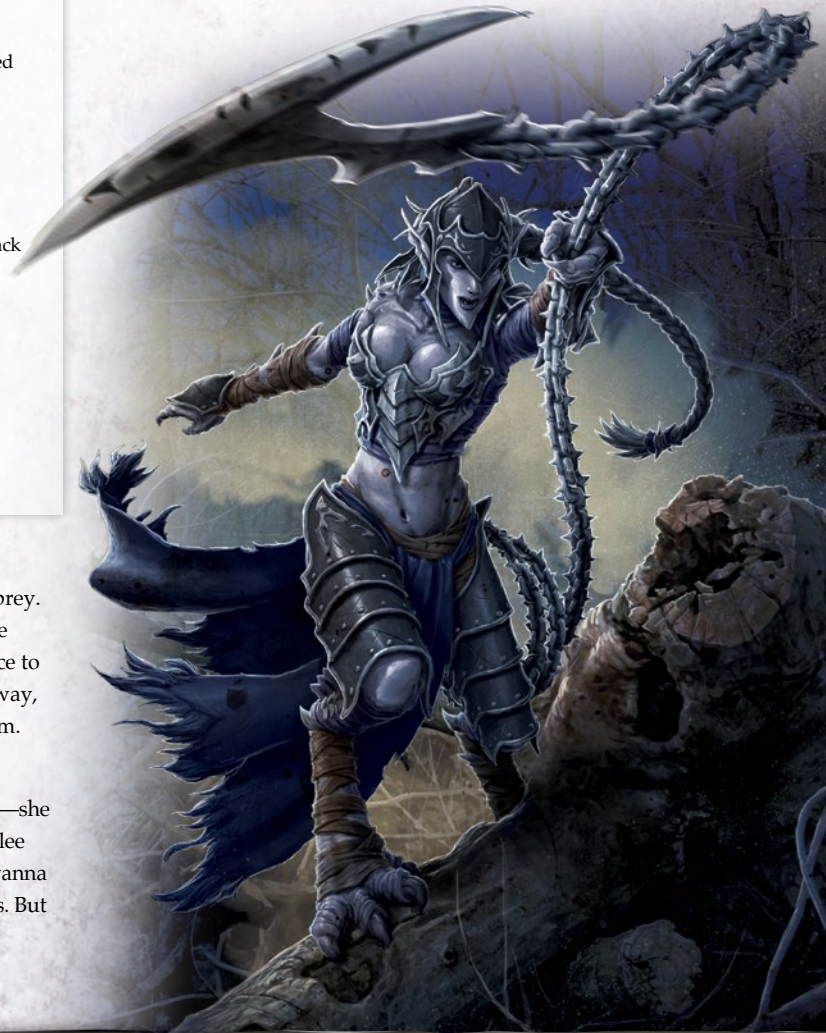
TACTICAL TIPS

BEAT BACK – The attacking model can advance even if the enemy model is destroyed by the attack.

PITCH – A model cannot throw a model whose base is larger than its own.

It's her Dismember Attack Type that really allows her to shine when she faces enemy warbeasts. She will occasionally take out a light warbeast single-handedly and can provide a solid start (or finish) against heavier foes.

With DEF 15 and Prowl, Fyanna is also not an easy model for most enemies to vanquish. These capabilities combined with her superior threat range nearly guarantee her the alpha strike, and Evasive allows her to pick her target carefully, ignoring any free strikes that would cut down a lesser assassin. Her other Attack Types lend her additional versatility with Beat Back for small-scale repositioning or Pitch for more serious repositioning of a small-based target.



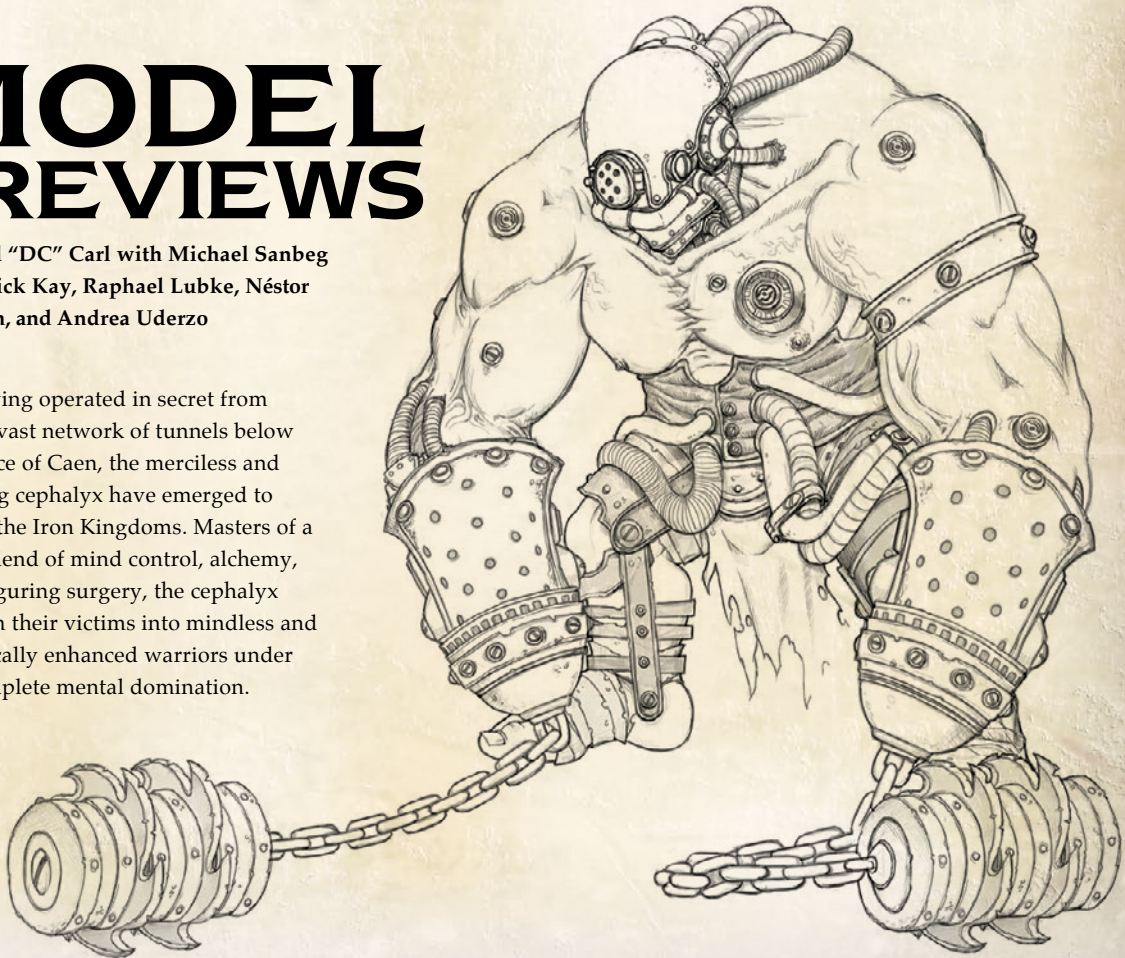


CEPHALYX

MODEL PREVIEWS

By David "DC" Carl with Michael Sanbeg
Art by Nick Kay, Raphael Lubke, Néstor
Ossandón, and Andrea Uderzo

Long having operated in secret from within a vast network of tunnels below the surface of Caen, the merciless and horrifying cephalyx have emerged to threaten the Iron Kingdoms. Masters of a unique blend of mind control, alchemy, and disfiguring surgery, the cephalyx transform their victims into mindless and mechanically enhanced warriors under their complete mental domination.



CEPHALYX BATTLEGROUP RULES

CEPHALYX WARCASERS

Cephalyx warcasters do not control battlegroups of warjacks. Instead they control forces of surgically altered, mechanically enhanced giants colloquially known as **monstrosities**.

CEPHALYX WARCASER SPECIAL RULES

Cephalyx warcasters can control only monstrosities and cannot control warjacks. A Cephalyx warcaster can allocate focus points to monstrosities in his battlegroup as if they were warjacks. A Cephalyx warcaster's warjack points can be used on monstrosities even though they are not warjacks.

In addition to their other special rules as warcasters, Cephalyx warcasters have the following special rule:

HEALING

At any time during its activation, this model can spend focus points to heal damage a monstrosity in its battlegroup that is in its control area has suffered. For each focus point spent this way, remove 1 damage point.

MONSTROSITIES

Monstrosities are classified according to base size: a **light monstrosity** has a medium base (40 mm), and a **heavy monstrosity** has a large base (50 mm). Even though it is assigned to a specific battlegroup, each monstrosity is an independent model.

MONSTROSITY SPECIAL RULES

Monstrosities are not warjacks and do not have a cortex. Monstrosities can be controlled only by Cephalyx warcasters.

Monstrosities are living models.

Monstrosities are so utterly dominated by their Cephalyx masters that they lack even the rudimentary capacity for free will required to form bonds.

Additionally, Monstrosities have the following special rules:

DAMAGE GRID

Monstrosities have damage grids like warjacks.

DESTROYED MONSTROSITY

When a destroyed monstrosity is removed from the table it is not replaced with a wreck marker.

Monstrosity Damage Key

On a monstrosity's damage grid, the following letters represent the monstrosity's systems:

- B: Brain
- L: Left arm weapons system
- R: Right arm weapons system
- H: Head weapons system
- M: Movement

A monstrosity with a crippled brain (B system) loses any focus points on it and cannot be allocated focus points. It cannot spend focus points for any reason. Monstrosities with crippled left arms, right arms, heads, or movement suffer the same penalties as warjacks do (see *WARMACHINE: Prime Mk II*).

FEARLESS

Though it does not appear on their stat lines, all monstrosities have the Fearless advantage.

BRAIN

This model can be allocated focus. This model can have no more than 3 focus points at any time as a result of allocation. This limit does not apply to focus gained by means other than allocation.

Unless otherwise stated, this model can spend focus only during its activation.

FOCUS: ADDITIONAL ATTACK

This model can spend focus to make additional melee or ranged attacks as part of its combat action. It can make one additional attack for each focus point spent.

FOCUS: BOOST

This model can spend 1 focus point to boost any of its attack rolls or damage rolls during its activation. Add an extra die to the boosted roll. Boosting must be declared before rolling any dice for the roll.

FOCUS: SHAKE

During your Control Phase after allocating focus, if this model is knocked down it can spend 1 focus point to stand up.

During your Control Phase after allocating focus, if this model is stationary it can spend 1 focus point to cause the stationary status to expire.



MONSTROSITY POWER ATTACKS

This model can make power attacks. To choose the power attack option for its combat action, it must spend 1 focus point. All monstrosities can make the slam, head-butt, and push power attacks. Heavy monstrosities can make the trample power attack. Monstrosities with at least one non-crippled weapon with the Open Fist weapon quality can make headlock/weapon lock and throw power attacks. Monstrosities with two non-crippled weapons with the Open Fist weapon quality can make double-hand throw power attacks.

CEPHALYX WARCASTER DESTRUCTION

If a Cephalyx warcaster is destroyed or removed from the table, the monstrosities in his battlegroup become inert like warjacks and can be reactivated like warjacks.

MERCENARY CONTRACT

To field a Cephalyx army, you must choose either the Cephalyx contract or a Theme Force. The contract and Theme Forces include rules for building the army. In addition to the guidelines presented in a contract or Theme Force, Cephalyx armies follow all the normal army composition rules.

The complete rules for Theme Forces can be found in *WARMACHINE: Prime Mk II*. The complete rules for contracts can be found in *Forces of WARMACHINE: Mercenaries*.

PUPPET MASTERS ARMY COMPOSITION

- An army constructed under the Unwilling and Able contract can include Mercenary Cephalyx models/units. Additionally, the army can include up to one non-Cephalyx Mercenary unit if that unit includes a Cephalyx Dominator UA.
- Increase the FA of Cephalyx Mind Slaver & Drudges units by +1.
- Increase the FA of Cephalyx Overlords units by +1.

SPECIAL RULES

- Units that include Cephalyx Dominator UAs gain Advance Deployment (A).
- The army can also include Bloat Thrall, Machine Wraith, and Pistol Wraith solos. These solos are considered to be friendly Mercenary models instead of Cryx models.



EXULON THEXUS

MERCENARY CEPHALYX WARCASTER

THEXUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	4	14	14	10

PROSTHETIC BLADES	
POW	P+S
5	9

FOCUS	8
DAMAGE	15
FIELD ALLOWANCE	C
WARJACK POINTS	+5
MEDIUM BASE	

Push each enemy non-warlock, non-warcaster model currently in Thexus' control area 2" in any direction.

Mercenary – This model will work for Cryx.

Selective – This model can be included only in Mercenary Contract armies that list Cephalyx as possible members.

THEXUS

Pathfinder

Aggressive Reaction – While one or more enemy models are in this model's command range, models in this model's battlegroup can run or charge without spending focus.

Sacrificial Pawn [Monstrosity] – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Monstrosity model within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

Spell Driver – When this model casts a spell, it can channel the spell through another model in its battlegroup that is in its control area. Once a spell is cast this way, the model it was channeled through suffers d3+1 damage points.

EXULON THEXUS

Among the terrifying and alien forces of the cephalyx, none has emerged to terrify the people of Caen that is more fearsome and powerful than the psychic warcaster Exulon Thexus. A master of both physical and mental manipulation, Thexus maintains a faultless hold on the monstrosities under his command, driving them to acts of relentless brutality with a callous disregard for the lives they held prior to their surgical alteration and mental enslavement. Set apart from his victims by an incalculable intelligence and unknowable mind, Exulon Thexus regards such lesser beings as little more than insects as he twists their bodies and minds into inhuman tools for the subjugation of his growing collection of specimens.

USING EXULON THEXUS

Cephalyx armies have two distinct elements—the Cephalyx and their mind slaves (the drudges and monstrosities). The mind slaves operate as the muscle for the army with high

FEAT: TELEKINETIC TIDE

The mental powers of Exulon Thexus are vast and nearly inexhaustible, and through them he can reach into the world to seize hold of his enemies and manipulate them at will. Transformed into mere pieces on a game board, his enemies are helpless to resist the tide of his arcane might.

SPELLS COST RNG AOE POW UP OFF

DECELERATION	3	SELF CTRL	-	NO	NO
While in this model's control area, friendly models gain +2 DEF and ARM against ranged attacks. Deceleration lasts for one round.					
HEX BLAST	3	10	3	13	NO YES
Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.					
INFLUENCE	1	10	-	-	NO YES
Take control of target enemy non-warcaster, non-warlock warrior model. The model immediately makes one normal melee attack, then Influence expires.					
PSYCHO SURGERY	2	SELF CTRL	-	NO	NO
Each model in this model's battlegroup currently in its control area immediately heals d3+1 damage points. This spell can only be cast once per turn.					
RAMPAGER	3	10	-	-	NO YES
Take control of target enemy non-character warbeast. You can make one full advance with the warbeast and can then make one normal attack with it, then Rampager expires. While the warbeast is affected by Rampager, it cannot be forced and you cannot use its animus. Rampager can be cast only once per turn.					
TELEKINESIS	2	8	-	-	NO *
Place target model completely within 2" of its current location. When Telekinesis targets an enemy model, it is an offensive spell and requires a magic attack roll. A model can be affected by Telekinesis only once per turn.					

TACTICAL TIPS

HEX BLAST – Because they expire immediately, upkeep spells and animi that had an effect when the model/unit was hit or damaged will have no effect.

RAMPAGER – You cannot free strike a model you control.

STR and ARM values. The Cephalyx operate as the brains of the operation, nodes of influence and power radiating outward to their hapless minions. And there is no greater node of Cephalyx influence and power than Exulon Thexus. Like other Cephalyx, Thexus has the Sacrificial Pawn ability to ensure his mind slaves suffer any ranged attacks intended for their overlord.

Thexus is predominantly focused on the monstrosities under his direct control rather than the lower-ranking Cephalyx or subservient drudges that accompany him to battle. He can heal d3+1 damage points from each monstrosity once a turn via the Psycho Surgery spell, allow them to run or charge without spending focus whenever he's near enough to his enemies, and use them to channel his spells (albeit damaging the monstrosity in the process). That last ability, called Spell Driver, works seamlessly with Psycho Surgery. Simply cast a few spells through undamaged monstrosities before casting Psycho Surgery and you can heal your channelers as well as your battle-damaged charges with a single spell.



Exulon Thexus has plenty of motivation to use those channelers. Hex Blast can tear through enemy magic, Influence can cause enemies to slaughter each other with melee attacks, Rampager is a potent tool against opposing warbeasts, and Telekinesis allows Thexus to manipulate models' positions on the battlefield. Telekinesis is a vital tool even when it's not channeled. After casting Telekinesis on a monstrosity and its desired charge target, Exulon Thexus can close the gap by a full 4".

Telekinesis is a cool and versatile spell, but wouldn't it be even more amazing if you could cast it on the entire opposing army at once? The Telekinetic Tide feat does just that, and you can even affect an enemy model with Telekinesis and Telekinetic Tide in the same turn. Though it doesn't work on opposing warcasters and warlocks, it's a great way to shift lines of sight, open up threat lanes, cut down on charge distances, disengage from melee combat, and so much more.





SUBDUER

MERCENARY CEPHALYX HEAVY MONSTROSITY

SUBDUER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	10	5	4	10	17	—



NET LAUNCHER			
RNG	ROF	AOE	POW
6	1	3	—



IMPALING BLADE	
POW	P+S
6	16

DAMAGE					
1	2	3	4	5	6
L	L	M	B	R	R
L	M	M	B	B	R

FIELD ALLOWANCE	U
POINT COST	7
LARGE BASE	

SUBDUER

☉ Eyeless Sight

NET LAUNCHER

Catch – If this weapon directly hits an enemy model with an equal or smaller base, immediately after the attack is resolved the model directly hit can be pushed any distance directly toward this model. After the model directly hit is moved, this model can make one normal melee attack against it. After resolving this melee attack, this model can make additional melee attacks during its combat action.

Quake – On a direct hit against an enemy model, all models hit are knocked down.

TACTICAL TIPS

CATCH – “Any distance” means “as much as necessary”, not “any distance the player chooses.”

Knockdown and repositioning effects are both very powerful in WARMACHINE, and this one weapon is packing both. Alongside the additional positioning tools Exulon Thexus brings to the table, enemy models are never as safe as they think they are. Once engaged, the Subduer’s blade can cut down most enemies, but don’t forget about head-butt or trample power attacks. Against some targets, the right power attack can be a more effective weapon than a simple blade.

SUBDUER

A specialized tool engineered to capture specimens, both living and dead, in the chaos of battle, the Subduer ensnares foes in its nets before inflicting gruesome wounds with its blade. Those unfortunate enough to survive the monstrosity’s attack will have an even greater horror awaiting them, their humanity destined to end upon the cold steel of a cephalyx surgical table.

USING THE SUBDUER

Like all monstrosities, the Subduer has a hefty damage grid, moderate defensive stats, and a fairly low point cost. Its melee weapon is respectable, but its ranged Net Launcher is the real selling point. The Net Launcher knocks down its target, knocks down anything else in the immediate vicinity, and then drags the main target into base-to-base contact for a melee beating.



WARDEN

MERCENARY CEPHALYX HEAVY MONSTROSITY



TACTICAL TIPS

FOLLOW UP – This model stops moving if it contacts another model. This model does not advance if the model slammed is destroyed by the attack.

WARDEN

Victims of a specialized sequence of horrors and surgical manipulations now cursed with some glimmer of independent thought, the Warden is slavishly obedient and protective of its cephalyx masters. This hulking terror of flesh and metal is among the most sophisticated of all monstrosities, and is relentlessly driven to protect the frail bodies of the cephalyx by taking blows in their stead or brutally driving attackers away.

USING THE WARDEN

The Warden's role is protection. It's got slightly heavier armor than the other monstrosities, Shield Guard, and the ability to slam an enemy away from the Cephalyx army. Though the one point of armor from the Warden's Buckler might not seem like much at first, it really adds up on a model with thirty-six damage boxes. With a bit of Psycho Surgery from Exulon Thexus, Warden heavy monstrosities can stay in the fight against all but the heaviest attackers.



WARDEN

Eyeless Sight

Grand Slam – This model can make slam power attacks without spending focus or being forced.

Models slammed by this model are moved an additional 2".

Follow Up – When this model slams an enemy model, immediately after the slam is resolved this model can advance directly toward the slammed model up to the distance the slammed model was moved.

Shield Guard – Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

HEAD PLATE

Buckler

Hard Head – This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

MECHA FIST

Open Fist

Furthermore, the Warden's P+S 14 Grand Slams make a great complement to the Subduer's Net Launcher. Instead of pulling an enemy up to 6" closer and knocking it down, Grand Slam knocks an enemy 3" to 8" farther away and knocks it down. Both models can also make melee attacks against their target after repositioning it. The Warden is no mere slam-bot, though. Its three initial attacks are great against opposing infantry, and a pair of weapons with Open Fist provides lots of power attack versatility against opposing warjacks and warbeasts.

WARDEN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	10	5	4	10	17	—

HEAD PLATE	
POW	P+S
4	14

MECHA FIST	
POW	P+S
4	14

MECHA FIST	
POW	P+S
4	14

DAMAGE					
1	2	3	4	5	6
L	L	M	B	R	R
L	M	M	B	B	R

FIELD ALLOWANCE	U
POINT COST	6
LARGE BASE	



WRECKER

MERCENARY CEPHALYX HEAVY MONSTROSITY

WRECKER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	10	5	4	10	17	—



BALL & CHAIN

POW P+S

7 17



BALL & CHAIN

POW P+S

7 17

DAMAGE

1 2 3 4 5 6

L	L	M	B	R	R
L	M	M	B	B	R

FIELD ALLOWANCE U

POINT COST 7

LARGE BASE

WRECKER

☞ Eyeless Sight

BALL & CHAIN

☞ Reach

Beat Back – Immediately after a normal attack with this weapon is resolved during this model's combat action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1".

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.

WRECKER

A mindless killing machine built for annihilation and capable of slaughtering every enemy within reach, the Wrecker moves through the battlefield in a relentless torrent of swinging chains and crushing metal. A melee powerhouse among monstrosities, the Wrecker destroys any man or machine in its path as a deadly extension of its master's will.

USING THE WRECKER

The Wrecker's job is quite simple: carnage. It boasts the highest P+S among the monstrosities and is the only mind slave with Reach. Chain Weapon couples with that high P+S to provide even more impressive hitting power against models with shields and bucklers or those under the Shield Wall (Order). Like Exulon Thexus and its fellow monstrosities, a Wrecker can push your opponent's models around with Beat Back, lending even this beatstick of a monstrosity some of the control and positioning elements common to the Cephalyx army.

The most fun you can have with the Wrecker is pulling off a perfect Chain Attack: Bloodbath. Other models have this chain attack, but those models have neither Beat Back nor piles of repositioning elements in-faction. If you shift your opponent's models just where you want them with Telekinesis, Telekinetic Tide, Catch, Grand Slam, and Beat Back, you can create the most destruction-laced Chain Attack: Bloodbath your opponent has ever seen.

Chain Weapon – This attack ignores the Buckler and Shield weapon qualities and Shield Wall.



CEPHALYX MIND BENDER & DRUDGES

MERCENARY UNIT



CEPHALYX MIND BENDER & DRUDGES

Cephalyx specialized in unleashing formidable mental powers to augment the drudges they command or annihilate foes, mind benders can instill in their enslaved warriors a strength and savagery beyond ordinary fleshly limitations. These drudges sometimes serve as conduits for the mind bender's rending mental attacks, though the process consumes them utterly.

USING THE CEPHALYX MIND BENDER & DRUDGES

The new Cephalyx and Drudge unit bears quite a few resemblances to the older one. The drudges have identical model stats and abilities, the Cephalyx models have identical stat profiles and advantage icons, and the Cephalyx leader has Sacrificial Pawn [Drudge Grunt] just like his predecessor. But that's where the similarities end.

This new Cephalyx leader channels spells, which in and of itself is fairly special for a non-warcaster model. Even more special, however, is the fact that he can channel a single spell through up to three drudges each time he uses one of his Magic Ability spells. These powerful spell effects can imbue drudges with strength and speed, blast every nearby model, or unleash a psychic spray spell that ignores line of sight. With the power of three spellcasting solos packed into each Mind Bender, there's bound to be a downside—channeling such powerful arcane energy through a drudge's brain causes headaches, nausea, dizziness, incontinence, and death.

Selective – This unit can be included only in Mercenary Contract armies that list Cephalyx as possible members.

MIND BENDER

- ☒ Fearless
- ☑ Officer
- ☑ Pathfinder

Magic Ability [6]

- **Adrenal Flood** (★Action) – RNG 6. Target Drudge grunt gains +4 MAT and STR and can immediately advance 4".
- **Concussion Pulse** (★Action) – Center a 4" AOE on this model or a grunt the spell is channeled through. Other models in the AOE suffer a POW 12 magical damage roll.
- **Psychic Assault** (★Attack) – Psychic Assault is a RNG SP 8 magic attack. This attack ignores LOS. Models hit suffer a POW 12 damage roll.

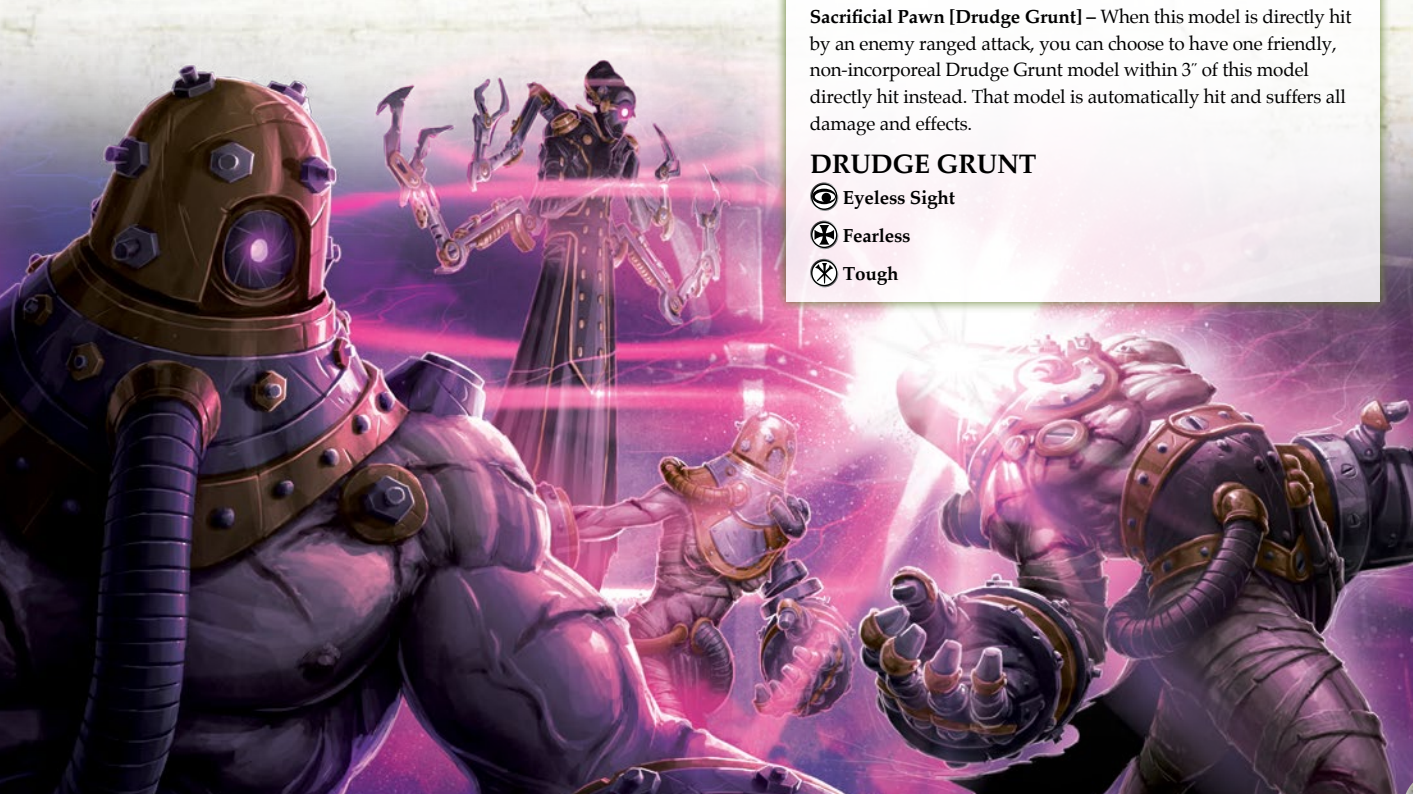
Psychic Projection – This model can channel spells through grunts in this unit that are in formation. When it does, you can choose up to two more of those grunts and cast the spell once through each, even if the channeler is engaged. Grunts in this unit that channel a spell this way are then removed from play.

Sacrificial Pawn [Drudge Grunt] – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Drudge Grunt model within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

DRUDGE GRUNT

- ☑ Eyeless Sight
- ☒ Fearless
- ☑ Tough

MIND BENDER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	4	14	13	9
PROSTHETIC MANIPULATORS						
POW		P+S				
2		8				
DRUDGE GRUNT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	5	2	11	15	4
BATTERING FISTS						
POW		P+S				
4		12				
OFFICER'S DAMAGE						5
FIELD ALLOWANCE						2
BENDER & 5 DRUDGE GRUNTS						4
BENDER & 9 DRUDGE GRUNTS						6
SMALL BASE						





CEPHALYX DOMINATOR

MERCENARY UNIT ATTACHMENT

DOMINATOR

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



PROSTHETIC BLADES

POW	P+S
5	11

DAMAGE 5

FIELD ALLOWANCE 1

POINT COST 1

SMALL BASE

Mercenary Attachment –

This attachment can be added to a Small- or Medium-Based non-Cephalyx Mercenary unit.

Selective – This unit attachment can be included only in Mercenary Contract armies that list Cephalyx as possible members.

DOMINATOR

Officer

Pathfinder

Anatomical Precision – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Granted: Fearless – While this model is in play, models in its unit gain Fearless .

Granted: Tough – While this model is in play, models in its unit gain Tough .

Linchpin – When this model is destroyed or removed from play, other models in this unit lose Fearless for one round and immediately flee.

Ranking Officer – This model is a Ranking Officer. While this model is in play, models in its unit are Mercenary Cephalyx models instead of Mercenary models.

Sacrificial Pawn [model in this unit] – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal model in this unit within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

CEPHALYX DOMINATOR

A specialist in the unerring control of captive specimens, the Cephalyx Dominator can manipulate even the most fearsome and strong-willed forces in western Immoren. Warriors under the merciless control of a Cephalyx Dominator know neither fear nor mercy and will defy even inevitable death to attend to the whims of their alien masters.

USING THE CEPHALYX DOMINATOR

The Cephalyx Dominator is the lowest-cost Ranking Officer unit attachment to date. For a mere 1 point, a Cephalyx army can hire any small- or medium-based Mercenary unit by attaching a Dominator. For a contract with just three Cephalyx unit choices, a Ranking Officer opens up the unit possibilities immensely. A Cephalyx Dominator allows players access to

additional ranged threats or specialty units that perform roles absent from the Cephalyx roster. Furthermore, the Cephalyx Dominator's mental influence makes the members of the unit impervious to fear and pain.

Having your free will shattered by an enigmatic mind slaver isn't all sunshine and roses, of course. If the Cephalyx Dominator dies, the unit immediately flees...even if it's a Fearless unit! Fortunately, the Cephalyx Dominator has the standard Cephalyx survival method of throwing someone else into harm's way. Sacrificial Pawn [model in this unit] will protect the Dominator from opposing ranged threats to his command.



CEPHALYX AGITATOR

MERCENARY UNIT



TACTICAL TIPS

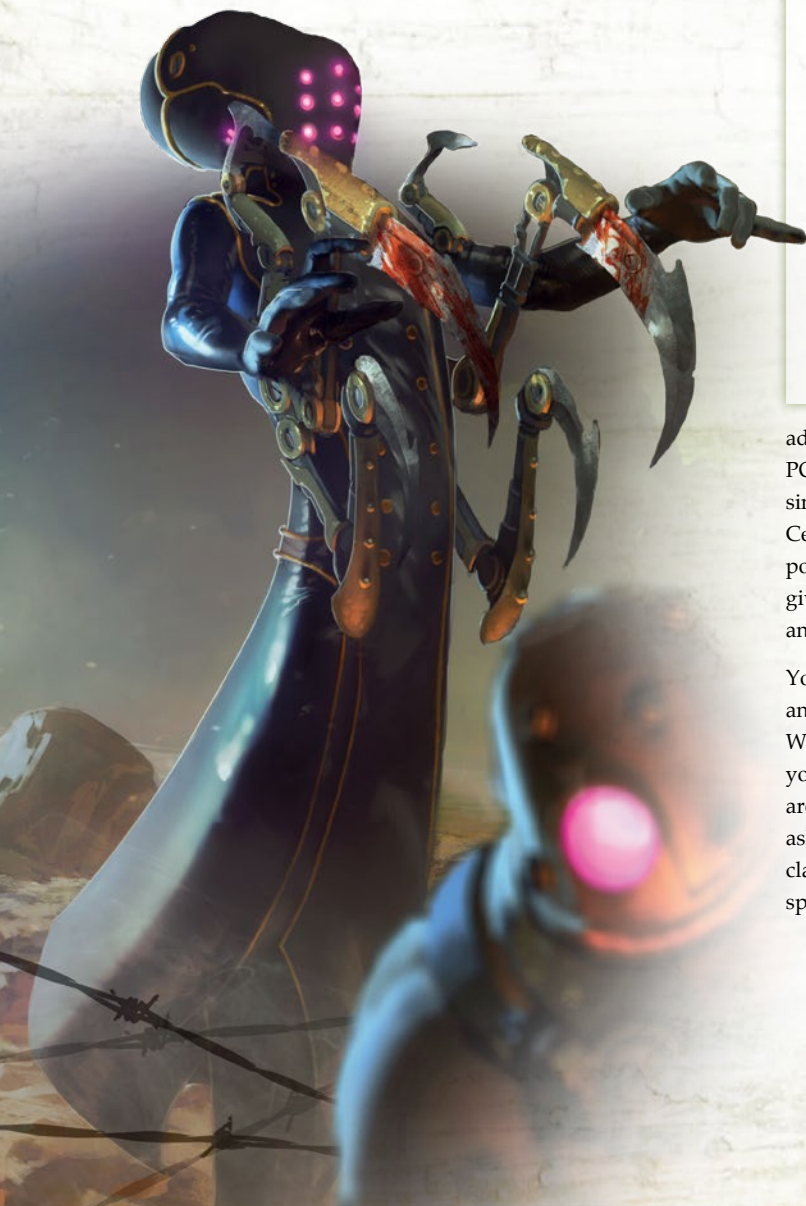
MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

CEPHALYX AGITATOR

Powerful and feared mentalists of the cephalyx, Agitators can not only overwhelm and manipulate their foes but can also drive monstrosities within their own forces to incredible feats of strength and power.

USING THE CEPHALYX AGITATOR

That old adage about “saving the best for last” definitely applies to this article thanks to the Cephalyx Agitator. Don’t believe me? Go back to each monstrosity and drudge and



Selective – This model can be included only in Mercenary Contract armies that list Cephalyx as possible members.

AGITATOR

Fearless

Pathfinder

Anatomical Precision

– When this model’s melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Magic Ability [7]

- **Influence (★Attack)** – Influence is a RNG 10 magic attack. Take control of target enemy non-warcaster, non-warlock warrior model hit. The model immediately makes one normal melee attack, then Influence expires.
- **Instigate (★Action)** – While within 5” of this model, friendly Drudge and Monstrosity models gain +2 on attack and damage rolls. Instigate lasts for one turn.
- **Psychic Assault (★Attack)** – Psychic Assault is a RNG SP 8 magic attack. This attack ignores LOS. Models hit suffer a POW 12 damage roll.

Sacrificial Pawn [Monstrosity] – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Monstrosity model within 3” of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

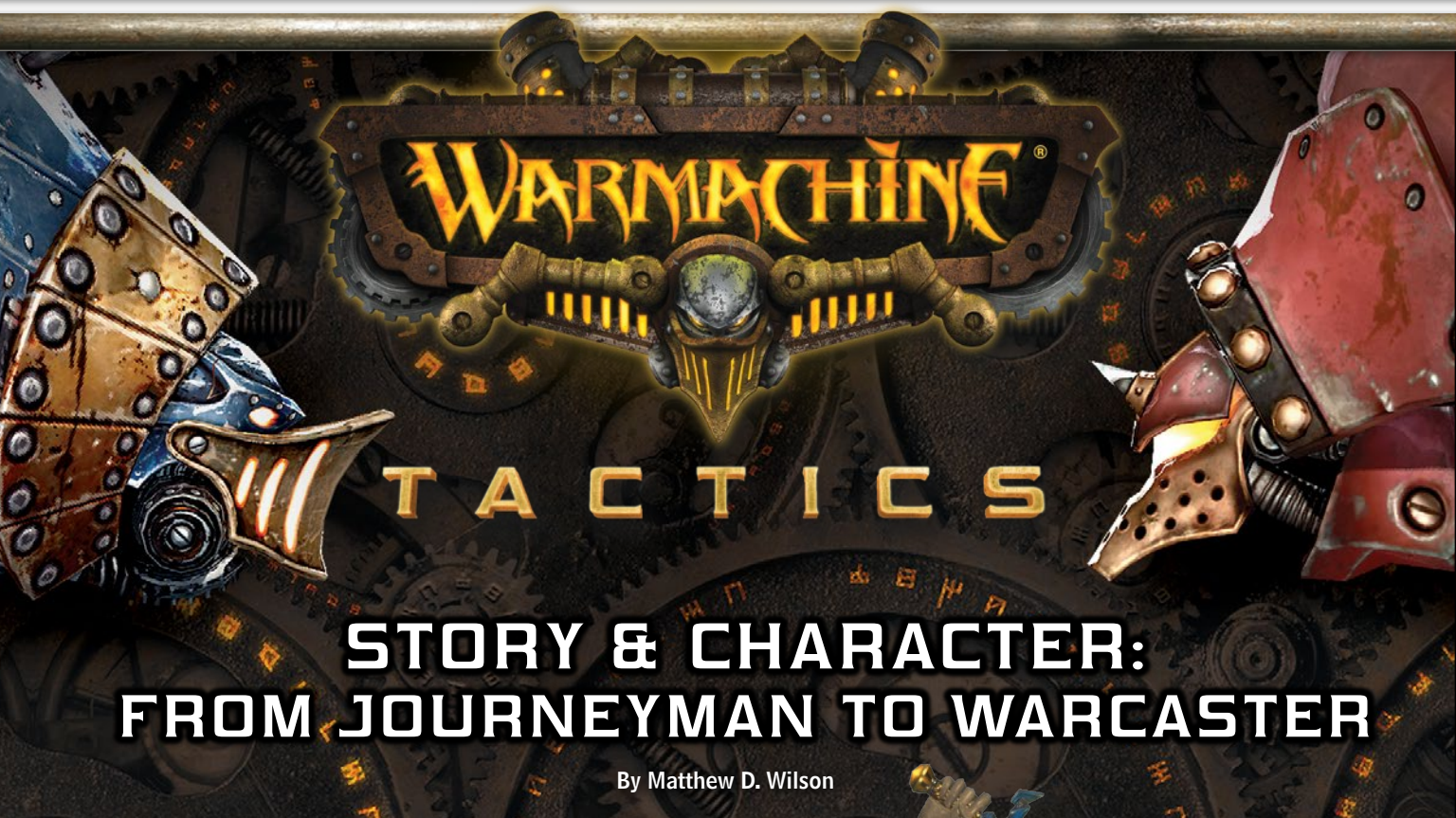
AGITATOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	14	13	9

PROSTHETIC BLADES	
POW	P+S
5	11

DAMAGE	5
FIELD ALLOWANCE	3
POINT COST	2
SMALL BASE	

add 2 to every single attack score. Then add 2 to every single POW or P+S value. Though Exulon Thexus is the most potent singular node of influence and power among the cephalyx, Cephalyx Agitators are invaluable nodes of influence and power in their own right. Their signature ability, Instigate, gives all friendly monstrosities and drudges +2 on their attack and damage rolls in a board area with over an 11” diameter.

You’ll want to keep your Cephalyx Agitators alive, of course, and Sacrificial Pawn [Monstrosity] is a great way to do so. With as many as three Cephalyx Agitators in each army list, you won’t always need an Agitator to use Instigate, so there are a couple of additional spell options—Influence lets you ask an enemy army, “why are you hitting yourself?” while the classic Cephalyx Psychic Assault lets you add another magical spray attack to your psychic onslaught.



STORY & CHARACTER: FROM JOURNEYMAN TO WARCASTER

By Matthew D. Wilson

While *WARMACHINE: Tactics* will allow you to experience the visceral combat of the tabletop game online against any opponent at any time, a very important aspect of the video game will be the single-player experience. You'll be able to test your mettle against the game's AI in a variety of modes, but the most exciting of these is sure to be the story-driven campaign.

Story has always been an integral component of the *WARMACHINE* experience. Since the tabletop game launched in 2003, the characters who populate the Iron Kingdoms have grown, evolved, and taken on lives of their own within the pages of the books and, more recently, in the exciting new fiction presented by Privateer Press' Skull Island eXpeditions publication line. *WARMACHINE: Tactics* is now going to give you the opportunity to actually play through an Iron Kingdoms story as a single cohesive, contiguous interactive experience.



A Cygnaran squad ready to deploy



Lieutenant Allison Jakes



Commander Dalin Sturgis



Concept art of an abandoned coal mine located deep in the Thornwood Forest

When *WARMACHINE: Tactics* ships, it will include the first full single-player campaign, “No Man’s Land.” This campaign features one of the newest characters in the *WARMACHINE* setting, journeyman warcaster Lieutenant Allison Jakes.

If you’ve been following any of the updates from the *WARMACHINE: Tactics* Kickstarter, you might already have a good idea who Jakes is. You may know her from her entry in the recently released *Vengeance* expansion, or you might have read about her in *Skull Island’s Rites of Passage* anthology featuring tales of all six new novice warcasters. If you pledged during the Kickstarter and are quick with a paintbrush, you might even have fielded Jakes in a game or two already. But while you may feel like you know Jakes pretty well, you don’t know what will be in store for her when she ventures into No Man’s Land.

You may have already put two and two together: you know Jakes’ mentor is the latest warcaster addition to the forces of Cygnar, Commander Sturgis—and you also know he just happens to be the latest warcaster addition to the forces of Cryx. It doesn’t take a super-sleuth to figure out what fate may have befallen this first-ever faction-hopping warcaster of *WARMACHINE*. But what does that mean for Lieutenant Jakes?



Orgoth monolith and totem



Morrowan Church in Fisherbrook

Over the twenty-one missions in the “No Man’s Land” campaign, you’ll guide Jakes and her squad through the formative experiences that will define her character. In the early missions, you’ll learn the ropes of being a warcaster and an officer in charge of a squad of soldiers. While she is still apprenticed under Commander Sturgis, each mission will layer on new lessons as Jakes becomes familiar with the art of spellcasting and the nuances of commanding warjacks. But Jakes won’t be given much time to find her footing before the story takes a dramatic twist that sends the green lieutenant and her small band of battle-brothers in a very unexpected direction.

The Khadorans have all but pushed Cygnar out of the Thornwood Forest and have advanced their frontline nearly to the banks of the Dragon’s Tongue River. Commander Sturgis is leading the 29th Brigade into the heart of the forest to rendezvous with Major Brisbane, who has been dug in with the 7th Infantry in an attempt to hold back the Khadoran advancement. But an unexpected encounter with a Cygnaran Reconnaissance Service agent alerts them to the existence of a long-lost and much sought-after relic within the forest—a relic that could change the course of the war for the kingdom that possesses it.

As if the discovery of this artifact were not enough, Jakes quickly learns that the Khadorans are not the only threat present in the Thornwood. And before her adventures come to an end she’ll not only go toe-to-toe with two of the most bloodthirsty warcasters of the Khadoran Empire, she’ll also face overwhelming Protectorate forces and the nightmare legions of Cryx.



Train connecting Fisherbrook with the Thornwood coal mine

Throughout her journey, Lieutenant Jakes will encounter and unlock new warjacks and units that can be assigned to her squad during battles, including Trenchers, Storm Knights, Gun Mages, and Stormsmith Stormcallers. She’ll recapture the Khadoran-occupied town of Fisherbrook, take refuge in an ancient Morrowan monastery, travel by rail, battle in a blizzard, and sabotage a Khadoran fortress. She will fight her way through the swamps of Blindwater, march over the rusting wreck of an antique colossal, and come face-to-face with the heart-stopping horror of an actual Cryxian necrofactorium.

But for all the peril in the Thornwood, there is one menacing presence that overshadows them all.



Khadoran outpost, hastily erected on top of ancient ruins in the Thornwood

Driven from the Iron Kingdoms over four hundred years ago, the Orgoth left a legacy of dark magic in their wake. For the rational and the sane, corrupt artifacts born of black sorcery are a source of terror and a reason to fear the mysterious Thornwood, littered with the leavings of western Immoren's age-old conquerors. But for the vile and unscrupulous, these artifacts are prizes worth any risk or sacrifice to acquire. And therein will lie the greatest challenge for Lieutenant Allison Jakes as she finds herself caught between duty, honor, and those who will stop at nothing to possess a weapon that could mean the end of her beloved kingdom of Cygnar.

Fortunately for Jakes, she'll have *you*. As you play through the missions of the "No Man's Land" campaign, Jakes' power will

grow according to decisions you make based on her experience. You'll determine her squad load-out before missions, choose which warjacks Jakes bonds with, and mastermind her strategy and tactics as each battle plays out. In the end, you'll develop Jakes from a journeyman to a full-fledged warcaster with a full complement of spells and an incredible feat. You'll find yourself playing the game you know, but you'll become part of an immersive narrative the tabletop cannot offer. Never before has anyone had the chance to experience the Iron Kingdoms and WARMACHINE with such a rich exploration of the setting. But it is the hope of everyone at Privateer Press and WhiteMoon Dreams that your journey with Lieutenant Allison Jakes will only be the first of many such adventures as we use digital media to explore the Iron Kingdoms.



Concept art for the gates of an Orgoth necropolis

LOCK & LOAD

GAMEFEST 2014 EVENTS

Lock & Load GameFest is coming up fast, and this year's schedule is filled to capacity with events no Lock & Load attendee will want to miss. Class sizes and selections have been expanded, and we have added several new tournament styles to our offerings. Lock & Load 2014 is going to be amazing!

IRON ARENA

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 cash in your skulls for amazing prizes! The more games you play, the more skulls you earn. New prizes will be available this year!

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*, *Bodgermania*, and *Zombies Keep Out* in a competition unlike any other.

Open P3 Studio Q&A

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

Operation Crucible: LEVEL 7 [Omega Protocol] Live Event

Breach the Subterra Bravo facility and race time and other operatives to your objective. Players scramble to succeed in their mission to end the sinister events unfolding within the facility. Team up with your friends and be the first to complete your mission!

Formula P3 Grandmaster Painting Competition

Show off your painting skills at the annual Privateer Press Formula P3 Grandmaster Painting Competition. Privateer Studio staff will judge the pieces based on their individual merit, irrespective of the other entries. 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 for the title of Grandmaster.

Privateer Press Staff Panel

Join Privateer Press staff as they discuss upcoming releases and new projects on the horizon. Be on the information front lines for all the amazing products coming your way this year from Privateer Press. You won't want to miss any of the exciting news!

Iron Gauntlet Live Stream

Watch the big games from home. We will live stream one match from each round of the very first Iron Gauntlet: The WARMACHINE & HORDES World Championship. Watch the action unfold leading up to the main event, where the last two undefeated players will face off in the final round of this world premiere event.

Iron Kingdoms Full Metal Fantasy Roleplaying Game Introductory Adventure

The Longest Night is a widely celebrated holiday in the Iron Kingdoms, consisting of festivals and revelries, with participants celebrating by dressing up like the dead, drinking, and lighting fireworks amid loud music and dancing. It is celebrated every three years at the end of the year as an extra day taking place after the old year yet just before the new one. While these festivals are eagerly anticipated, Longest Night has developed an increasingly ominous reputation. Many believe this night to be a time of black magic and misfortune. Some say the barriers between Caen and Urcaen—the realms of the living and of the dead—become thin and that the spirits of the restless dead manifest to torment the living. There are some who prefer to hide in their homes and bolt their doors rather than join the masked revelers cavorting in the streets.

Brave the Streets of Corvis in this *Iron Kingdoms Full Metal Fantasy Roleplaying Game* event! Pregenerated characters will be provided for all players.

Iron Painter Showdown and Iron Kingdoms 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 will pit contestants against one another in a competition requiring skill, speed, creativity, and grit. A surprise competitor will challenge the contestants, and all participants will need to adapt quickly and expect the unexpected in their attempt to take home the grand prize. What will the 2014 surprise model 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 competition for fantastic prizes. This year's contest will feature new trivia questions and expanded prizes. This is one event that will be just as much fun to watch as to participate in, so don't miss any of the excitement!

War Stories—The Origin of WARMACHINE: Tactics

Privateer Press Chief Creative Officer Matt Wilson will be joined on stage by WhiteMoon Dreams staff members to discuss the history of *WARMACHINE: Tactics*. If you want to know how this partnership came to be, and if you're curious about the hard work and passion that has gone into bringing the Iron Kingdoms to your computer screen, this is one seminar you won't want to miss.

Unbound Exhibition

Come play Unbound with Jason Soles, lead designer of WARMACHINE and HORDES. Jason will guide the spectacle and participate in one of three games being played simultaneously. Spots are limited, and five participants will be selected through a drawing process from all interested players. One player will be randomly selected on the day of the event to play against Jason Soles.

Costume Contest

Show off your finest Privateer Press–inspired costume! Privateer staff members will judge costumes based 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 in your schedule for the Closing Ceremonies of this year's premier Privateer Press event.

TOURNAMENTS

MASTERS

WM/H MASTERS

The WARMACHINE/HORDES Masters tests your skills with your chosen faction. The preliminaries on Friday will seed the top 8 finalists, who will then continue on to the Masters Finals on Saturday.

Friday: Preliminaries—registration from 10 a.m.–11 a.m.
Tournament from 11 a.m.–8 p.m.

Saturday: Finals—registration from 10 a.m.–11 a.m.
Tournament from 11 a.m.–6 p.m.

128 players maximum

50-point Masters tournament with 6 rounds on Friday and 3 rounds on Sunday

WM/H SPELL DRAFT

Warwitch Deneghra with Purification? Iron Mother Directrix with Signs & Portents? It's possible here! Build your list, draft your spells, and bring the pain!

Friday: Registration from 10 a.m.–11 a.m.
Tournament from 11 a.m.–9 p.m.

64 players maximum

35-point Spell Draft tournament with 6 rounds

WM/H THREE COMMANDERS TEAM TOURNAMENT

The Lock & Load team tournament will pit 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, or Lieutenant. Each rank will be matched against the same rank during matches.

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

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

Steamroller 2014 tournament with 4 rounds

The following Steamroller 2014 appendix rules will apply:

- 35-point army list

- Two lists required, Divide and 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

WM/H WHO'S THE BOSS? TOURNAMENT

Stryker leading Khador? Morghoul commanding Trollbloods? Pair your army with a random warcaster or warlock determined by a spin on the wheel, 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 warcaster/warlock each round
- Standard Steamroller scenarios
- **Death Clock:** 42 minutes per player

HARDCORE

WM/H HARDCORE

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

Saturday: Preliminaries registration from 10 a.m.–11 a.m.
Tournament from 11 a.m.–11 p.m.

64 players maximum

50-point Hardcore tournament with 6 total rounds

WM/H TOKEN AGGRESSION

Test your luck each round by randomly drawing 3 tokens from the aggression pile. Different colored tokens grant different benefits each round in this awesome new format.

Saturday: Registration from 8 p.m.–9 p.m.
Tournament from 9 p.m.–6 a.m.

64 players maximum

35-point Token Aggression tournament with 6 rounds

WM/H SPEEDMACHINE TOURNAMENT

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

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

64 players maximum

Steamroller 2014 tournament with 6 rounds

The following Steamroller 2014 appendix rules will apply:

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

WM/H BLOOD, SWEAT & TIERS

The popular theme force tournament encourages players to showcase specialized forces of the Iron Kingdoms. Tier 1 is required for all lists.

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

32 players maximum

Steamroller 2014 tournament with 5 rounds

The following Steamroller 2014 appendix rules will apply:

- 35-point army list
- Tier 1 Theme Force requirements
- **Death Clock:** 42 minutes per player

WM/H COMMANDER'S CRUCIBLE

Changing battlegroups between rounds creates new challenges for players who dare undertake the Commander's Crucible.

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

32 players maximum

Steamroller 2014 tournament with 5 rounds

The following Steamroller 2014 appendix rules will apply:

- 35-point army list
- Commander's Crucible variant
- **Death Clock:** 42 minutes per player

HIGH COMMAND: INVASION OF SUL

This *High Command* event lets players test their forces against one another during the epic Invasion of Sul.

Friday: Registration from 2 p.m.–3 p.m.
Event from 3 p.m.–10 p.m.

Saturday: Registration from 2 p.m.–3 p.m.
Event from 3 p.m.–10 p.m.



IRON GAUNTLET: THE WARMACHINE & HORDES WORLD CHAMPIONSHIP

Iron Gauntlet: The WARMACHINE & HORDES World Championship is the ultimate test of a player's mastery of the game. The top 16 players from the 2013–2014 Iron Gauntlet Qualifier events will battle it out for the title of World Champion.

Sunday: Registration from 9 a.m.–10 a.m.
Tournament from 10 a.m.–7 p.m.

16 players—Invitation Only

50-point Iron Gauntlet tournament with 4 rounds

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!" This class will cover the same material as last year and is intended for those who have not been to a previous Army Painting Foundry seminar.

Weathering Technique

This class will provide a comprehensive look at various techniques for applying scratches, chips, and weathering streaks to your models. Seven-year veteran Privateer Press Studio leader Matt DiPietro will demonstrate a variety of techniques for achieving these effects to allow participants to choose those that work best for their goals and skill levels.

Traditional Miniature Sculpting

Privateer Press Studio sculptor Brian Dugas will provide an introduction to the proper sculpting tools, materials, and methods, and will explain basic tips and tricks learned over the course of his professional career. This class is a must for hobbyists who want to learn how to bend modeling putty to their will.

Basecoat, Wash...Then What?

Privateer Press Studio Director Ron Kruzic will discuss and demonstrate techniques to take your miniatures a step above the standard basecoat and wash. Painters who want to add a little extra detail will walk away with the tools to bring their armies to life.

Beginner Terrain Tutorial

Privateer Press Studio hobby specialist Michael Archer will share some of the techniques that make our terrain a sight to behold. Michael will be demonstrating terrain-building techniques on some easy-to-build terrain and answering questions as the steps unfold. Hobbyists will leave this seminar with inspiration and ideas to create their own terrain pieces for the battlefield.

Advanced Terrain Tutorial

Privateer Press Studio Hobby Manager Stuart Spengler will demonstrate advanced techniques involved in creating our spectacular studio terrain. Stu will work on terrain pieces and answer questions about the processes and techniques showcased. This class is intended for experienced hobbyists who want to build impressive terrain.

Highs and Lows

Privateer Press Studio painter Geordie Hicks will cover everything you've ever wanted to know about highlighting and shading. Come learn how to create the appearance of realistic and appropriate highlighting on your models.

Intro to Two-Brush Blending

The two-brush blending technique is the quickest way to achieve high quality blends in the fewest number of steps. Learn the secrets of this invaluable technique from Privateer Press Studio painter Geordie Hicks. Intermediate- to master-level painters will find this technique useful for a variety of projects, from amazing single miniatures to vast armies.

Accessories for Conversions

Privateer Press Studio sculptor Brian Dugas will present a tutorial on creating pouches, cloaks, clothing, and other bits and bobs to make your miniatures unique. Whether you're trying to differentiate solos on the battlefield or creating your own models for the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*, this seminar can help you meet your hobby goals.

Contrast in Miniature Painting

Privateer Press Studio miniature painter Matt DiPietro will give insight into the use of contrast in miniature painting. From color choice to placement, Matt will cover every aspect of this branch of color theory.

Use of Inks

What's the difference between an ink and a wash? How do I glaze with an ink? Privateer Press Studio Director Ron Kruzic will answer these questions and more in this informative seminar. Attendees will leave this seminar with the tools to get better use out of their Formula P3 inks and washes.

Digital Sculpting & 3D Printing

Gain insights into the world of digital modeling 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 starting digital modeling on a budget, methods available for rapid prototyping, and the benefits and disadvantages of digital modeling.

Concept to Canvas: The Concept Art of Privateer Press

Join Creative Director Ed Bourelle, Art Director Mike Vaillancourt, and Lead Concept Artist Nick Kay for a closer look at where the art of Privateer Press begins. Take a look at the concepts for your favorite characters, and hear how their design elements grew from the ground up in this informative class.

Skull Island eXpeditions Writing Process

For over a decade, the lore of the Iron Kingdoms had existed only within the pages of *No Quarter* and our WARMACHINE and HORDES anthology books. Skull Island eXpeditions exploded onto the scene in 2013, however, introducing novels and novellas filled with awesome stories in the Iron Kingdoms setting. Join Privateer Press Publications Manager Aeryn Rudel for a discussion about what it takes to bring the rich world of the Iron Kingdoms to life in print.

LEVEL 7: The Story Thus Far

What began in Subterra Bravo is now culminating in a full-on planetary invasion! Join Chief Creative Officer Matt Wilson and Game Developer William Schoonover for an in-depth discussion of the events that have transpired so far in the *LEVEL 7* storyline. Whether you're a long-standing player of the *LEVEL 7* games or are just now making your first foray into the *LEVEL 7* world, you won't want to miss this.

Iron Kingdoms Unleashed Roleplaying Game

Privateer Press staff writers delve into the wilds of western Immoren to give you an intimate look at the unique races and careers beyond the borders of the Iron Kingdoms. This short presentation will include a sneak peek at new art from the *Iron Kingdoms Unleashed Roleplaying Game*. After the presentation, staff will field your questions.

Touring the Iron Kingdoms

Privateer Press staff writers Simon Berman and Douglas 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. After the presentation, Simon and Doug will field your questions. If you've ever wondered what it would be like to visit the Scharde Islands in the fall or take a sight-seeing tour of Llaesele monuments, this is your chance to find out!

Personality Profiles

Privateer Press staff writer Douglas Seacat delves into the psyche and motivations of some of the most iconic characters in the Iron Kingdoms. If you've ever wondered where Coleman Stryker's loyalty was born or pondered what makes Void Seer Mordikaar tick, this seminar is for you!

The Power of Playtest

Meet with Privateer Press Development personnel for an in-depth discussion about the development process at Privateer Press. From internal and external playtesting to final model revisions, this panel will give an inside look at the process behind balancing your favorite WARMACHINE and HORDES models, direct from Privateer Press staff. The class will help shed some light on the process and importance of solid playtesting.



Concept to Table: Board Games

How do you take a great idea and forge it into a satisfying play experience on the tabletop? Come find out! Privateer Press staff will talk about the process of creating a great board game from the ground up. From *Bodgers* to *LEVEL 7*, this seminar will cover the creation of many genres of games.

Tabletop to Desktop WARMACHINE: Tactics

Get an inside look at the nuts and bolts behind bringing the world of the Iron Kingdoms to your computer screen. Join Privateer Press Chief Creative Officer Matt Wilson and WhiteMoon Dreams staff for a detailed look at the development of the upcoming WARMACHINE: Tactics.

All events and descriptions are subject to change at the discretion of Privateer Press. For more information on Lock & Load GameFest 2014, go to www.pplockandload.com.

ZOMBIES™

KEEP OUT

New Ways to Play Dead

By David “DC” Carl

If you haven't checked out *Zombies Keep Out*, take a look at the full rules for the game at privateerpress.com/zko, and check out the “BodgeTube” videos and the bodgers' main page, privateerpress.com/bodgers.

The rulebook wraps up with three simple game variants players can use to adjust the game's difficulty, but those are not the only alternate ways to play *Zombies Keep Out*. The following game variants are recommended for *Zombies Keep Out* veterans who wish to shake up their gameplay experience or adjust the difficulty level of *Zombies Keep Out*.

Be Prepared Variant

In the Be Prepared variant, players begin the game with one contraption already completed. To keep the difficulty of the game at the standard level when using this variant, use the number of barricades listed in Challenge Mode at the back of the rulebook (6, 4, 8, 4, 6) instead of the usual number of barricades. If you wish to increase or decrease the difficulty from the standard level, you can begin the game with more barricades for an easier game or fewer barricades for a harder one.

Players should set up the desired number of barricades and follow the full standard setup procedure. Before the first turn of the game, however, players should cooperatively choose one contraption that the bodgers have *already finished*. Flip that contraption card over as if it had

been completed normally, but do not resolve the completion bonus for the contraption (do not draw cards as supplies or immediately push the button).

In this variant, players need to complete three *additional* contraptions to win the game instead of three total contraptions, but having a completed contraption means they can perform Push the Button actions from the very beginning of the game rather than building all the way through a contraption card first.

The Be Prepared variant increases players' options, offers them the chance to try out new contraption cards right out of the gate, and adds a new cooperative element to *Zombies Keep Out* gameplay. Note that cooperatively choosing one contraption isn't always as simple as picking the coolest Push the Button ability. Be sure to consider your part cards and the contraption's position in the warehouse before making your decision.



Horde Variant

In the Horde variant, players begin the game with an increased quantity of zombies at the door. To keep the difficulty of the game at the standard level when using this variant, use the number of barricades listed in Warm-Up Mode at the back of the rulebook (10, 8, 12, 8, 10) instead of the usual number of barricades. If you wish to increase or decrease the difficulty from the standard level, you can begin the game with more barricades for an easier game or fewer barricades for a harder one.

When setting up the zombies in the Horde variant, you'll begin with 3 rows containing zombies instead of the usual 2 rows. Add a Creeper to the cellar column of the third row, a Brute to the door column of the third row, a Leaper to the balcony column of the third row, and one Runner to each of the window columns in that row. Gameplay then begins normally, and the conditions to win (or lose) the game do not change.

For an even *more* desperate defense, players can add zombies to the spaces right in front of the workshop or increase the number of zombies in some of the occupied spaces (like adding another zombie to each space in the bottom row). With enough starting zombies on the board, even the full complement of barricades will only be enough to hold back the horde by making very thoughtful choices and with a little bit of luck.

In a standard game of *Zombies Keep Out*, players have a little breathing room at the start of the game. Terrible Things cards often have several not-so-bad options, and there's time to get a contraption well under way before the zombies begin smashing barricades. The Horde variant is ideal for players who want to fast forward past the build-up of zombies at the door and jump right into the frantic defense of the workshop.



Mutated Strain Variant

In the Mutated Strain variant, the zombies are completely out of control. To keep the difficulty of the game at the standard level when using this variant, use the number of barricades listed in Warm-Up Mode at the back of the rulebook (10, 8, 12, 8, 10) instead of the usual number of barricades. If you wish to increase or decrease the difficulty from the standard level, begin the game with more barricades for an easier game or fewer barricades for a harder one.

When dealing out part cards at the start of the game in the Mutated Strain variant, deal each player 2 additional part cards. Otherwise, this variant uses all standard setup rules and win conditions.



Extreme Zombies Variant

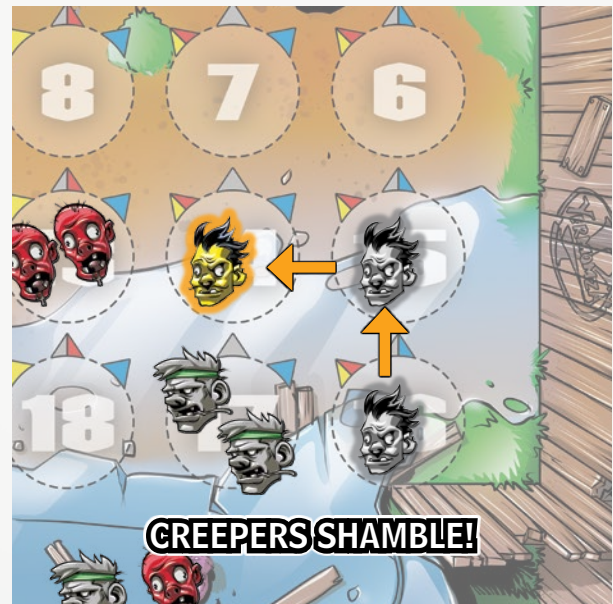
In the Extreme Zombies variant, the zombies have extra abilities befitting their type. This variant increases the game's difficulty, but not so much that players should need to use a different number of barricades than normal. If you do wish to increase or decrease the difficulty, however, you can begin the game with more barricades for an easier game or fewer barricades for a harder one.

This variant uses standard setup and victory conditions, but each zombie's behavior changes slightly as follows:

When a **Leaper** shambles, if there are 1 or more zombies in the space it would move into, it will leap over one space into the next space instead. It stops in that space even if it contains zombies. When a Leaper leaps over the front row it immediately smashes barricades as if it had shambled from the space it leaped over.

When a **Brute** smashes barricades, remove one additional barricade from the location.

After resolving *any* Terrible Thing, any **Creepers** in the back row shamble. Then any Creepers in the balcony row creep, moving one row to the left without moving closer to the workshop.



After resolving a Terrible Thing, including the words "All **Runners** shamble," all Runners shamble.

The Extreme Zombies variant adds a little more complexity to the base game, and it also gives extra character to the zombies. It's an ideal variant for players who like to get into the story of these various zombie types attempting to take down the bodgers in their workshop.



In this variant, before you draw a card from the deck of Terrible Things, hold up 1, 2, or 3 fingers. Then draw the card and perform the first, second, or third Terrible Thing, respectively. Essentially, all players have the gameplay penalty of having three bite tokens from the very start of the game.

When a player has three actual bite tokens, that player can no longer perform Push the Button actions. He or she can only Defend, Repair, and Scrounge. Additionally, that player can no longer speak and can instead only communicate using grunts, grumbles, and hand motions.

Remember, if you cannot perform the randomly chosen Terrible Thing, then all zombies will shamble! The Mutated Strain variant is a great option for veteran players who have a full understanding of how zombies move and what sorts of Terrible Things they're liable to face each turn. It will also be appealing to players who want to simply crank up the crazy dial to eleven. Even with a few extra barricades and part cards, however, the

Mutated Strain variant will not make it easy on such players, and they should expect the zombies to win more than their usual share of victories.





No (Dead) End in Sight

As you can hopefully tell from these pictures, we're having a blast with *Zombies Keep Out*, and we hope that you are as well. These variant formats provide a bunch of new ways to play *Zombies Keep Out* to keep things fresh and to provide new challenges.

Be sure to keep an eye out for the upcoming *Zombies Keep Out: Night of the Noxious Dead* expansion. The new Stinker zombies and new Terrible Things cards will provide additional challenges, while new contraptions are waiting to be built to give players some unique tools of their own!





HIGH COMMAND™

EXPAND YOUR COMMAND



INVASION OF SUL CARD LIST

By David "DC" Carl

Invasion of Sul is the first campaign expansion product for WARMACHINE High Command, giving players new Winds of War and location deck options, as well as new cards for their Cygnar, Protectorate of Menoth, Khador, and Cryx reinforcement decks. Invasion of Sul focuses on the bloody street-to-street battles in Sul between the forces of Cygnar and the Protectorate of Menoth.

Invasion of Sul also includes the four warcaster cards from the WARMACHINE High Command release events last fall. We promised these promotional prerelease cards would eventually be available to all, and now here they are!



These colored pips represent the maximum number of times a card can appear in a particular detachment.

LOCATIONS

The most iconic element of any campaign pack is its campaign-specific location deck. The abilities on core-set location cards only come into play after the locations are captured, but the *Invasion of Sul* location cards substantially change the way combat at a location takes place right away. This means players will need to adjust their tactics depending on the locations they're fighting to capture.

Invasion of Sul includes three of the most famous locations in Sul—the Exemplar Acropolis, the Temple of the Creator, and Sulon's Fortress. It also includes three copies each of general locations—the Gates of Sul, the Walls of Sul, Narrow Streets, and a Menite Temple. The included rules card explains how these general locations function: if there's more than one copy of the same general location card in play at the start of your turn, you can replace one unoccupied duplicate location with the top card of the location deck.



WINDS OF WAR

Campaign expansions also include new Winds of War decks. Much like the alternate location decks, alternate Winds of War decks really shake up *High Command* gameplay by providing a very different experience than that of the core sets. The Winds of War deck in *Invasion of Sul* features a theme of ongoing warfare with numerous cards that provide players with additional cards or resources when they're actively fighting over location cards. As part of the push toward ongoing battle, this Winds of War deck doesn't contain any cards that hinder players' advance (like the Inclement Weather card from the *WARMACHINE High Command* core set). When combined with the *Invasion of Sul* location deck, this Winds of War deck brings this historic and deadly conflict to life on the gaming table in *High Command*.

EARLY



MID



LATE





CYGNAR

Though the new location deck and Winds of War deck take center stage in *Invasion of Sul*, the expansion also brings some new tools to each faction's arsenal. The efficient and sturdy Hammersmith, debuffing Stormcaller Company, and tag-teaming Sword Knight Platoon join Captain Jeremiah Kraye to round out Cygnaer's *Invasion of Sul* cards.



WARCASTER

- Captain Jeremiah Kraye

REINFORCEMENTS

- Hammersmith
- Stormcaller Company
- Sword Knight Platoon



PROTECTORATE OF MENOOTH

Along with Thyra, Flame of Sorrow, *Invasion of Sul* adds a couple of new warriors to the roster with the synergistic Knights Exemplar Seneschal and the hardy Temple Flameguard Champions. Though slower than the other two new cards, the Sanctifier is a real late-game hero if used alongside cards like Forging the Faithful and Redeemers to stock the occupying forces pile.



WARCASTER

- Thyra, Flame of Sorrow

REINFORCEMENTS

- Sanctifier
- Knight's Exemplar Seneschal
- Temple Flameguard Champions





KHADOR

Unlike most *High Command* expansions, the Khador cards in *Invasion of Sul* top out at a purchase cost of just 3 CMD or 3 WAR. These cards allow Khador players to shift to a speedier game plan, which synchs up nicely with a number of the *Invasion of Sul* location cards. Kommander Strakhov also joins the fray to provide extra mobility to the forces of the Motherland.



WARCASTER

- Kommander Strakhov

REINFORCEMENTS

- Mad Dog
- Iron Fang Pikemen Kompany
- Manhunter Scouts



CRYX

Players who didn't pick up the Witch Coven of Garlghast during the release event will definitely want it now for the Coven's powerful control ability. The Ripjaw and Bane Knight Cadre provide extra punch to Cryx reinforcement decks, while the Satyxis Raiding Party's Feedback ability can really get under an opponent's skin.



WARCASTER

- Witch Coven of Garlghast

REINFORCEMENTS

- Ripjaw
- Bane Knights Cadre
- Satyxis Raiding Party





HIGH COMMAND™

EXPAND YOUR COMMAND



GARGANTUAN MIGHT

CARD LIST

By David "DC" Carl

Gargantuan Might heralds the arrival of powerful gargantuans and battle engines to HORDES High Command. This expansion gives players expensive yet powerful new options for their Trollbloods, Circle Orboros, Skorne, and Legion of Everblight reinforcement decks. The new warlock cards in Gargantuan Might also fit the expensive-yet-powerful theme. This second round of epic warlocks is sure to contend for players' precious warlock slots. One army card in each faction is a new resource players are sure to value for its ability to facilitate this new, bigger and badder HORDES High Command. Each faction gains five copies each of four new army cards in addition to a new warlock card, which players can use to customize their detachments.



These colored pips represent the maximum number of times a card can appear in a particular detachment.





TROLLBLOODS

Hoarluk Doomshaper, Rage of Dhunia doesn't even bother attacking—he simply annihilates an opposing army card...plus another for each of his warbeasts. The War Wagon breaks

through the 10 CMD ceiling for warrior rush costs while the monstrous Mountain King shatters the 10 WAR ceiling for warbeasts. And what would a Mountain King be without plenty of Troll Whelps?



WARLOCK

- Hoarluk Doomshaper, Rage of Dhunia

REINFORCEMENTS

- Mountain King
- Shamanic Ritual
- Troll Whelps
- War Wagon



CIRCLE ORBOROS

The new Circle Orboros *Gargantuan Might* cards don't just provide new options for their detachments but for entire new reinforcement decks. From Kaya the Moonhunter's light

warbeast pack to the Tharn Chieftain's tribe of savages to the Woldwrath's immense battlefield control, Circle players will have no shortage of new options.



WARLOCK

- Kaya the Moonhunter

REINFORCEMENTS

- Woldwrath
- Ley Line Intersection
- Tharn Chieftain
- Celestial Fulcrum





SKORNE

Though Skorne's battle engine and gargantuan are capable of truly massive offense and can take a beating too, the Nihilator Ascetics may be the faction's hidden gem.

With solid resources and damage output for a 3 CMD card, they give Skorne some incredible new tools for the early game. A warlock that can attack at multiple locations doesn't hurt either.



WARLOCK

- Lord Assassin Morghoul

REINFORCEMENTS

- Mammoth
- Beast Mastery
- Nihilator Ascetics
- Siege Animantarax



LEGION OF EVERBLIGHT

The Legion of Everblight battle engine and gargantuan don't have as much Health as those found in Trollbloods or Skorne, but Legion cards in *Gargantuan Might* sure come

out swinging. Legion players will have hitting power to spare between the Archangel, Warspear Horde, and the Throne of Everblight.



WARLOCK

- Lylyth, Shadow of Everblight

REINFORCEMENTS

- Archangel
- Coalescing Dragonblight
- Warspear Horde
- Throne of Everblight



FORCES OF DISTINCTION XVI

By Will Shick • Art by Andrea Uderzo and Chris Walton

FORCE WALL

by William Shick

**Cygnar, Northern Wyrmwall Mountains,
South of Calbeck, 607 A.R.**

The pervasive hum of the arcanika generators buzzed softly yet incessantly in Kaelyssa's ears as she walked through the forward Retribution base, still under construction and hidden within the rugged Wyrmwall Mountains. She fought to ignore the annoying sound eating at the back of her mind by focusing on the words of Artificer Tylus, who walked beside her.

"The complex is currently at sixty-percent capacity, but I believe that, provided we do not suffer a break in supplies, we will be fully operational within the year." As he spoke, Tylus waved his hand to take in the large myrmidon bay the pair walked through, his glowing gauntlet leaving a trail of ambient light in its wake. The bay was filled with several of the powerful machines, a soft blue glow emanating from each as they recharged their internal arcanika generators, drawing upon the powerful geomantic energies that flowed beneath and through the site.

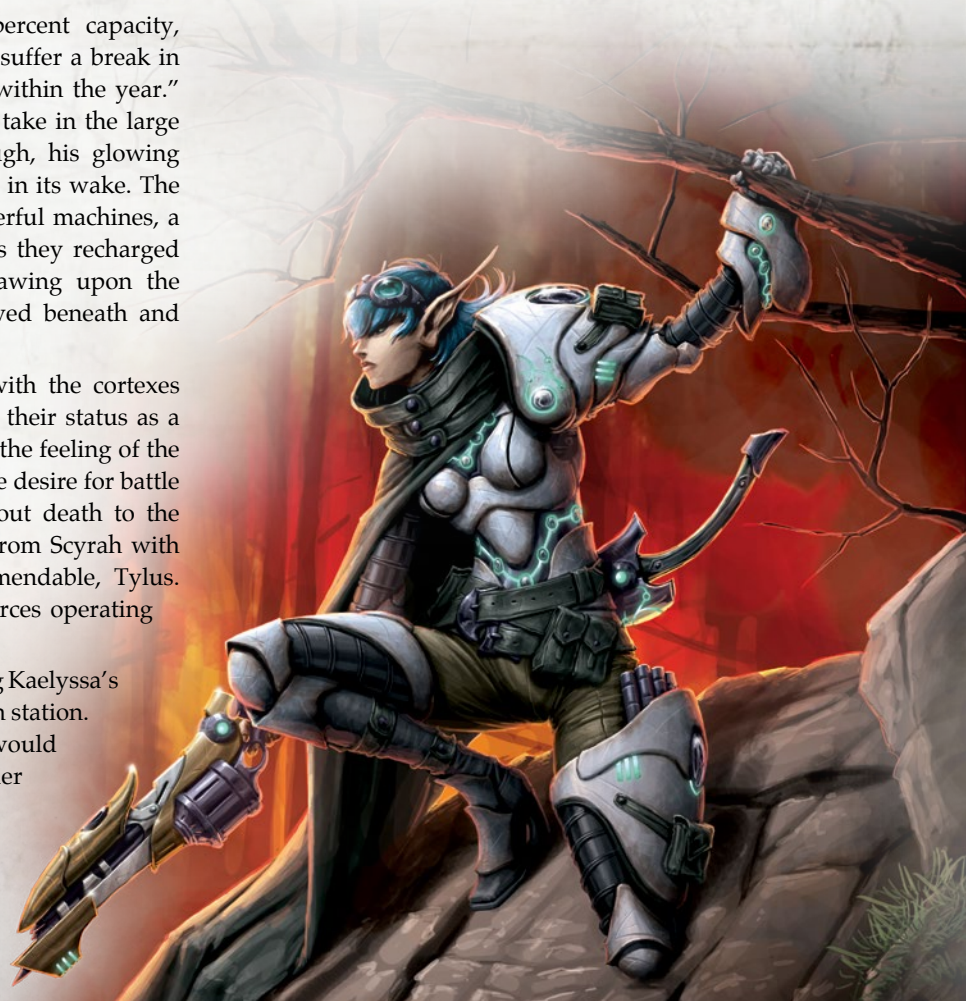
Kaelyssa took a moment to connect with the cortexes of the nearby myrmidons, checking on their status as a hunter would her prized hounds. Even the feeling of the myrmidons' dormant minds sparked the desire for battle within her breast. To seek and mete out death to the human arcanists who leech the life from Scyrax with every breath. "Your progress is commendable, Tylus. This facility will be useful for strike forces operating within both Ord and Cygnar."

Tylus nodded beneath his hood, ignoring Kaelyssa's casual address out of respect for her own station.

"Were humans not so contemptible, I would almost feel disgusted at the pathetic border defenses of their nations. I cannot fathom Ios suffering the negligence that would be required to allow an enemy to penetrate its borders unseen and unknown."

Kaelyssa smirked. "Humans may be slow learners, but after a few centuries of vanishing expeditions, even they received the message. I've heard the tales they have of our home." She winked mischievously at the stoic artificer. "They think Ios defended by the spirits themselves."

Before Tylus could respond, Kaelyssa saw arcane power flare in his eyes. At almost the same moment, Kaelyssa felt a tingle run up her neck as her own arcane senses picked up the familiar sensation of enemy cortexes. Though, she noted with some interest, they felt different than those used by Cygnarans.



Theme forces offer players the opportunity to play thematic armies that spotlight particular aspects of a warcaster or warlock's character or history. From time to time, Privateer Press will introduce new theme forces in the pages of *No Quarter*.

These theme forces are "fair game" upon publication and usable in our organized play events.

"The defensive wards have been tripped," Tylus said.

"I sense them as well. There are warjacks with them." She paused for a moment, considering. When she spoke again, there was an undeniable eagerness in her voice. "And a warcaster."

Kaelyssa urged her myrmidons to full power, their waking causing the bay to ring with the sound of high-pitched whining followed by a vibrating thrum as the myrmidons' internal systems engaged. The mighty machines' full awakening was announced by a clang of armor plating and the smell of ozone as the Shyeel force barriers shimmered to life about the fully powered myrmidons. Instinctively, she cracked open her runebolt cannon's breech and checked the ammo wheel before snapping it shut, satisfied it was fully loaded. Runes swirled about her as her physical sight was replaced by something more potent. "Gather your fellow mages, Tylus. Let's give these intruders a warm Iosan welcome."



Despite having scouted their formation earlier, Kaelyssa watched with continued fascination as the intruders marched through the mountain pass. A group of about forty glinting steel clockwork soldiers moved alongside a quintet of bulky warjacks unlike anything Kaelyssa had ever seen. Instead of the signature smokestacks bellowing forth great black plumes, these squat, four-legged machines seemed to be powered from within. Their cores glowed with a fierce blue-white light and, even from a distance, Kaelyssa could hear a loud electric buzzing emanating from these strange warjacks. A sound that had made them easy to track through the mountainous passes leading to the Shyeel forward base. Though Kaelyssa had never seen them, she had heard stories from others among the Retribution about the machines employed by an obscure but dangerous human cult—devotees of a goddess named Cyriss.

"While it's clear they have a very rudimentary power system, the fact that these warjacks are able to run without the inefficient boiler system so common among their kind's machines is almost commendable." Tylus said.

Kaelyssa smiled at the Shyeel artificer's backhanded compliment. "Almost?"

Tylus nodded, his clinical assessment unabated by Kaelyssa's humor. "Just the sound of the power source itself shows a gross inefficiency. Not to mention the aesthetics make the things downright displeasing to the eye. Though I admit I would very much like to capture one intact for a closer investigation."

Kaelyssa threw a sideways glance toward Tylus at his last comment and saw an almost imperceptible change at the corners of his mouth. She realized with some surprise that

the artificer was making a joke. "Well, if everything goes according to plan, you will get your wish."

"They're in position," Tylus said, his eyes glowing as he mystically extended his sight.

Kaelyssa looked back toward the Cyrissist column in time to see a hue of arcane energy surround them. The air itself began to ripple and distort as Tylus and the two-score Shyeel mages, who represented the bulk of the base's personnel, concentrated their power into a physical barrier that enveloped and slowed the clockwork army's movements. It was a rare feat, possible only through the intense coordination of multiple battle mages working in conjunction with a powerful artificer to focus and shape the massive amount of force energy.

As the Cyrissists realized the danger they were in, the Retribution force struck. Arcane fire slashed across the air toward the glinting silver warriors. The tendrils of energy pulled and pushed their targets out of formation before exploding in shimmering bursts of lethal force that rent steel and tore apart the delicate clockwork mechanisms beneath. Through the chaos of battle unfolding around her, Kaelyssa focused her vision on the clockwork vessel she had surmised during her scouting represented the Cyrissist warcaster. Despite the necessity of battle in order to protect the secret of the safehouse, Kaelyssa knew if they were to have any hope of completing their vital work, they had to end the fight quickly and with as few losses as possible. Tylus had been resistant to the personal risk her plan required of her, but in the end had been forced to concede that her analysis of the situation and the need for such risk represented the best strategy given the situation.

Urging her myrmidons to keep pace with her, Kaelyssa raced toward a larger clockwork soldier near the center of the column who stood surrounded by several of the multi-legged clockwork warjacks. As she raised her runebolt cannon, Kaelyssa's enhanced sight allowed her to easily pierce through the wall of steel warjacks seeking to protect their master from her. Runes flared along the barrel of her cannon as she fired three shots in rapid succession. She smiled when she felt a fresh rush of energy fill her as the arcanik bolts struck true, their enchantment leeching the arcane energy from their target and siphoning it back to her through her cannon.

Weakened by her attacks, Kaelyssa slowed her pace and let her consciousness slip into her pair of Manticores. She felt the satisfying power of pistons pumping as the first myrmidon lowered its shoulder and crashed with brute force into one of the lead clockwork 'jacks. The Cyrissist warjack flew backward to impact with a clang. Though its multi-legged construction allowed it to keep its footing, its warcaster was not constructed in a similar manner and was sent sprawling to the ground.



KAELYSSA, NIGHT'S WHISPER

FORCE WALL

by David "DC" Carl

WARJACKS

Retribution non-character myrmidons with force field damage boxes

UNITS

House Shyeel units

BATTLE ENGINES

Arcantrik Force Generators

SOLOS

Arcanists, House Shyeel solos

TIER 1

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

Benefit: Arcanists gain Force Multiplier (★Action). (Replace the Arcanist card with the theme force Arcanist card found in this article.)

TIER 2

Requirements: The army includes one or more House Shyeel Battle Mages units.

Benefit: Increase the FA of House Shyeel units and solos by 2.

TIER 3

Requirements: The army includes one or more House Shyeel Artificers.

Benefit: Enemy models cannot run or charge during the first round of the game.

TIER 4

Requirements: The army includes two or more heavy myrmidons.

Benefit: For each myrmidon in Kaelysa's battlegroup, add one Arcanist free of cost. These solos do not count against FA restrictions.

Now Kaelysa's gambit came to fruition as her second Manticore raced through the hole created by the first, its force shielding flaring as it absorbed the blows from the two enemy warjacks still in formation. Their effort was too little, too late as the heavy myrmidon made its way unharmed to the downed warcaster, ending his artificial life in a shower of sparks with a mighty blow from its arm blades.

Kaelysa felt the rush of success as the enemy warjacks immediately went inert, their bond shattered in death. Reloading her runebolt cannon, she turned back toward the last vestiges of the battle and fired several shots into the backs of the rapidly retreating clockwork soldiers. She then directed her Manticores to move in and lend their own arcane firepower to the bolts of force energy being loosed by the battle mages, who remained concealed amid the rocky outcroppings of the mountain pass.

She smiled in satisfaction. Her gambit had paid off.

A tingle in the back of her neck caused her to turn to where the downed warcaster lay. Her eyes widened in surprise as she saw a large four-legged construct carefully extracting a cylindrical object from the warcaster's wrecked body. This new Cyrissist was flanked by a pair of the more humanoid vessels, their shields held protectively about it. Though she did not understand the purpose of this operation, years of experience told Kaelysa she had to prevent this new enemy from completing its work.

Her cannon empty, Kaelysa rushed forward and extended her palm toward the large clockwork vessel. Runes flared to life about her arm, and a blast of pure arcane force flew from her outstretched hand. The volatile energy crackled and spat as it soared toward Kaelysa's target. As it connected with the chrome hull of the large clockwork soldier, it collapsed in on itself before rapidly expanding in a brilliant explosion that ripped apart the rocky ground and shredded the pair attempting to protect Kaelysa's new target.

With its defenders gone, the larger Cyrissist vessel could do nothing to stop Kaelysa. She realized with some surprise it had no weapons of its own. She drew Vengeance and lashed out in a series of flashing strikes, causing severed gears and springs to fly as arterial spray would from a living opponent. With a final blow, Kaelysa drove the point of Vengeance through the glowing center mask of Cyriss, assuming it represented the machine's power source.

With an almost human-sounding scream, the clockwork vessel shuddered and stopped, whatever animating force had kept it moving now leaving it.

As if heralding the battle's end, Kaelysa watched through the eyes of her myrmidons as the remaining Cyrissist soldiers were brought down behind her. She looked down at the strange device the larger clockwork vessel had sought to escape with and noticed it pulsing with a strange internal light. She realized she would have far more to report to her superiors on her return to the Hold.



星之海軍

ARCANIST
RETRIBUTION SOLO

SPD	STR	MAT	INT	DEF	ARM	PMD
6	5	5	4	13	12	8

MULTI TOOL	POW	P+S
3	3	8

Each myrmidon has a soul of its own, arising from the smoothly running harmony of every piece and transcending the sum of its components.
—ARCANIST MYRMIDON TO HIS NEW APPRENTICE

FA 2
PC 1

ARCANIST

THEME FORCE FORCE WALL – This model can be included only in a Force Wall theme force army list.

ARCANIST

CONCENTRATED POWER (*ACTION) – RNG 5, Target friendly Faction warjack. If the warjack is in range, it gains +2 on melee damage rolls this turn.

FORCE MULTIPLIER (*ACTION) – RNG 5, Target friendly Faction warjack. If the target warjack is in range and has 1 or more focus points, it is allocated 1 focus point.

POWER BOOSTER (*ACTION) – RNG 5, Target friendly Faction warjack. If the target warjack is in range and has no focus points, it gains 1 focus point. If the warjack is Disrupted, it is no longer Disrupted.

REPAIR (1) (*ACTION) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

FOR BLOOD OR GOLD: OGRUN BOKUR

BY ROB HAWKINS

In this Modeling & Painting series, we're going to show you how to convert various Mercenary and Minion units to match the aesthetic of their preferred client factions. Never content to limit ourselves to a simple palette swap, like painting Steelhead Halberdiers in Khadoran colors, we'll expand our focus to converting the model's equipment to reflect modifications obtained during extended deployments.

This time it's bokurs. These ogrun travel the lands, selling their swords to prove their martial prowess. While the term bokur means "unsworn," it is not uncommon for an ogrun bokur to adopt the style and heraldry of a favored client, especially if the ogrun finds himself in that client's service for an especially long time. Indeed, the ogrun could be in the process of settling on a korune.

The ogrun in this tutorial have also made use of weapons salvaged from the battlefield or that have been augmented in other ways—as you will see with the Cryxian ogrun.

Note: In an official Organized Play event, always be sure to verify all conversions with the Event Organizer. Conversions make for some amazing modeling opportunities and can lend real flair to an army, but when crafting your new conversion, you should also keep model identity firmly in mind to avoid confusing your opponents.

KHADORAN OGRUN



This Ogrun Bokur has been upgraded with Man-O-War Demolition Corps arms, a Man-O-War Kovnik shield, and a plastic Spriggan lance.



STEP 1: SWAPPING THE HALBERD FOR THE LANCE



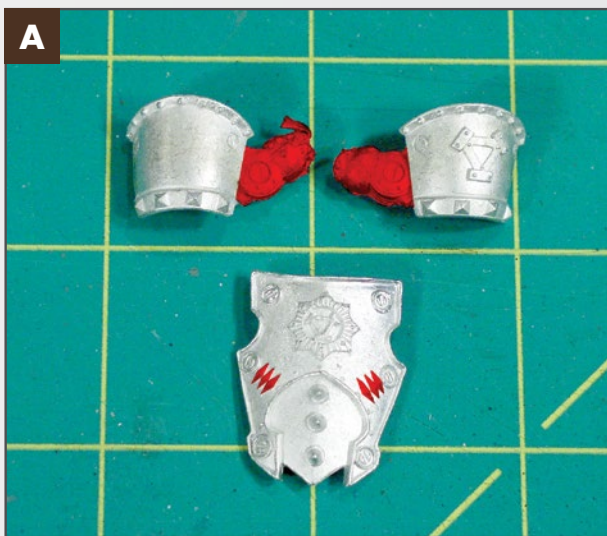
A) Begin by clipping away the halberd, leaving about 1/4" of the shaft above the hand. This will fit neatly into the preexisting hole in the Spriggan lance.

B) Angle the arm away from the body to accommodate the lance's guard. Remove the oblong peg from the top of the arm and replace it with a pin so you can swivel the arm out a bit.

C) Check that the lance fits, and then glue the arm in place. Leave the lance separate for now so it will be easier to paint the torso.



STEP 2: ADDING THE SHIELD AND SHOULDER PADS

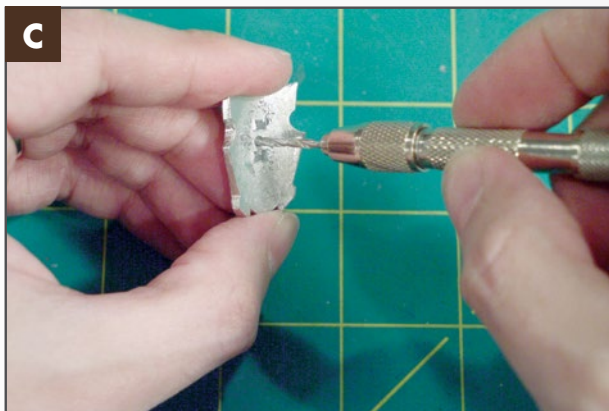


A) Use clippers to remove the Man-O-War Demolition Corps arms from the shoulders, and then file the service stripes off the Man-O-War Kovnik shield.



B) File the undersides of the shoulder pads as smooth as you can. Pay particular attention to the edges, as these will be most visible part.

STEP 2: ADDING THE SHIELD AND SHOULDER PADS CONT.



C) Using a Formula P3 1.90mm drill bit, drill a shallow hole in the shield to fit over the nub on the ogrun's shield arm. Dry-fit the part but keep it separate for painting.



D) Smooth over the shoulder joints with Formula P3 Brown/Aluminum Putty. Add small balls of putty to the tops of the shoulders and press the shoulder pads into them for a more secure join.

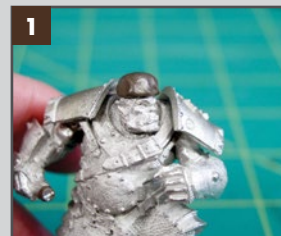


E) Attach the shoulder pads, add a hat (if you think your ogrun's head might get cold), and the model is ready to prime and paint! You'll notice I've put some excess putty on the end of the lance handle; this is to make it fit a little more snugly.

SCULPTING FUR HATS

The fur hat is a ubiquitous detail in Khadoran armies. Here's how you can add one to any model:

1) Begin with a ball of putty pressed onto the miniature's head. Give it a rough shape and make sure it's securely adhered.



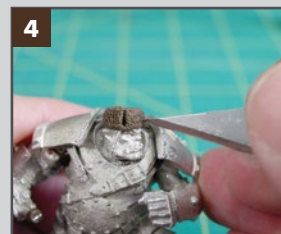
2) Use the flat blade of your sculpting tool to press the sides of the hat square. Then, with the spatula end, press in the top of the hat.



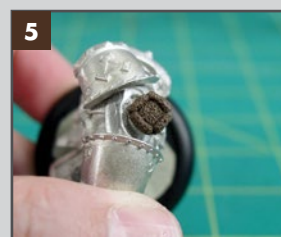
3) Use the edge and point of the blade to press creases into the corners, defining the four flaps. Widen the bottom of the creases to create a slight teardrop shape.



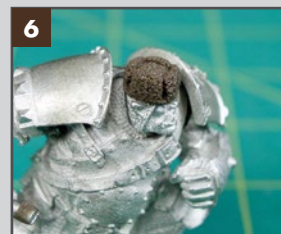
4) Now that the shape of the hat is finished, it's time to add the fur texture. Use the tip of a hobby knife to poke the surface, creating the rough fur. If the creases start to get lost, you can deepen them with a pointer tool.



5) Make sure the four sides are even and square, then set it aside to let the putty cure.



6) The finished hat. Now your model is ready to battle the enemy and the elements!



CYGNARAN OGRUN



This bokur has taken a shine to the Stormguard's voltaic halberds and had the arcane mechaniks fashion one for him. The conversion uses the Stormguard sergeant weapon and an Commander Adept Nemo (resculpt) staff. A spare plastic Centurion shield provides another opportunity to add some voltaic flare. The ogrun can't quite get the shield's polarity field to work properly, but it's a memento of the battle nonetheless, and he will have a nice story to tell about it when he returns home.



STEP 1: CONVERTING THE HALBERD



A) Clip away the red-shaded portions of all parts. This will leave you with the halberd shaft, the blade of the voltaic weapon, and a portion of Nemo's staff to use as a power supply on the ogrun's belt.



B) Pin the head of the weapon onto the halberd shaft.



C) Use some floral wire to create the power cable—the .85mm Formula P3 drill bit is a close match to 22-gauge wire. Drill a small hole in the back of the weapon, right behind the coil, and glue the wire in place.

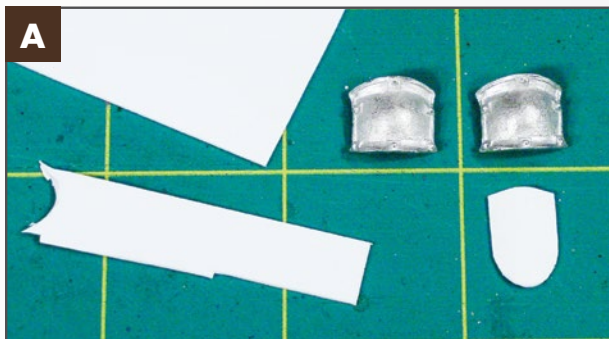


D) Wrap the wire around the shaft of the halberd, leaving enough extra wire to extend behind the ogrun. Add a dab of glue to hold the wire in place.

E) Attach the weapon arm. Drill a hole for the wire in the side of the power supply and glue it to the model's belt. Finally, insert the wire into the power supply.



STEP 2: MODIFYING THE SHOULDER PADS



A) We'll use two of the Ogrun Bokur shoulder pads without spikes to replicate trencher design elements. Cut two pieces of .5mm sheet styrene to fit under the shoulder plate.

B) Flex the card to create the curve and glue it under the metal plate. To maintain the curve and to keep a tight fit, press the plate against the handle of a hobby knife. Be sure to remove or cover the blade for safety, and make sure no glue seeps out of the cracks or you may find yourself with a newly armored hobby knife!



C) Here you can see the finished shoulder plates. The top end has a little flange protruding from underneath, and the curved portion extends from the bottom, just like a trencher's shoulder armor.

STEP 3: ATTACHING THE SHIELD



A) Glue the shoulder pads in place before adding the shield to prevent it from interfering with their position. On the inside of the shield, fill and smooth over the hole with modeling putty. To create a perfect join on the ogrun's arm, press a small amount of putty into the round socket.



B) Before the putty cures, apply a little lip balm to the shield arm to prevent it from sticking. Position the shield and press it onto the model's arm.



C) When you remove the shield you'll find a perfect impression of the arm. You can trim the "blobby" edges once the putty has cured.



D) Keep the shield separate for now to give yourself an easier time priming and painting.

CRYXIAN OGRUN



Some bokurs find themselves in the service of dishonorable masters. This Cryxian ogrun suffered grievous wounds defending his client, losing his hands. The necrotechs grafted mechanical replacements, and now the ogrun serves the lich lords. This conversion is a little more complex than the others, using the Brute Thrall arms to replace the Ogrun Bokur's. Likewise, the shield, halberd, and shoulder pads will be replaced with the a Seether carapace, a Pirate Queen Skarre (resculpt) sword, and Lord Exhumator Scaverous shoulder armor to represent that this bokur's clients are exclusively Cryxian.



STEP 1: ATTACHING THE POWER GAUNTLETS



A) Trim away the areas indicated in red. Cut the power gauntlets flush and smooth just below the elbow bolts using the strap on the inside of the Ogrun Bokur arms as a cutting guide. You'll need the spiked end cap of the halberd later, so clip it off and set it aside. Clippers are fine for cutting the gauntlets, but a jeweler's saw or rotary tool will make it easier to cut the thicker bokur arms.



B) Here you can see how the cut parts should fit together.

C) Pin the parts of the arms together and use a 1.90mm bit to drill a hole for the halberd shaft through the new weapon hand.

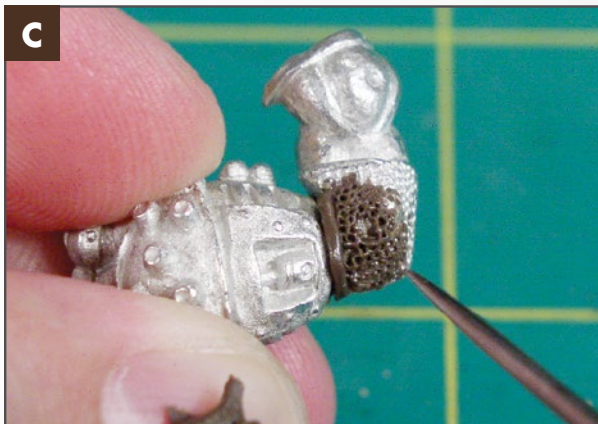
STEP 2: SCULPTING THE CHAIN MAIL



A) Spread some putty on the chain mail where the armor has been cut away. Use the edge of your sculping tool to press the putty down, creating a raised strap. Smooth the putty so it blends with the metal and forms a continuous strap all the way around.



B) Use your pointer to poke rows of holes in the putty, matching the chain mail pattern.



C) Since this ogrun will be in less than prime condition, create some tears in the chain mail by poking the putty and pulling a wider hole.

STEP 3: MODELING THE DECAY



A) This ogrun isn't technically undead, but he's getting there. To show the toll his service with the lich lords has taken, use 1.90mm and 1.25mm drill bits to add some holes to his chain mail skirt. Drill a few overlapping holes of varying sizes to create ragged tears in the mail. Use clippers to put a few cuts in the hem of the skirt.



B) Once the putty on the arms is cured, attach them and putty the joints at the shoulder. To allow the Seether carapace shield to fit better, clip the studs off the ogrun's shield hand and shave down the armor plate.

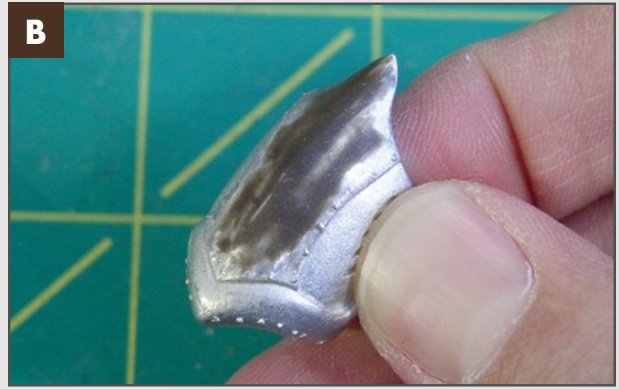


C) To create some necrotic rot in his flesh, drill a hole and press a ball of putty into it. Smooth over the surface so it matches the surrounding skin. Then, using your pointer, poke a hole in the putty and pull down to create a wound with hanging flesh.

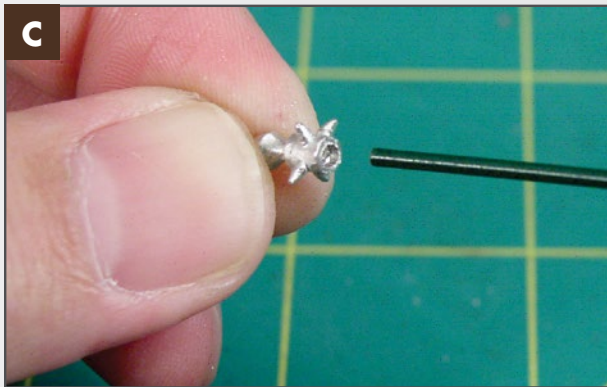
STEP 4: REPLACING SHIELD AND HALBERD



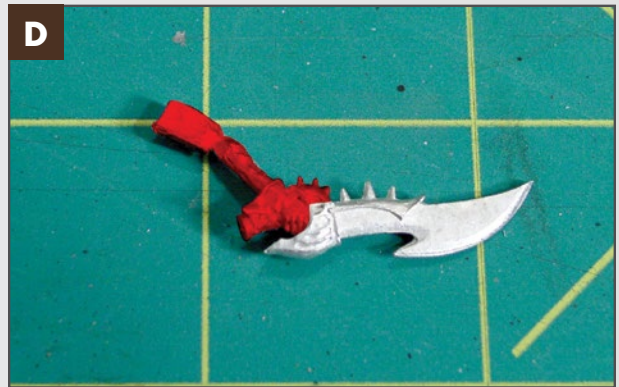
A) Remove the crosspieces on the inside of the Seether carapace so it fits over the gauntlet, then file the top as smooth as you can.



B) Use putty to smooth over any remaining imperfections.



C) Use a thick rod (1.90mm brass rod or 16-gauge floral wire) to replace the halberd shaft. Drill a hole in the end cap and glue it in place.



D) You could use the original halberd head or select a substitute using any number of Cryxian weapons; I've selected Pirate Queen Skarre's sword. Cut away the arm and smooth the blade end where it will attach to the shaft.



E) Drill a hole in the end of the sword so it will fit over the halberd shaft just like the end cap in Step 4C.



F) Glue the model's shoulder pads on, but leave off the shield and halberd parts so they can be painted separately.

PAINTING NOTES



To achieve a worn appearance on the model's salvaged weapons and armor, paint the part normally and then add a few patches of Pig Iron. Paint a thin highlight line below these chips to accent the edge of the chipped paint. Add a thin wash of Bloodstone for rust.



A simple trick for quickly painting the Cygnaran voltaic glow is to basecoat the coils with Morrow White and, once it's dried, wash the area with Arcane Blue.



For the Cryxian necrotic glow, basecoat with a mix of Menoth White Highlight and Cygnus Yellow and then wash with Necrotite Green.



For the necrotic wounds, paint the skin with greenish tones and highlight around the wound with Thrall Flesh. Dab some straight Skorne Red into the wound and then wash more of the same color around the area.



CONCLUSION

Now your Ogrun Bokur is ready for death and glory! These techniques can be adapted to match your own army's color scheme and basing, but don't limit yourself to the parts I've used here—there are plenty of shoulder pads and weapons in the Privateer Press online store. Small touches like these, combined with a little imagination, can go a long way to distinguishing your own bokur from the common Ogrun Bokur model.



FOUNDRY, FORGE & CRUCIBLE MODIFYING STEAMJACKS

BY MATT GOETZ • ART BY BEN LO

Though steamjacks are already capable of performing astounding feats of strength, mechanics will always try to eke a bit more out of their machines. By performing minor tweaks and adjustments to a steamjack's systems, a savvy mechanic can redirect the flow of power from one aspect of his 'jack's system to another, increasing the 'jack's capabilities from one moment to the next.

Such efforts require a keen understanding of the 'jack's many components and the potential of split-second adjustments, so only those capable of incredible concentration and feats of mechanical aptitude can keep them up for long. Those with the knack for doing so are often sought out among the foundries and factories of the Iron Kingdoms, hired to keep 'jacks that are vital to an operation functioning at peak efficiency during the execution of their duties.

Accidents sometimes happen among this elite group of engineers: working so close to the twisting and moving gears and limbs of a steamjack as it goes about a task is unforgiving work. Even a moment's lapse in attention can have horrifying—even deadly—results. Heavy laborjacks in particular are notorious for causing disfiguring accidents, resulting in the loss of fingers or whole limbs. A number of experienced mechanics sport prosthetic limbs earned thanks to a moment's lapse in attention while working in the guts of an active 'jack.

These tune-ups are not permanent modifications. They are instead minor tweaks to the steamjack's performance intended to achieve a temporary increase to a single function. The unavoidable shaking and shuddering of the steamjack's movements will inevitably cause such tune-ups to settle back into their default state. Tightened piston caps will rattle loose, excess machine grease smears and rubs away, and boiler refinements gradually lose pressure.

PERFORMING A TUNE-UP

To perform a tune-up, the character must first choose the specific tune-up he wishes to perform and make an INT + Mechanical Engineering skill roll against a target number determined by the chosen tune-up. A steamjack can only be affected by a single tune-up at a time.

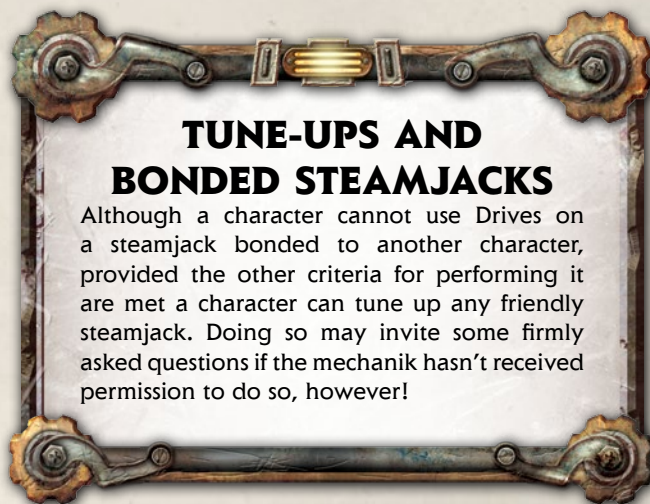
A character must have the Mechanical Engineering skill and a mechanic's toolkit in order to tune up a steamjack.

A character must be B2B with a steamjack to tune it up. Tuning up a steamjack is a full action. A warjack can only be affected by one tune-up at a time and cannot be affected by another until the first tune-up expires.

FAILED TUNE-UP

If a character fails a tune-up roll, roll a d6 and consult the following table to determine the effects of the failure.

ROLL	EFFECT
1	Misaligned —The steamjack's internal systems are thrown out of alignment by the failed tune-up attempt. Until the steamjack's systems are restored, it suffers -1 to attack rolls. Restoring the steamjack's systems requires a mechanic to make a full action while B2B with the steamjack but does not require a skill roll.
2	Loss of Pressure —The failed tune-up attempt causes the steamjack's internal systems to lose pressure as it unnecessarily vents steam. The steamjack suffers -1 SPD and STR and cannot run, charge, or perform power attacks for one round.
3	System Damage —As a result of the failed tune-up, the steamjack suffers d3 damage points.
4	Head of Steam —Instead of the tune-up intended, the mechanic's manipulations only succeed in causing the steamjack to overheat. The steamjack must run during its next turn.
5	Vented Smoke —With a staggering shudder, the steamjack expels a cloud of thick smoke instead of being affected by the tune-up as intended. Center a 4" AOE cloud effect on the steamjack. Living models in the AOE suffer -1 to their attack rolls. The AOE remains in play for one round.
6	Threshing of Gears —The mechanic that failed the tune-up suffers an injury in the attempt. The character immediately suffers d3 damage points.



TUNE-UPS AND BONDED STEAMJACKS

Although a character cannot use Drives on a steamjack bonded to another character, provided the other criteria for performing it are met a character can tune up any friendly steamjack. Doing so may invite some firmly asked questions if the mechanic hasn't received permission to do so, however!

TUNE-UPS

AIRFLOW OPTIMIZATION

Description: Opening air intake valves in the firebox gives the steamjack a sudden burst of immense power. To perform this tune-up, the character must make an INT + Mechanical Engineering skill roll against a target number of 14. If the roll succeeds, the steamjack gains +2 on melee damage rolls this turn.

AURAL SENSOR RECALIBRATION

Description: Carefully tuning the steamjack's aural sensors allows it to clearly receive orders from much farther away. To perform this tune-up, the character must make an INT + Mechanical Engineering skill roll against a target number of 14. If the roll succeeds, for d3 turns double the area when checking to see if the steamjack is within a character's CMD range.

BOILER OVERPRESSURE

Description: Careful tuning of the boiler's pressure valves gives a momentary burst of increased output. To perform this tune-up, the character must make an INT + Mechanical Engineering skill roll against a target number of 14. If the roll succeeds, the next time the steamjack moves during its turn it can choose to make a trample power attack (see *IKRPG: Core Rules*, p. 314).

LEG PISTON LUBRICATION

Description: Ample machine grease applied to its leg pistons allows a steamjack to move more quickly. To perform this tune-up, the character must make an INT + Mechanical Engineering skill roll against a target number of 13. If the roll succeeds, the steamjack gains +1 AGL and SPD for one round.

OPTIC RECALIBRATION

Description: Carefully tuning the steamjack's optics allows it to strike distant targets with increased accuracy. To perform this tune-up, the character must make an INT + Mechanical Engineering skill roll against a target number of 14. If the roll succeeds, the steamjack's next ranged attack gains 18 feet (3") of effective range and 90 feet (15") of extreme range.

SLOW BURN

Description: Installing condenser rings along critical steam flow junctions allows the steamjack to function at reduced capacity but for a far greater period of time. To perform this tune-up, the character must make an INT + Mechanical Engineering skill roll against a target number of 12. If the roll succeeds, the steamjack suffers -1 STR, PRW, and PER, but its Fuel Burn/Load Usage is doubled. Slow burn lasts for one day. At any time a character can make an INT + Mechanical Engineering skill roll against a target number of 12 to end this effect.

TORQUE TUNING

Description: Tightening key components in the steamjack's limbs allows it to produce a surge of slow but tremendous force. To perform this tune-up, the character must make an INT + Mechanical Engineering skill roll against a target number of 12. If the roll succeeds, the steamjack's next non-combat STR roll is boosted.

WEAPON ALIGNMENT

Description: The mechanic carefully aligns components of the steamjack's main weapon. To perform this tune-up, the character must make an INT + Mechanical Engineering skill roll against a target number of 14. If the roll succeeds, add a die to the steamjack's next attack roll with that weapon. If the attack hits, add an additional die to the damage roll. Discard the lowest die of each roll.

WEIGHT DISTRIBUTION

Description: Making minor adjustments to counterbalancing weights in the steamjack's chassis moves its center of gravity higher, causing it to crash forward with increased momentum. To perform this tune-up, the character must make an INT + Mechanical Engineering skill roll against a target number of 14. If the roll succeeds, the steamjack gains Bulldoze for one round. (When a character with Bulldoze advances into B2B contact with an enemy character during its activation, it can push that character up to 2' directly away from it. A character can be pushed by Bulldoze only once per activation. Bulldoze has no effect when this character makes a trample power attack.)

PERMANENT MODIFICATIONS

Mechaniks who identify a specific need in the course of their work often integrate permanent upgrades into their steamjacks. These upgrades run the gamut from simple modifications like heavy boilers designed to produce more power to complex and fine-tuned apparatus like the Defensive Reflex Arrays of Cygnar.

In addition to the upgrades presented below, more can be found in the *IKRPG: Core Rules* and in *IKRPG: Kings, Nations, and Gods*.

INTEGRATING UPGRADES

Adding upgrades to a steamjack is an involved process requiring the facilities of a full mechanic's workshop to haul away old parts and to bring new ones into place. Additionally, aftermarket parts added to a steamjack create engineering concerns that must be addressed. A steamjack's chassis must be modified to integrate non-standard upgrades, and the more parts are added to it the more difficult this work becomes. This is particularly true of attempts made to integrate components manufactured by a different nation than that which designed the steamjack.

For each upgrade installed on a steamjack, the target number of rolls to integrate new upgrades increases by +1 and the time required to install the upgrade increases by three hours.

Attempting to install upgrades built by a nation other than the steamjack's nation of origin also increases the target number by +1, and one additional hour must be spent adapting the component to fit. These modifiers are cumulative.

Example: After installing a heavy boiler on his Cygnaran Charger, Aeryn wants to install a Combat Reflex Array he purchased in Khador. Normally the target number of installation would be 14, but since it is his second upgrade on the steamjack and since it was manufactured with another nation's technology, his final target number is 16, and the work will take two hours longer than normal to complete.

GEAR AND UPGRADES

Steamjack gear has the following attributes that define how it functions in the game.

Cost: This is the cost of the gear in Cygnaran gold crowns.

Description: This is a description of the gear.

Special Rules: This section describes any special rules of the gear.



ALCHEMICAL OPTIC TREATMENT

Cost: 200 gc

Description: The steamjack's optics are treated with an alchemical coating that allows the steamjack to pierce the darkness with ease.

Special Rules: The steamjack treats dim light as bright light and darkness as dim light. A warcaster seeing through the steamjack's eyes also gains this benefit. If the steamjack's cortex is crippled, it loses this benefit.

Integrating alchemical optic treatment on a steamjack requires the proper tools, two hours of labor, and a successful INT + Mechanical Engineering roll against a target number of 14. If the roll fails, it can be repeated after another hour of labor.

Paying to have alchemical optic treatment mounted on a steamjack costs an additional 75 gc.

AMMO HOPPER

Cost: 150 gc (light steamjack), 300 gc (heavy steamjack)

Description: An ammo magazine is mounted on the steamjack, attached to the feed mechanism of its main gun.

Special Rules: The Ammo capacity of one of the following steamjack ranged weapons is increased by 2: cannon, dual cannon, harpoon, light gun, long arm, scattershot cannon, skyhammer rocket pod, steam lobber. If the steamjack is disabled, there's a chance the ammo hopper will be damaged. Roll a d6. On a roll of 1 or 2, the ammo hopper explodes and is destroyed. Center a 4" AOE on the steamjack. Characters in the AOE suffer a POW 12 blast damage roll.

Mounting an ammo hopper on a steamjack requires the proper tools, six hours of labor, and a successful INT + Mechanical Engineering roll against a target number of 14. If the roll fails, it can be repeated after another hour of labor.

Paying to have an ammo hopper mounted on a steamjack costs an additional 50 gc.

BALLAST TANKS

Cost: 300 gc (light steamjack), 500 gc (heavy steamjack)

Description: Used almost exclusively by naval crews, ballast tanks are cumbersome iron vessels attached to the hull of a steamjack to give it buoyancy. By pumping air into the tanks, these tanks can keep an expensive steamjack afloat long enough for crew members to recover it should it go overboard.

Special Rules: Provided sufficient air has been pumped into the steamjack's ballast tanks in the past 24 hours, if the steamjack falls into deep water it remains near the surface, making it possible to recover.

Mounting ballast tanks on a steamjack requires the proper tools, six hours of labor, and a successful INT + Mechanical Engineering roll against a target number of 14. If the roll fails, it can be repeated after another hour of labor.

Paying to have ballast tanks mounted on a steamjack costs an additional 50 gc.

CARGO RIGGING

Cost: 90 gc

Description: An extremely simple modification, cargo rigging adds anchor hooks and strapping to the main body of the steamjack to allow it to carry a substantial amount of cargo. Some mining and logging companies add such rigging to their steamjacks to haul heavy equipment in areas where wagons are unable to pass.

Special Rules: A light steamjack can haul up to four hundred pounds of extra gear in its cargo rigging. A heavy steamjack can haul up to eight hundred pounds of extra gear in its cargo rigging.

Objects must be small enough to fit within the rig and either small enough to hang from the strapping or must have an anchor point to affix to one of the rigging's hooks.

Mounting cargo rigging on a steamjack requires the proper tools, an hour of labor, and a successful INT + Mechanical Engineering roll against a target number of 10. If the roll fails, it can be repeated after another hour of labor.

Paying to have cargo rigging mounted on a steamjack costs an additional 30 gc.

CORROSIVE SHIELDING

Cost: 300 gc (light steamjack), 500 gc (heavy steamjack)

Description: Corrosive shielding is a special coating of non-reactive ceramic applied to the hull of the steamjack to protect it from the effects of corrosion.

Special Rules: A steamjack with corrosive shielding gains Immunity: Corrosion.

Adding corrosive shielding to a steamjack requires the proper tools, six hours of labor, and a successful INT + Mechanical Engineering roll against a target number of 14. If the roll fails, it can be repeated after another hour of labor.

Paying to have corrosive shielding integrated into a steamjack costs an additional 80 gc.

GYROSCOPIC ARRAY

Cost: 300 gc (light steamjack) 500 gc (heavy steamjack)

Description: An array of gyroscopes and feedback sensors give the steamjack impeccable balance, allowing it to maintain footing in even the worst conditions.

Special Rules: The steamjack cannot be knocked down. The steamjack loses this benefit if its Movement system is crippled.

Mounting a gyroscopic array on a steamjack requires the proper tools, two hours of labor, and a successful INT + Mechanical Engineering roll against a target number of 14. If the roll fails, it can be repeated after another hour of labor.

Paying to have a gyroscopic array mounted on a steamjack costs an additional 50 gc.

HEAD SPIKE

Cost: 100 gc (light steamjack) 200 gc (heavy steamjack)

Description: Often seen on the warjacks of Khador, enlarged head spikes or blades make a steamjack's head-butt even more deadly.

Special Rules: The POW of the steamjack's head-butt power attacks increases by +2.

Mounting a head spike on a steamjack requires the proper tools, two hours of labor, and a successful INT + Mechanical Engineering roll against a target number of 12. If the roll fails, it can be repeated after another hour of labor.

Paying to have a head spike mounted on a steamjack costs an additional 25 gc.

HULL REINFORCEMENT

Cost: 400 gc (light steamjack) 600 gc (heavy steamjack)

Description: Layers of ablative armor are added to the steamjack's hull to protect critical systems. This reinforcement makes the steamjack more durable but reduces its overall responsiveness.

Special Rules: The steamjack gains +1 ARM but suffers -1 DEF.

Adding hull reinforcement to a steamjack requires the proper tools, six hours of labor, and a successful INT + Mechanical Engineering roll against a target number of 14. If the roll fails, it can be repeated after another hour of labor.

Paying to have hull reinforcement added to a steamjack costs an additional 75 gc.

TRENCH RIG

Cost: 300 gc (light steamjack) 500 gc (heavy steamjack)

Description: Modifications to the hands and hull of the steamjack allow it to expeditiously dig a shallow trench or tunnel large enough to accommodate its hull.

Special Rules: A steamjack equipped with a trench rig gains the Dig In ability. The steamjack's hands obviate the need for the steamjack to use an entrenching spade. If one of the steamjack's arms is crippled, it loses this benefit. (A steamjack with Dig In can make a quick action to dig an improvised foxhole. Until it moves, is placed, goes prone, or is engaged, the steamjack gains cover, does not suffer blast damage, and does not block line of sight. A steamjack cannot use the Dig In ability during a turn in which it ran.)

Mounting a trench rig on a steamjack requires the proper tools, four hours of labor, and a successful INT + Mechanical Engineering roll against a target number of 14. If the roll fails, it can be repeated after another hour of labor.

Paying to have a trench rig mounted on a steamjack's arms costs an additional 80 gc.



The Iron Kingdoms abound with people both good and evil, but many others live, survive, and even thrive in the grey shadows between heroics and villainy. Social misfits but not always social outcasts, they make their way through the world any way they can—even if it results in hardship for others. In the end, even scoundrels and sell-swords feel justified in what they must do to stay alive. These kinds of characters make excellent NPCs—whether as antagonists or allies—for your Iron Kingdoms RPG campaign. This time, you'll meet a pirate captain who sails the seas in search of the one who abandoned her to slavery.

Scoundrels & Sell-Swords

Magda McCallahan

BY MICHAEL G. RYAN • ART BY ALEKSEY KOVALENKO

THE PIRATE CAPTAIN

The red sails emerging from the sunset to mark an impending ambush by Magda McCallahan are not well known beyond the islands, but Mercarian and Cygnaran vessels that trade or patrol along the Broken Coast have learned to fear them. Many of their number have gone to the bottom of the sea beneath the booming cannons of the *Red Revenge*, afterward to have their plundered treasure spent and their ships' and captains' names tattooed onto Captain McCallahan's flesh. Yet none of them are her principle target; the dead she's left in her wake are distractions, ancillary kills, as she hunts for Jarod Evermore, a captain in the Cygnaran Southern Fleet and the man whose cowardice sentenced her to slavery. Always restless, prone to unexpected violence, and utterly fearless, Magda McCallahan can be a fierce ally or an even fiercer enemy.

MAGDA MCCALLAHAN: A BRIEF HISTORY

If one did not know her better, Magda McCallahan would seem every inch a Scharde pirate. Her skills with Hereafter, the savage machete-like blade she wields, and the twin pistols she wears strapped across her chest are exceptional. Her nautical battle tactics are equally impressive, including her so-called "red sails" tactic: attacking with the sun to the back of her ship, *Red Revenge*, its crimson sails briefly camouflaged before its cannons announce its presence.

Yet McCallahan is actually a Cygnaran, formerly of the Southern Fleet, once a lieutenant aboard a flotilla commanded by the very young, very inexperienced Captain Jarod Evermore. Her confidence in and commitment to her commander, born of her military training, was shattered the morning Evermore announced their flotilla was to intercept a raiding fleet from the Scharde Islands. As the

two armadas closed on one another, Evermore split his flotilla into two divisions, sending McCallahan to command the ships attempting to encircle the raiding fleet. Yet the enemy ships were Cryxian pirate vessels partially crewed by terrifying black ogrun raiders, and after suffering several direct hits, Captain Jarod Evermore sounded the retreat—for his own division of the flotilla. As the raiders overwhelmed McCallahan's division, slaughtering those who resisted and imprisoning those who surrendered, she watched Evermore's ships flee across the horizon. She was hooded, shackled, and taken to Blackwater to be sold as a slave. Early on during her captivity she spoke often of her abandonment by Evermore, but as time passed she fell more and more silent on the matter, brooding on her rival captain's betrayal as she grew to hate the man utterly and desired to destroy him for what he had done to her.

Her time as an oarslave on the Scharde ship *Spite* has become a tale told among those who have learned to fear her. She is said to have secretly murdered fellow oarslaves to create deficiencies she could then overcome, underscoring her leadership skills for her Scharde captors. The death of one of the ship's cannons was ultimately attributed to another crewmember, but it gave McCallahan the opportunity she needed to prove her worth again with her artillery skills. Thus did she rise from the ranks of the doomed slaves to an active member of the *Spite's* crew, gradually becoming more and more ingrained in the violence and brutality of the Cryxian pirate culture.

When the *Spite* was set upon by a Cygnaran patrol ship, the Scharde ship's captain and more than half the crew were killed within the first few minutes of the battle. But the *Spite* survived when McCallahan took command and, using her knowledge of Cygnaran tactics, escaped what should have been certain death. McCallahan destroyed the patrol ship of her former countrymen and, in a bloody display witnessed by her surviving crew, had the

enemy ship's name tattooed onto her back. It was her first of many kills, and in its aftermath her blade *Hereafter* was forged by a black ogrun crewman, tempered in oil mixed with the blood from her tattooing to symbolize her abandonment of her Cygnaran heritage.

With the full support of her surviving crew, McCallahan overhauled her ship, adding a steam engine, and then led the *Spite* against three more vessels in short order, all of which she sent into the depths along the Broken Coast. With each kill, she had the ship's name inked onto her flesh, and in one case that of the defeated ship's captain, who was saved from drowning only to be interrogated and subsequently killed when he revealed nothing of the whereabouts of Captain Jarod Evermore. Through the stories of survivors and those of eyewitnesses, word spread across the southern waters of western Immoren: Captain Magda McCallahan of the recently rechristened *Red Revenge* now sail in search of revenge. Those who see her brigantine's red sails and jibs on the horizon are well advised to avoid her.

OUT IN THE WORLD

With only eight cannons and a crew of roughly thirty at her disposal, Magda McCallahan has to be selective when attacking other ships—she's specifically hunting for ships from Evermore's flotilla, capturing their captains wherever possible to interrogate them for information that will lead her to the object of her revenge. On occasion she will also lead attacks against enemy ships to gain the wealth required to keep up her hunt for Evermore, so PCs might find themselves on the receiving end of her cannons if they or the ship they're aboard seems well off.

The PCs may stumble upon the aftermath of one of McCallahan's battles—drowned bodies, wreckage washed ashore, and survivors with stories to tell of the merciless



PHYSIQUE	PHY	6
SPEED	SPD	7
STRENGTH	STR	4
AGILITY	AGL	4
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	4



PISTOL			
RAT	RNG	AOE	POW
6	8	—	10

Abilities: Gun Brace – The character can draw two pistols as a single quick action. She can also replace pistols without spending a quick action.



HEREAFTER		
MAT	POW	P+S
7	4	8

Abilities: This weapon rolls an additional die on damage rolls. Discard the low die of each roll.

INITIATIVE	INIT	16
DEFENSE	DEF	14
(Leather Armor -1)		
ARMOR	ARM	11
(Leather Armor +5)		
WILLPOWER	WILL	9



COMMAND RANGE: 5

BASE SIZE: SMALL

ENCOUNTER POINTS: 16

EQUIPMENT:

Gun brace, pistol (x2), small pirate ship with 8 deck guns (*Kings, Nations, and Gods*, p. 309), Hereafter, blasting powder and bullets for 20 pistol rounds, 190 gc

ABILITIES:

Battle Plan: Close Fire – The character can spend 1 feat point to use Battle Plan: Close Fire. Using a battle plan is a quick action. When a character uses this battle plan, friendly characters do not suffer blast damage from ranged attacks made by this character or by friendly characters beginning their activations in her command range. Battle Plan: Close Fire lasts for one round.

Feat Points – The character starts each encounter with 1 feat point. She is allocated 1 feat point at the start of each of her turns. She can only have up to 1 feat point at a time.

Gang – When making a melee attack that targets an enemy in melee range of another friendly character, this character gains +1 to melee attack and melee damage rolls. When making a melee attack that targets an enemy in melee range of another friendly character who also has this ability, these bonuses increase to +2.

Hit the Deck! – While prone, the character does not suffer damage from AOE unless she is directly hit by the AOE. If the character is caught in an AOE that would cause blast damage but was not directly hit by the AOE, she goes prone but suffers no damage.

Intellectual – The character gains +1 to attack and damage rolls. While within her command range, friendly characters listening to her orders also gain +1 on attack and damage rolls.

Quick Thinking – Once per round, the character can spend 1 feat point to make one attack or quick action at the start of another character's turn.

Quick Work – When this character kills one or more enemies with a melee attack during her combat action, immediately after that attack is resolved this character can make one ranged attack.

Scorched Earth – This character gains +2 on ranged attack blast damage rolls.

Steady – This character cannot be knocked down. The character loses this ability while she is mounted.

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	AGL	1	5
Command	SOC	2	•
Detection	PER	1	5
Hand Weapon	PRW	2	7
Heavy Artillery	POI	2	7
Intimidation	SOC	1	•
Light Artillery	POI	1	5
Pistol	POI	2	6
Rifle	POI	1	5
Sailing	INT	1	4
Swimming	STR	1	5

CREW OF THE RED REVENGE

Magda is accompanied by a crew of vicious cutthroats and murderers drawn from the disreputable ports of the Scharde Islands, Clockers Cove, and Five Fingers. Her crew is mostly human, but she has taken on a number of ogrun, trollkin, and bogrin crewmen throughout her career. These characters are Cutthroats, Marines, and Pirates, with a mix of various second careers. The captain and her crew are considered to be a Pirates of the Broken Coast Adventuring Company.

Any NPCs created as a part of Magda's crew gains the Boarding Action ability (*Kings, Nations, and Gods*, p. 305) in addition to the benefits of being Pirates of the Broken Coast.

“red sails” pirate. They may also come upon privateers in the employ of Cygnar, sent to find the *Red Revenge* with orders to sink it and bring its captain to justice. She is a frequent visitor to ports like Blackwater and Clockers Cove, where those who have escaped her wrath speak in whispers of her ruthlessness.

If the PCs are Cygnaran, they may be approached to aid in capturing McCallahan and her crew. Game Masters may choose to place bounties on the pirate captain and the *Red Revenge* as enticements for the PCs. The PCs might also interact with Captain Jarod Evermore, who is very much aware of McCallahan's pursuit of him and who wishes to avoid confrontation with her, as he secretly feels she's likely to kill him.

If the PCs instead prefer to approach her as a potential ally, Magda McCallahan is almost single-minded in her pursuit of Evermore (though it's unclear how she thinks she can defeat an entire flotilla), so she responds well to information that gets her closer to him or to those who might harbor him. Her hatred for Evermore extends somewhat to Cygnar in general, so she's more receptive to those who share her enmity for that nation as a whole.

TAKE POINT:



PRIVATEER PRESS INTRODUCES COLLECTIBLE PIN LINE

Soon there will be a whole new way to collect your favorite characters and to proudly display your game and faction allegiance: Privateer Pins!

This June, Privateer Press steps into a new arena with a fantastic full-metal collectible: its own line of pins inspired by its rich worlds and events—Bodgers Games, *LEVEL 7*, the Iron Kingdoms, and of course, WARMACHINE and HORDES, just to name a few. And at the 4th annual Lock & Load GameFest, to be held at the Meydenbauer Convention Center in Bellevue, Washington, players will get their first shot at beginning their collection with a pair of unique pin sets plus a limited-edition Lock & Load 2014 pin.

WE WANT THIS TO BE MORE THAN JUST A COLLECTION...WE WANT THIS TO BE ANOTHER WAY TO BUILD AND FOSTER OUR GREAT COMMUNITY

The collection will launch with an impressive initial lineup: a limited-edition 5-pin set available only at Lock & Load, including a spectacular pistol wraith variant of Allister Caine. At the same time, the new pin website at privateerpress.com/pins will feature new WARMACHINE and HORDES core sets, including unique lanyards and favorite warcasters and warlocks, plus standalone pins—faction logos, warjacks, warbeasts, and more—as well as a second Lock & Load set you won't need to attend the event to collect. Finally, Privateer Press will offer unique pins at conventions and other events that will be available only through participation or trade, including zombified variants of well-known Iron Kingdoms characters.

"We are releasing a total of more than 50 different pins in June alone," says Privateer Press' Director of Business Development Will Shick. "As the summer progresses we'll have additional new and unique pin offerings at events like San Diego Comic-Con, Gen Con, and WARMACHINE Weekend. Plus we'll have a couple of surprises, including a set to celebrate the launch of *WARMACHINE: Tactics*, which we've all been eagerly awaiting."



This is all in addition to those pins that will be available, some for only a limited time or in limited quantities, on the Privateer Press website, privateerpress.com/pins. There, collectors will find release dates, availability, and upcoming releases for the entire program. With downloadable checklists, those who hope to have a complete collection, or a sub-collection of a favorite faction, will have a quick, easy, and complete means to stay on top of their collection as the pin line expands in the months and years to come.

"We want this to be more than just a collection," Shick notes. "We want this to be another way to build and foster our great community."

To that end, he explains, Privateer Press plans to have specific opportunities and locations for collectors to trade their pins at the

conventions Privateer Press attends—with one another and with Privateer Press staff and volunteers—as well as chances for collectors to acquire unique pins just for participating in game demos and competitions.

"Let's face it, we all love to play games," Shick says, "so having the opportunity to combine gaming with building a great pin collection makes sense and rewards players for doing what they already love to do."

With the release of the new Bodgers Game *Zombies Keep Out*, collectors will find a host of pins that reflect the sensibilities of that game, but even more exciting will be the impressive—and massive—warjack and warbeast pins. Their size alone makes these pins engaging collectibles.

"You can't have a small Crusader or Warwolf," Shick says. "They don't have to be in direct proportion to a warcaster or warlock—after all, that's a lot of metal to hang around your neck or pin to your Battlefoam bag—but they need to feel *big*, as if they could do some damage."

Plans are already in place for pin releases for the remainder of 2014—including some surprises for collectors attending Privateer Press events.

"Pins have been a part of Privateer Press since Mk I, and we've been looking for the right time to take that foundation and kick it into high gear to create a collection anyone who enjoys the worlds of Privateer Press would be proud of," Shick says. "There's no better launch point for this awesome collection than Lock & Load."

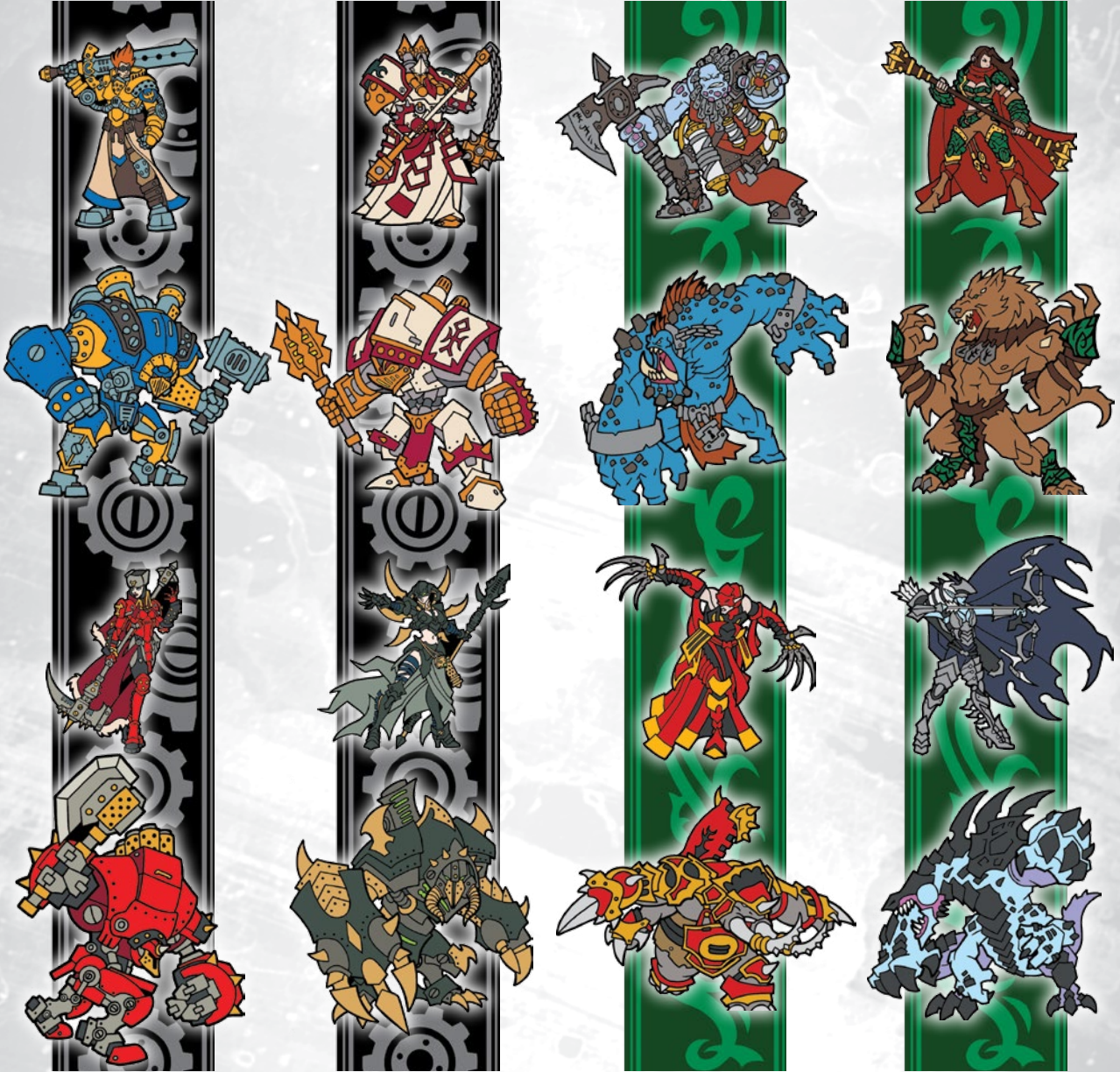
To get you started, here's what to look for this June in the Privateer Pins collection:

WEBSITE	LOCK & LOAD GAMEFEST 2014
WARMACHINE Core Set INCLUDES	Set A INCLUDES
Deneghra	Undead Ability Icon
Stryker	Bodgers Stinker Zombie v.1
Sorscha	Caine v.1
Kreoss	Zombie Bodger v.1
WARMACHINE logo	Set B INCLUDES
lanyard	Undead Ability Icon
HORDES Core Set INCLUDES	Bodgers Stinker Zombie v.2
Kaya	Caine v.2
Lyllyth	Zombie Bodger v.2
Morghoul	
Madrak	
HORDES logo	
lanyard	
Cygnar Faction Logo	
Protectorate Faction Logo	
Khador Faction Logo	
Cryx Faction Logo	
Trollbloods Faction Logo	
Circle Orboros Faction Logo	
Skorne Faction Logo	
Legion of Everblight Faction Logo	
Privateer Press Logo	
Ironclad	
Juggernaut	
Crusader	
Slayer	
Dire Troll	
Warwolf	
Carnivean	
Titan Gladiator	
	PROMOTIONALS
	(see website for details about finding these unique pins)
	Stryker (alt.)
	Sorscha (alt.)
	Kaya (alt.)
	Lock & Load 2014 (regular, gold)
	Zombie Magnus
	Commander Ability Icon
	Zombie Haley
	Zombie Vladimir Tzepesci
	Zombie Severius
	Exulon Thexus
	Subterra Bravo Facility Symbol
	Invasion of Sul Campaign Badge
	Iron Gauntlet Finals Qualifier
	Iron Gauntlet Champion
	Masters Champion
	Hardcore Vanquisher
	Iron Arena
	Skully Volunteer
	Gobber Drudge
	Privateer Play Day (gold Privateer Press logo)
	No Quarter

LOGO PINS



WARMACHINE & HORDES CORE SETS/SINGLES



FACTION LOGOS





Anastasia Di Bray

By Aeryn Rudel with Douglas Seacat
Art by Oscar Cafaro and Matthew D. Wilson

FILES

GAVYN KYLE

This is not my usual assignment. But you know that already. I took this contract for the coin, and what that coin can do for the Resistance. You know that, too. What you don't know is that you've made a mistake. You've assumed that because Gavyn Kyle and I have similar professions and are both Llaeese that we worked together. But I never heard the name "Gavyn Kyle" until after the war, after those bloody red pigs tore the country to pieces. That doesn't mean much. I worked primarily for the Ministry of Foreign Affairs, and evidence suggests he may have worked for one of the other ministries that dealt with covert affairs. Even within a single ministry, not every agent knew their peers. More important, Gavyn Kyle left the service of the government when I was still quite young and before I had begun my own career. Given the events surrounding his leaving the service, no one he worked with remained.

I've done my best to track down Gavyn Kyle. I thought it would be difficult but not beyond my abilities and the abilities of my contacts. I've tracked down dozens for the Resistance, and all of them thought themselves difficult to find. Gavyn Kyle is the exception: he has proven impossible to locate. He is a ghost, untraceable. The truth is I know less about this man now than when I took the contract.

Since you hired me to gather information, I'll give you what I have and begin by stating my three primary theories about Gavyn Kyle.

1. Gavyn Kyle is a former operative who worked for the Llaeese government before the war, probably in the Ministry for the Defense of the Realm. After the war, he struck out on his own as a freelance investigator. He works alone, sometimes assuming an identity within the "Unseen Hand."



2. Gavyn Kyle is the head of an organization called the Unseen Hand, a consortium of unaligned intelligence operatives drawn from the disbanded remnants of the Llaeese covert organizations. He may have dozens of operatives. He also may have been involved with this organization for decades, even when he was on the payroll of the Llaeese government.
3. Gavyn Kyle does not exist. The name is an alias shared by multiple operatives of the Unseen Hand.

Based on my investigations, all of the above seem possible. I initially leaned toward the first, due to documents I found from before the war. As I began to gather more information, the other possibilities also seemed as plausible if not more plausible than the first. In the end, one, all, or none of these theories may be correct, as you'll see in this dossier.

—AB

Gavyn Kyle Summary

c. 565 AR - Assuming Gavyn Kyle was in his twenties when he began working for the Ministry for the Defense of the Realm, he would have been born around this time. I assume he was actually born in Llael—but there is no way to verify this. His success as a freelance operative suggests a man with considerable experience. These dates would put him in his forties.

c. 580 AR - The covert agency known as the Unseen Hand is founded. By 604 they have already undertaken missions for Cygnar, Ord, Llael, Khador, the Glomring, the Mercarian League, and others. Though details of their activities are scant, the organization quickly becomes notorious in intelligence circles throughout the Iron Kingdoms. They generally make contact with their employers—senior officers in various intelligence-gathering organizations—through intermediaries.

587 AR - Gavyn Kyle joins the Llaelese Ministry for Defense of the Realm, likely as a low-level intelligence gatherer.

592 AR - An Ordic Castellan of House Mateu is assassinated in Berck. The castellan, Vigo Carera, had many enemies but was a powerful and influential member of the Ordic government. The assassin is neither caught nor identified. The Unseen Hand later claims responsibility for the assassination. There is some reason to believe that Gavyn Kyle was the assassin, although this would place his involvement with the organization much earlier than evidenced in other documentation. If this is true, it also means he was acting as a double agent, working for both the Unseen Hand and the Ministry. The motives of this plot are unknown but may relate to power struggles within the Llaelese ministries, which were heavily invested in Ordic politics.

595 AR - King Rynnard dies, provoking a quiet but bloody power struggle among the Council of Nobles, during which most of the king's heirs are assassinated or disappear. Archduke Deyar Glabryn, the Minister of the Treasury, comes to power with the support of the Ministries of Internal Security, Trade and Commerce, and Foreign Affairs, taking the title of prime minister. Shortly thereafter Prime Minister Glabryn overhauls the kingdom's intelligence community and cements his control of the kingdom. Gavyn Kyle survives this purge, but most of his superiors and colleagues do not.

598 AR - Gavyn Kyle leaves the employment of the Ministry for Defense of the Realm and is believed to work exclusively with the Unseen Hand from this point forward. He basically vanishes at this time. Encoded ministry records suggest he survived attempts on his life in the wake of his "retirement."

603 AR - The Unseen Hand attempts to provide information to the Llaelese government pertaining to the impending Khadoran invasion. Armand Rhywyn—the leader of the Unseen Hand at the time—is assassinated during a clandestine meeting with Glabryn prior to the invasion.

Early 605 AR - The Unseen Hand begins providing intelligence directly to the Llaelese and Cygnaran militaries and later the Resistance. Gavyn Kyle is believed to assume leadership of the organization during this time.

605 AR-Present - Gavyn Kyle and the Unseen Hand continue to work as freelance clandestine operatives. They take on contracts from dozens of different nations and individuals, from Scout General Bolden Rebal of Cygnar to King Baird II of Ord, and even from leaders of such groups as the Order of the Golden Crucible, the Mercarian League, and the Fraternal Order of Wizardry.

Gavyn Kyle does not exist before the date on the document below. There isn't a single record of his birth, where he lived, where he grew up, or when he began work with the Ministry for the Defense of the Realm. Nothing. As far as I can tell, the man only exists on paper, and barely there. This is where that paper trail begins.

Below is a record of payment sent from the Ministry of Records and Correspondence for transcription of historical accounts to one Gavyn Kyle for the sum of 125 crowns.

Of course, the Ministry of Records and Correspondence never existed; it was a cover for the Ministry for the Defense of the Realm. We routinely spied on countries that were supposed to be our allies—it wouldn't be prudent to have documentation listing payment to a security operative for providing intelligence concerning Cygnar's latest warjack cortex.

—AB

Date: Solesh 16th, 587 AR

To: Gavyn Kyle, Senior Transcriber

From: Minister Terrus di Layne

Transcriber Kyle,

Enclosed is your payment for the preservation work you performed on the ancient Morrowan tome, *The Lion in the Light*. Although I know your preservation efforts were largely unsuccessful, and that this important tome may one day soon crumble away, I trust you learned much about the subject of this fascinating book during your work. I look forward to hearing your thoughts on whether the second volume in this series can be found and if it can be better preserved against the elements that often plague even newer historical tomes.

Services: Preservation of *Lion in the Light*

Fee: 125 gold crowns

Status: Paid in full

—di Layne

This is the first mention of Gavyn Kyle, though Minister Terrus di Layne is a name I've seen many times, just never before 592 AR. There is some compelling evidence Terrus di Layne was an alias of the former leader of the Unseen Hand, Armand Rhywys.

Each of the covert ministries had its own set of codes to describe different activities. I'm unfamiliar with the language used by the Ministry for the Defense of the Realm, but my guess is that "transcription" means simple intelligence gathering. The subject of the above document shouldn't be too hard to figure out.

—AB

The next document does not mention Gavyn Kyle specifically. I believe he might have been involved in the incident to which it pertains. This document describes what was later confirmed to be an assassination orchestrated by the Unseen Hand, one of the few I could find. The target was an Ordic castellan named Vigo Carera, who had made a number of political enemies, including King Baird II himself. Baird has used the Unseen Hand frequently in recent years, and it may be this was the beginning of that relationship.

Date: Ashtoven 16th, 592 AR

To: Watch Commander Orik Varaza

From: Sergeant Hollus Mane

Commander,

I have enclosed all of the important details from my interview with Sandon Kazma, one of the witnesses to the murder of Castellan Carera. The report outlines the incident as Kazma saw it, and for the most part it is very similar to the accounts given by the other witnesses: a man approached Castellan Carera while his bodyguards were distracted, produced a pistol, and shot the castellan once in the back of the neck. The man then disappeared into the crowd and could not be located by the watch.

The difference in Kazma's account is he says he spoke to the gunman at his stall. Kazma is a silversmith and sells small trinkets and charms to passersby on the Way of the Merchant. The gunman bought a handful of Kazma's wares, and gave his name as Lyle Vaynworth when Kazma asked, who noted the man was not one of his usual customers and did not appear to be Ordic.

Kazma said this Lyle Vaynworth threw the trinkets on the ground in front of Transient Square, causing quite a commotion among the beggars who gather there. He apparently timed the disturbance just as the castellan was passing the Square, causing his bodyguards to leave him for a moment while they cleared the path ahead. This gave the gunman—obviously a skilled assassin—enough time to murder the castellan.

The rest of Kazma's account and a description of Lyle Vaynworth can be found within.

—Mane

Exactly one year later, an anonymous Unseen Hand contact claimed responsibility for the assassination. This may seem strange, but it was a standard practice for the Unseen Hand, likely to create a resume for future employers. They carefully and selectively admitted to certain successes in order to secure future employment. Although I can find no hard proof, I believe Lyle Vaynworth to be an alias of Gavyn Kyle. The style of execution and documents I found placing Gavyn Kyle in Ord at the time indicate he might have been the killer. That would mean he was working for the Unseen Hand—likely moonlighting at this point—and the Llaeese government. But why?

There is some historical evidence that various Llaeese agencies were heavily involved in separate arrangements with both the Ordic and Cygnaran governments at the time. This was the onset of a power struggle that would eventually see the rise of Archduke Deyar Glabryn. I have little supporting evidence, but I believe Gavyn Kyle was involved in these struggles and may have become disillusioned with the intrigues taking place at the heart of his own government and its multiple intelligence-gathering ministries.

Working for the Unseen Hand may have started as a useful secondary source of contacts for Gavyn Kyle. I believe his attachment to this organization grew, perhaps seeing it as a foil he could employ to Llael's benefit. The question then becomes: what information was he supplying to the Unseen Hand about the Llaeese government at this time, or was he simply using them?

The trail of direct evidence goes cold for Gavyn Kyle for some time after this. Rynnard, the last Llaeese king, died three years later in 595 AR, and you know about the bloody aftermath. The rise of Prime Minister Glabryn resulted in many changes to the Llaeese intelligence community, including numerous killings as various cabals plotted against one another. Very little has been recorded about this shadow war, but the Ministry for Defense of the Realm was on the losing side of this struggle—it was gutted and later reorganized. Its leadership was placed under men whose true loyalties were to the Ministry of Internal Security and ultimately to Glabryn.

Gavyn Kyle's name is officially removed from all government payroll documents as of 598 AR, three years after this. What transpired in the intervening time is unknown, but I theorize the loss of his superiors and peers as well as the upended state of the Llaelese government resulted in total disillusionment. He went underground. A variety of terse coded documents (see attached packet) unearthed from old ministry records hint at assassination attempts on the ex-spy. It seems clear Gavyn Kyle turned entirely to the Unseen Hand, perhaps hoping he could do his nation more good working for this mercenary organization. In time he seems to have lost even this goal.

—AB

The Unseen Hand was and is a mercenary group of covert operatives with a reputation for having little or no allegiance to anyone beyond those paying their substantial fee. Yet analysis of the jobs attributed to them suggests a pro-Llaelese bias for most of its history, which may have been part of their appeal to men like Gavyn Kyle. And at least once, their leader, Armand Rhywyn, reached out to the Llaelese government with crucial information on

the impending Khadoran invasion. Unfortunately, Rhywyn did not realize the extent to which Glabryn was already involved with the Khadorans. This mistake cost him his life.

—AB

Date: Octesh 13th, 603 AR

My organization possesses information critical to the survival of Llael as a sovereign nation. Enemy forces are mustering beyond our gates, and quick and decisive action is necessary to turn the red tide barreling down upon us. I will pass this information on in person at a meeting place of your choosing.

—R

This letter speaks to Rhywyn's loyalty to his country. He was taking a risk here, likely betraying Khadoran operatives within his own organization to bring information of the impending Khadoran attack to Glabryn's attention.

Glabryn and Rhywyn did meet, I believe, but whatever information Rhywyn had served no one. He died from poisoning a few days after the date of the letter above. Obviously, Glabryn thought Rhywyn far too close to finding out about his own treacherous connection to Khador and had the man silenced.

—AB

I believe Gavyn Kyle took control of the Unseen Hand in early 604 AR, and for a time he seemed to follow in his predecessor's footsteps. Coded correspondence (also attached) to known aliases suggest Gavyn Kyle was hired by Cygnar's Scout General Rebald during the early days of the Llaelese War and provided information on Khadoran troop movements. The Unseen Hand also took no work from Khador during this period, though they had in the past.

It isn't clear if Gavyn Kyle continued to supply Cygnar with information regarding the Khadoran occupying force. He may at least have kept information from Glabryn that would have aided the Khadorans. For that I suppose he is deserving of some thanks.

I have an interesting theory regarding Armand Rhywyn and Gavyn Kyle. As far as I can tell, Rhywyn only existed on paper. It may be that he and Gavyn Kyle are the same person, and that he had reason to fake his death and change his name shortly after the invasion. Why? Who can say? Perhaps Glabryn or Khadoran agents had gotten too close to Armand, or maybe he had decided to change from supporting Llael to more selfish pursuits. Gavyn Kyle's later activities certainly support the latter.

—AB



Following Gavyn Kyle's trail after the war becomes slightly easier. He and the Unseen Hand took numerous contracts from various parties. Gavyn Kyle and I have worked with or against some of the same clients, so I was able to use my own contacts to obtain notices of payment to the Unseen Hand, as well as letters from Gavyn Kyle requesting additional coin or resources to complete a contract. This is not exactly interesting or new information. But the fall of Llael represents a turn to pure mercenary work by the Unseen Hand. Perhaps the fall of his former nation forced the master spy to seek solace in his work, or maybe he simply fell prey to greed. I believe the organization, such as it is, may have moved any fixed operational headquarters out of Llael and relocated either to southern Ord or northern Cygnar.

From the period of 605 to 607, Gavyn Kyle took on increasingly more contracts. So many that he couldn't possibly complete all of them himself. But, as the documents below show, he did just that, despite being one man with clients spread across thousands of miles.

—AB

Date: Rowan 2nd, 606 AR

To: Obavnik Rachlavsky

Obavnik,

I have arrived in Caspia, and I am eager to begin investigation into the activities of the Order of the Golden Crucible branch in this city. I already have credible evidence they are aiding the Llaelese Resistance by supplying military-grade warjack cortexes to the rebels through Midfast; however, I find myself in need of additional equipment and supplies and coin to continue my research. Therefore, I must ask for an additional twenty-five percent over my original fee.

I am sure you understand it is not uncommon to encounter unforeseen expenses in my line of work, and I only ask for this increase so that I may provide you with the best possible service and outcome for your coin.

I will await the funds in Caspia at the Grinning Boar inn.

--GK

Only a year after the War, and he's working for the Khadorans...against the Resistance...for The Prikaz Chancellery, no less. Disgusting. It turns my stomach that a once-patriotic servant of Llael turned against his countrymen for coin. I do not understand such pragmatism.

—AB

Date: Rowan 3rd, 606 AR

To: Master Hagan Cronan

Obavnik,

I am now in Midfast as you requested and ready to begin my investigation into the interest the Prikaz Chancellery has shown in the Gallowswood. If I am to enter those forbidding woods in search of Orgoth ruins, I fear I must request additional monies to cover certain expenses necessary to protect myself from the dangers I will most certainly encounter.

The Order of the Golden Crucible has been a favored client, and I am loath to ask for more coin, but in this matter I have little choice. I assure you, however, your money will be well spent, and you will certainly have the information you desire and the means to put it to use.

I will await the funds here in Midfast at the Laughing Lady.

--GK

These documents tell me two things. One, by this period Gavyn Kyle is willing to bilk his clients out of additional coin at every opportunity. Two, he can be in two places separated by a thousand miles in the space of a single day. That's some feat, even for a man as resourceful as Gavyn Kyle.

A simple mistake in the date? Possibly. But if I've learned anything about this man, it's that he is meticulous to a fault. Something as sloppy as an incorrect date on a letter to a client seems unlikely. Is Gavyn Kyle a master arcanist with the ability to travel great distances in the blink of an eye? Hardly. It's also strange that he would conduct such correspondence directly, rather than through aliases. I believe he has begun to use his name and reputation to request higher fees for his junior operatives. He may represent an entire network of covert operatives all assuming a single name. Gavyn Kyle and the Unseen Hand may be one in the same, but he may be a man of many faces—quite literally.

If this is true, it's brilliant. Imagine trying to track down a dozen skilled covert agents all assuming the same identity. You'd end up chasing your tail around the whole of western Immoren—something with which I've become quite familiar. It also begs the question—is there a real Gavyn Kyle at all? Perhaps this apparent change in morality and goals suggests the original Gavyn Kyle perished during the Llaelese War and was replaced.

—AB

I continued my search for Gavyn Kyle primarily by following his various correspondences with his clients. In nearly all cases these were letters to Gavyn Kyle rather than from him. He (or they if you believe he is more than one man) is obviously much better at ensuring his messages get to the correct party than are his clients.

From what I can tell, Gavyn Kyle's clients are well satisfied with his work and return to him time and again. King Baird, for example, makes extensive use of the Unseen Hand for a variety of covert affairs and is, from what I can tell, one of Gavyn Kyle's best clients. Not surprisingly for the King of Spies, Baird wanted to know more about the man behind the Unseen Hand, and put one of his men on the job. I recently intercepted the following missive sent to Bastian Lattimore's, one of King Baird's "special investigators," from an Ordic spy who believed he was close to finding Gavyn Kyle's base of operations.

—AB

Date: Doloven 3rd, 608 AR

Lord Lattimore,

I am close now. I have followed the leads you provided, and I have tracked the man who leads the Unseen Hand to his abode, a small sloop moored in the Port of Carre Dova. I believe my next letter to you will reveal the true identity of Gavyn Kyle.

--Vissel

I was able to gather the same "leads" mentioned in the note above from my own network of informants, some of whom maintain positions in King Baird's network of spies. I went to Carre Dova, I found the ship, and I found it empty—well, almost empty. I found the bloated, stinking corpse of Vissel Ortenda, Lattimore's man, stuffed in a sea chest in the captain's cabin. He'd been shot in the back of the neck at point-blank range—the burnt ring of the gun barrel where it had been pushed against the skin was still visible. There was only the one wound, so Vissel got to spend the last few minutes of his life choking on his own blood.

Did Gavyn Kyle kill the man himself? I can't answer that. I think it's clear that Lattimore had gotten close to finding out something. Maybe Gavyn Kyle's identity, possibly even confirmation of one my own theories in this dossier.

I'll add this. Vissel's had been dead a good week. Why was the body still there? I have a sneaking suspicion I was meant to find it. Maybe I've been getting a little too close myself.

—AB

I don't spook easily, but after Carre Dova, my willingness to continue searching for Gavyn Kyle and the Unseen Hand has grown as cold as his trail. I'm no fool, and I know the evidence I've compiled was perhaps too easy to find. When I think about it, all of what I found seems carefully placed, orchestrated to be just difficult enough to quiet any doubt about its validity.

I was casting about, looking for any lead that might further this investigation, and I found nothing. Then the following letter was shoved beneath the door of the chambers I keep in Duke Delryv's estate in Rhydden. The Duke's estate is in the heart of Free Llael. It's surrounded by soldiers, and many of my own agents keep quarters there. To put it bluntly, not even I could have reached that room without raising the alarm.

My Dearest Anastasia,

I am quite flattered you have taken such an interest in me. I have nothing but the greatest professional admiration for your skills and your unwavering service to our beleaguered country. I only wish I had more time to aid the Resistance as you have.

As much as I would dearly love to make your acquaintance in person and chat about our profession and our homeland, I must, with some disappointment, ask that you pay me the professional courtesy of discontinuing your investigation. I know you hate to disappoint your clients, just as I do, but in this case it is wholly in your best interest to abandon this pointless (and fruitless) inquiry.

I hope you will not think ill of me; perhaps we might someday work together toward a common goal.

P.S.

I believe the enclosed amount more than covers your fee.

--GK

I have one final thing to add to this dossier: my cancelled contract and the fee you paid me to begin this investigation. Consider the matter closed and consider me off your payroll and free from this contract. As I said at the beginning of this dossier, I know less about who (and at this stage I'm willing to say "what") Gavyn Kyle is, how he is connected to the Unseen Hand, and if he is in fact one man or many. Perhaps the information I've gathered will be of some use to you, but I warn you, following this path any further is unwise. Some things are better left in the shadows.

—AB

AGREEMENT

This agreement made and entered into this

25th day of Ashtoven 608 AR,

by and between

Anastasia di Bray, hereinafter referred to as the "Agent," and [REDACTED], hereinafter referred to as the "Contractor." The Agent shall seek information regarding the identity and whereabouts of one Gavyn Kyle, hereinafter referred to as the "Subject." In addition, the Agent shall seek information regarding any connection and activities between the Subject and the organization known as the Unseen Hand.

The Contractor agrees to pay the Agent 2,000 gold crowns upon signing this contract and 4,000 gold crowns on completion of this contract and delivery of all documents and other written correspondence and records relating to the Subject. An additional 2,000 gold crowns shall be paid to the Agent if the information supplied to the Contractor results in the capture of the Subject.

This agreement will terminate once the conditions for completion of the contract have been met or if either the Contractor or the Agent voluntarily voids the contract. If the Contractor voids the contract, twenty-five percent of the agreed-upon completion fee will be paid to cover the Agent's expenses. If the Agent voids the contract, all fees paid to the Agent must be returned to the Contractor.

Anastasia Di Bray

[REDACTED]

BRAIN STORM



BY CHARLES FOSTER III AND WILLIAM SHICK

CHRONICLED BY MICHAEL SANBEG

ART BY CARLOS CABRERA, ANDREA UDERZO, AND KIERAN YANNER



The emergence of the Cephalyx as an insidious new Mercenary contract has been brewing for quite some time within the secret development chambers here at Privateer Press, and all of us at *No Quarter* have been looking forward to seeing those mind-bending subterranean villains take the stage in a Battle Report of their own. Now, paired with this issue's Cephalyx Model Previews, there's no better time to see the Cephalyx in action.

As heartless manipulators and uncaring foes of all other races, it was easy to imagine Cephalyx forces under Exulus Thexus' command battling it out against nearly any faction in either *WARMACHINE* or *HORDES*. Ultimately, however, we decided the unnatural proclivities of the Cephalyx would best be countered by the nature-inspired forces of the Circle Orbos. And it was no coincidence, of course, that this provided our Circle player the opportunity to unveil Una the Falconer—accompanied by, in its own debut, her very own Rotterhorn Griffon.

Balance of Power

Mark a zone (12" × 6" rectangle) and place two flags in accordance with the diagram below. Starting on the second player's second turn, at the end of each player's turn a player earns control points (CP) as follows:

- Friendly Flag: Dominate = Opponent loses 1 CP before players score CPs this turn (minimum = 0)
- Zone: Control = 1 CP, Dominate = 2 CP
- Enemy Flag: Control = 1 CP, Dominate = 2 CP

Victory Conditions

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

Scenario Rules

Easily one of the most unique scenarios in this year's Steamroller, "Balance of Power" is the only scenario that allows a player to actually reduce his opponent's control point total based on his own board position.

The Battlefield

Envisioning the conflict erupting within a territory held by the Circle Orboros, we provided an array of obstacles and obstructions in the form of moss-encrusted standing stones and a modest forest on one end and, at the other, one of the new Privateer Press water features currently being crafted for use at this summer's Lock & Load GameFest.



CEPHALYX



Army Construction – Will Shick



My first step in building my Cephalyx army was to decide whether to use the Cephalyx Mercenary contract or Exulon Thexus' theme force, which is featured in the upcoming *Forces of WARMACHINE: Cephalyx*.

As tempting as it was to include a Pistol Wraith or two in my army through the contract, I ultimately opted to go with the theme force. The Tier 2 benefit that grants Mind Slaver & Drudge units Ambush would be extremely potent against the Circle Orboros, which relies heavily on its high mobility. Being able to threaten Charles' flanks when and where I chose would force him to keep his army clustered near the center of the table. In addition, gaining a free Agitator solo from the Tier 3 benefit would be extremely useful in increasing my army's potential hitting power.

When it comes to warcasters, Exulon Thexus is an absolute monster. His amazing feat, combined with a great spell list and ready access to cheap, durable channelers thanks to his Spell Driver ability, allows Thexus to ruin any opponent's best-laid plans. There's nothing like the glee of seeing the shock on your enemy's face as you use a combination of spells and your feat to maneuver into destruction a key model he thought he'd kept safe.

With the theme force in mind, I started off by taking one of each monstrosity for Thexus' battlegroup. The Warden's Shield Guard ability would be huge against Krueger's ranged attack, denying him the first hit and minimizing the threat of Sustained Attack. While low on range, the Quake and Catch abilities on the Subduer's Net Launcher synergize amazingly well with Exulon Thexus' host of model manipulation abilities, and I've previously caught many an opponent off guard with a pair of Telekinesis spells and Exulon Thexus' feat. And the Wrecker does... well, exactly what its name implies. But, best of all, this trio of monstrosities is a bargain at a mere 20 points.



With my battlegroup sorted, I moved on to troop selection. I knew I wanted at least two full Cephalyx Mind Slaver & Drudges units to make solid use of the Tier 2 Ambush benefit. And of course, a full unit of the new Cephalyx Mind Bender & Drudges was a must. With the option to cast three SP 8 magic attacks, channel AOE 4, POW 12 attacks through grunts, or my favorite, give up to three drudges +4 MAT and STR along with a 4" advance, this unit is an absolute toolbox of awesome.

A pair of Cephalyx Agitators came next, as I wanted to make sure I could have Instigate up where and when I needed it. My next big decision came when trying to figure out what mercenary unit to pair with the Cephalyx Dominator. I finally settled on Croe's Cutthroats, as Poison plus Backstab can net a huge amount of damage dice. And while such a combination can be difficult to pull off in many Mercenary armies, easy access to Telekinesis and Rampager makes getting the back strike bonus completely within reach on most turns.

With four points left, I grabbed a unit of Cephalyx Overlords, adding another trio of SP 8 magic attacks to my arsenal.

Will of Darkness Tier 3

Model/Unit	Points
ET Exulon Thexus	+5 warjack pts
S Subduer	7
WD Warden	6
WK Wrecker	7
CA Cephalyx Agitator	2
CA Cephalyx Agitator	*Free
MB D Cephalyx Mind Bender & Drudges (10)	6
MS D Cephalyx Mind Slaver & Drudges (10) x2	6 each
OL Cephalyx Overlords	4
CC Croe's Cutthroats (10)	10
CD Cephalyx Dominator	1
Total	50

*Theme Force discount



GIRGLE ORBOROS



Army Construction – Charles



For my first-ever *No Quarter* Battle Report, I wanted to make sure I had a full toolbox of options to bring against Will Shick and his Cephalyx army. I have been playing quite a few games with Krueger the Stormlord

over the last few months, and I felt confident he was my best option. Since Will's Cephalyx Mind Slaver & Drudges would be able to Ambush starting on round two, I needed to strike hard and fast and then get out to deny him the opportunity to counterstrike. Krueger's feat, Hurricane, and the Telekinesis spell would give me options to manipulate the board and stay beyond the range of Exulon Thexus' tricks.

I wanted to be able to cast spells as often as possible, so Megalith seemed like a perfect choice for Krueger's battlegroup. Using Geomancy to cast Telekinesis, Gallows, or even Lightning Storm one extra time could ultimately make all the difference. My next candidate was a Warpwolf Stalker. With Reach and Berserk, plus its animus Lightning Strike, I could maximize the damage and then retreat to prevent retaliation. I was concerned, however, about dealing with three heavy monstrosities

with the ability to channel spells and 36 damage boxes each. With correct placement and a decent volume of troops, Will could effectively screen his monstrosities from my warbeasts—but the Rip Horn Satyr offered the perfect solution to this problem. With Bulldoze, I could simply push models out of the way.

Una the Falconer has been on my radar since her beautiful model first came across my desk. In addition to her discount on griffon warbeasts, she brings a significant ranged game with three initial Bird of Prey attacks. She also gives her battlegroup the Bird's Eye ability, which allows models to ignore cloud effects, forest terrain, and intervening models when determining LOS. Bird of Prey attacks also include Black Penny, allowing her to ignore the firing-into-melee penalty. To pair with this deadly bird girl, I decided on the Rotterhorn Griffon. The new animus on the Rotterhorn, Acceleration, allows a friendly Faction model to perform a special action *after* that model's activation. With a discounted cost of only 3 points thanks to Una's Specialization, this warbeast was a perfect fit.

I wanted to utilize the full potential of the Acceleration animus from the Rotterhorn Griffon, which meant my model choices would have to be able to capitalize on this animus. Naturally I thought of the Druid Stoneward & Woldstalkers and their Zephyr special action, which allows the unit to immediately advance up to 3". This would let me peel away the front lines of Will's army and then back off, once again



without opening myself up to retaliation. Along those same lines, I looked to the Blackclad Wayfarer as yet another target for Acceleration. The Blackclad Wayfarer's Phase Jump special action would allow him to attack and then teleport away from danger. After adding in some Shifting Stones for movement shenanigans, I filled in the last few points with a Swamp Gobber Bellows Crew and a Gallows Grove.

	Model/Unit	Points
K	Krueger the Stormlord	+5 warbeast pts
M	Megalith	11
RS	Rip Horn Satyr	9
WS	Warpwolf Stalker	10
DS W	Druid Stoneward & Woldstalkers x2	5 each
BW	Blackclad Wayfarer	2
GG	Gallows Grove	1
SS	Shifting Stones x2	2 each
SK	Stone Keeper	1
SG	Swamp Gobber Bellows Crew	1
UF	Una the Falconer	3
RG	Rotterhorn Griffon	3
	Total	50 Points



Deployment



Mercenaries – Will

My deployment was fairly straightforward, with Exulon Thexus and his monstrosities taking up the center-right near the flag with the Cephalyx Mind Bender & Drudges unit mixed between. I placed the Cephalyx Overlords unit on the left. They would not be hindered by the shallow water, and this put them in a great position to utilize their spray attacks to clear out the center zone or the area surrounding Charles' flag.

Last but not least, I placed one Agitator in the center and one on the right. This ensured I would have ready access to Instigate where I assumed I'd need it most.

Circle Orboros – Charles

Two units of Cephalyx Mind Slaver & Drudges lying in wait to Ambush my army ensured that, by the end of my first turn, I would need to be in or near the center of the board. I deployed mostly to the center, leaving a unit of Druid Stoneward & Woldstalkers on each flank to suppress a possible ambush, and I placed Una the Falconer and the Rotterhorn Griffon near my right flank to clear up any possible flag jams Will could attempt with his Ambushing units.

Advanced Deployment



Mercenaries – Will

Led by the Dominator, Croe's Cutthroats deployed on the left flank where they could threaten the Warwolf Stalker, Una, and the Rotterhorn Griffon with their Poison attacks or could race up the field to potentially control the flag depending on Charles' reaction to my initial turns.

Circle Orboros – Charles

I placed the Shifting Stones in a position that would allow me to shift both units around the stone obstruction just outside the scenario zone. I planned to move my battlegroup within the two units of Stones in preparation to control the zone on my second turn.





Round 1

Mercenaries – Will



My first turn went like most of my first turns do: a whole lot of running forward while screaming at the enemy. As such, Thexus allocated 1 focus to each of the monstrosities.

First, I had Croe's Cutthroats run forward, careful to place them so Charles' Woldstalkers would only be able to get a couple shots at the very front members thanks to their Stealth ability. While I kept them mostly on the left flank, I put one of the forward members touching the center zone. I figured Charles would see the challenge, and I hoped to bait him forward so I could get a nice feat turn at the top of round two.

The Overlords ran next, keeping slightly behind the Cutthroats. They were followed by each of the monstrosities running forward. The Warden moved toward the flag while the Subduer ran straight up the center, again to hopefully get into position for a possible second-turn feat from Thexus. The Wrecker ran a bit to the left, moving into the shallow water far enough that I could Telekinesis him out next round if I needed to.

Finally, the Mind Bender unit ran, doing its best to block any potential Gallows pulls Charles might attempt on my monstrosities. I didn't expect Charles to make that play on his first turn, but I find it's better to form a habit of doing something so you don't forget it when it actually counts!

Exulon Thexus advanced and cast Deceleration, giving my army a healthy +2 DEF and ARM against Charles' ranged attacks.

Round 1 (continued)

Circle Orboros – Charles



I decided to test my luck and see if I could pick off the two Cutthroats in the zone, forcing Will to make a bigger commitment on his next trip to the zone. To do this, I was going to need to use Telekinesis to move a few of the Woldstalkers forward in order to be in range. To get that rolling, Megalith advanced directly behind the large stone just beyond the zone and, using Geomancy, cast Telekinesis to move a Woldstalker forward. Then I riled it for 1 fury.

The Swamp Gobbers advanced next and created a 5" cloud centered on the stone obstruction. The first unit of Shifting Stones Teleported wide, taking advantage of the Stone Keeper's 8" command range to keep everyone in formation. I placed the Shifting Stones around the obstruction, using it as a wall to prevent my army from being dragged out by Exulon Thexus' feat, then the second unit of Shifting Stones Teleported adjacent to the first unit. The Warpwolf Stalker used Controlled Warping for Prowl and ran into the Swamp Gobbers' cloud for Stealth. The Gallows Grove used Strange Growth to enter the forest, also for Stealth. The Rip Horn riled for 1 fury and ran into the forest for cover.

Krueger cast Stormwall, advanced, and used Telekinesis to shift a second Woldstalker forward. Next, the Rotterhorn Griffon advanced toward the Woldstalkers on the far left side of the board, used Acceleration on the Stoneward on the right side of the board, and riled for 1 fury. The far right unit of Woldstalkers used Zephyr to advance 3", then advanced about 4" toward the Cutthroats—just enough to make sure they wouldn't be hindered by Stealth—and took a couple of shots. The first missed, but my luck was better the second time and I eliminated a Cutthroat. After their activation ended, Acceleration triggered to allow the Woldstalkers to Zephyr away from the remaining Cutthroats. The second unit of Woldstalkers advanced and used Zephyr, and Una the Falconer advanced and cast Watcher.

Round 2

Mercenaries – Will

The threat of my Ambushing Mind Slaver & Drudges units had done exactly what I had hoped it would, causing Charles to cluster his army toward the center of the table. His clever use of Shifting Stones, however, meant I wasn't going to be able to capitalize on my feat this round, as the Shifting Stones are immune to Thexus' push effect. After reviewing the board for a bit, I realized I had two options. The first was to play this turn conservatively and hand Charles the initiative in hopes of grabbing it back from him in round four. The second was to try and manipulate Charles into doing some piece trading that would ultimately work in my favor. The second option was far riskier, but given Thexus' host of board manipulation abilities and Charles' current positioning, I was confident I could swing the battle undeniably in my favor.

I began the turn by Ambushing my first unit of Mind Slaver & Drudges on the left flank into a perfect position to threaten Charles' flag. With my numerical superiority, this move put Charles in a pretty rough position, as he couldn't effectively deal with both the Ambushing unit and the Croe's Cutthroats who were also advancing up that flank. At best, he could (and, I hoped, *would*) use Krueger's feat to slow me from rolling the left flank and potentially grabbing a lead in control points.

With that done, Thexus allocated 1 focus to the Subduer. It was time to put my plan into motion.

I started by having the Subduer run into the zone, using my control area measurement to make sure the monstrosity was within 10" of the Shifting Stone inside the

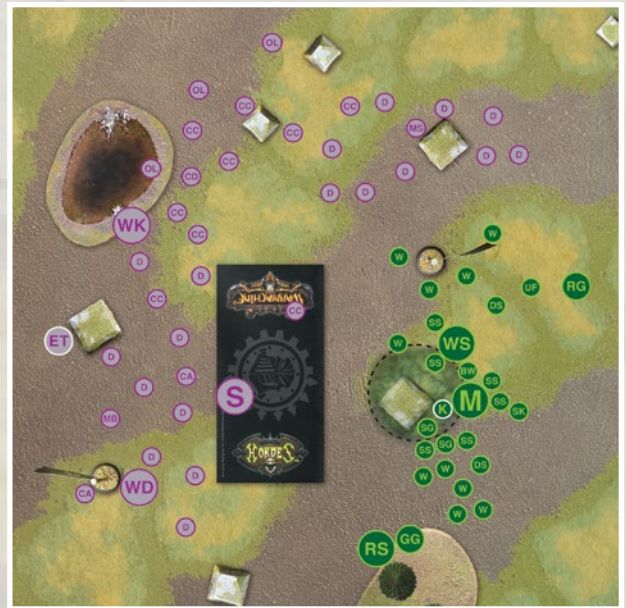
Swamp Gobbers' smoke cloud and of the Rip Horn Satyr. This position also put him well within charge range of the Stalker. Since the Shifting Stones would have to activate first to open the charge lane for the Stalker, however, even with Sprint, such a move would put the Stalker within reach of my Wrecker. But I was more than happy to trade my 7-point Subduer for Charles' 10-point Stalker.

Next up, the Mindbender unit ran into position to threaten the center of the board.

I decided to activate Thexus following the Mindbender unit, since his activation would determine several of my next moves. Using Thexus' Spell Driver ability to channel through the Subduer, I cast Rampager on the Rip Horn Satyr, inflicting 2 damage to my Subduer. Even with concealment from the forest, I only needed a 6 to hit the overgrown goat, and I got it handily. Charles had positioned his models such that there wasn't room for the Rip Horn's base to move behind the forest. But, unbeknownst to Charles, my intention wasn't to take his Satyr out of charge range. No, I planned on giving that Satyr exactly what it wanted. I still needed to put on a show, however, so I advanced the Rip Horn and turned its back toward my line. Then I used its attack to smash Charles' Gallows Grove to tinder.

I now had a choice. I could cast Deceleration, or I could channel Hex Blast through the Subduer and try to eliminate the teleportation threat of one of Charles' Shifting Stone units *and* potentially remove his Blackclad Wayfarer as well. Figuring most of my army was safe from Charles' ranged game, I opted for the Hex Blast. The Subduer took another 2 points of damage as Thexus' magic raged through its flesh. Needing only a 9, the spell hit easily. But that was the end of things going right. My damage rolls on both the Stone and the Wayfarer, despite boosting the former, turned out badly, and both lived on. Thexus then advanced back to safety behind the nearby standing stone.

Unfortunately for me, the lackluster Hex Blast was but a foreshadowing of the rest of my offensive luck this turn.



Croe's Cutthroats advanced forward, giving me a few shots on the Woldstalkers opposite them. Despite hitting with all three of my shots, not a single damage roll came up higher than a 5, leaving Charles' unit unscathed.

Now there was little left but to set up the board and hope Charles would dance to the puppet strings I was pulling. I advanced the Warden, bringing it within charge range of the Rip Horn following a Telekinesis on Charles' turn. Then I advanced the Wrecker out of the water and into position to charge the Stalker after it killed my Subduer.

Then everything else in my army ran into position for my hopefully crippling turn three. The Ambushing Mind Slaver & Drudges ran forward to pressure Charles' flank, the Overlords ran up the flank to threaten the center of the board, and the Agitators both ran farther into position to make sure I'd have easy access to Instigate for next turn.

The trap was set. Now it was simply a question of whether Charles would take the bait.



Round 2 (continued)

Circle Orboros – Charles

This turn needed to be about crippling Will's monstrosities and minimizing the number of models Thexus would be able to use his feat against. Una upkeeped Watcher, and I used Serenity from the Shifting Stones to clear the last few remaining fury from Megalith and the Warpwolf Stalker. The Rotterhorn Griffon advanced and cast Acceleration on the Stoneward from the first unit of the Woldstalkers. That unit then used Zephyr to advance, advanced again, and killed the Mindbenders blocking the Rip Horn Satyr's charge lane to the Warden. The remaining Woldstalkers took a few shots against the Warden for a total of 6 damage. Accelerate then triggered on the Stoneward, allowing him to Zephyr the Woldstalkers backward 3".



Una the Falconer cast Acceleration on the Blackclad Wayfarer and advanced toward the zone. The second unit of Shifting Stones Teleported the Blackclad Wayfarer in front of the Cutthroat in the middle of the zone, after which the Blackclad blasted three Cutthroats with Stone Spray, missing one of them. Acceleration then triggered on the Blackclad Wayfarer, allowing him to Phase Jump back to the Shifting Stones near Krueger.

With that done, it was time to get down to business and put some hurt on Will's monstrosities. The first unit of Shifting Stones Teleported Megalith beyond the stone obstruction

and into melee with the Subduer. Megalith's initial attack connected, placing Weight of Stone on the Subduer to drop him to DEF 7. Megalith then attacked four more times to inflict a total of 23 points of damage over all five attacks. I then used Geomancy to cast Lightning Storm on the Subduer for an additional 3 damage, leaving a Lightning Storm for me to Telekinesis Megalith into after finishing off the monstrosity.

The Woldstalkers on the right side of the board advanced and used Concentrated Fire, targeting the models in the zone. The first Woldstalker shot the Subduer for 5 damage, after which the next two opened fire on the Mindbenders directly in front of them. The first Mindbender was killed, but the second passed his Tough roll. The fourth Woldstalker took a shot at the Subduer, at last finishing it off, and the final Woldstalker missed a shot at the remaining Cutthroat in the zone.

Krueger needed to move up to make sure the Rip Horn would remain in his control area once it activated. He used Telekinesis to place a Shifting Stone forward, which would create a bunker to prevent Exulon Thexus from dragging him out to be murdered. I checked Krueger's control area one more time and, finding a decent amount of models in his control range, decided to use his feat to stall Thexus' momentum. Krueger then advanced and cast Telekinesis on the Rip Horn Satyr to place him 2" forward, changing its facing to allow it to charge during its activation. With the Satyr in place, Krueger spent 2 more focus to use Telekinesis to put Megalith slightly in the Lightning Storm. This prevented Will from just walking into combat with Megalith.

Now it was time for the Rip Horn to earn his keep. The Rip Horn Satyr's Aggressive ability allowed it to charge the Warden for free, and both of its initial Bladed Gauntlet attacks connected to trigger Chain Attack: Grab & Smash. I used a head-butt attack to take advantage of the Rip Horn's Hard Head ability, easily taking out the Warden. The only model still left in combat was a single Mindbender, which the Rip Horn Satyr took out as well.

The Gobbers advanced and threw a Cloud Cover around Krueger and his surrounding support models. The Warpwolf Stalker Warped for Prowl, riled for 1 fury, and ran around to the Swamp Gobber cloud to gain Stealth and position himself to go all-in on the last monstrosity next round.

Round 3

Mercenaries – Will

Oh, man! I didn't foresee the Teleporting Megalith move at all. Though it meant the Stalker wasn't quite where I had expected it to be, looking at the board at the start of my turn I couldn't help but wring my hands in a delightfully evil fashion. Charles didn't know it yet, but he'd just handed me all three of Krueger's warbeasts on a silver platter.

I kicked off the turn by bringing in my second Ambushing Mind Slaver & Drudges unit on the right board edge across from the Rip Horn, and then Thexus allocated 2 focus to the Wrecker.

It was time to snap the trap shut.

I started the turn by advancing the Overlords into position to hose down the Woldstalkers, who had lined up perfectly last turn. Two sprays later, the unit was reduced to just the Stone Keeper. Next, I had the center Agitator advance and use Instigate in preparation for the Wrecker's and Mind Bender unit's activations.

Now it was time for Thexus to really flex his...erm, brain, I suppose? The big, bad Cephalyx kicked off his activation by once more casting Rampager on the Rip Horn, using the advance to move the warbeast outside Krueger's control area and show his furry backside to the Mind Slaver & Drudges. Then Thexus advanced to the opposite side of the standing stone, moving forward just enough to get the Stalker into his control area and, I thought, to stay beyond Krueger's Lightning Bolt range. Thexus cast Telekinesis on the Wrecker, placing him 2" forward. I then used the Cephalyx warcaster's feat, Telekinetic Tide. While it didn't affect much of Charles' army, it did hit the models I cared about. Megalith got pulled forward so the Lightning Storm AOE would no longer be an issue for the Mind Benders *and*, as an added perk, put his back arc facing Croe's Cutthroats for that sweet, sweet Backstab bonus. Then I pushed the Stalker 2" toward the Wrecker, bringing it within charge range.

The Wrecker activated next, charging for free thanks to Thexus' Aggressive Reaction ability having triggered off Megalith's new placement. With the Agitator's Incite up, the Wrecker was effectively MAT 7 and P+S 19 on its attacks. The first two initial attacks hit, bringing the Stalker down to just 8 damage. Then Chain Attack: Bloodbath triggered, allowing the Wrecker to finish off the Stalker and the Stoneward as well. Since I didn't want to lose the Instigate bonus, I elected not to use Beat Back on any of the attacks.

One beast down, two to go.



I now turned my attention to Megalith. I advanced Croe's Cutthroats to bring them all within range of Megalith and then let fly with seven crossbow bolts. Though, sadly, Poison had no effect, the boosted damage rolls thanks to Backstab still netted me 11 damage on the Wold. This put him well within killing distance for the Mind Bender unit.

The Mind Bender & Drudges went next, advancing forward into melee with Megalith. The Cephalyx leader cast Adrenal Flood, using Psychic Projection to channel the spell from two other members of the unit at the paltry cost of their brains exploding. This meant three of the four remaining Drudges would be hitting at an effective P+S 18, thanks to Adrenal Flood and the nearby Agitator's Instigate bonus. Even without the charge, some above-average dice rolls saw Megalith reduced to dust and splinters beneath the Drudges' aptly named "Battering Fists."

Two beasts down, one to go.

If any of the warbeasts' fates this turn had never been in doubt, it was the poor Rip Horn's. As per usual, I advanced the Agitator on the right and used Instigate. This was followed by a charge from the newly arrived Mind Slaver & Drudges unit, which unceremoniously pulped the Rip Horn into Satyr slurry.

Three beasts down, none to go!

To finish off the round, I had the remaining Mind Slaver unit run toward Charles' flag—which would have put them in control of it if not for that one annoying Shifting Stone. It was still worth it, however, as it forced Charles to divert critical resources to dealing with this unit rather than engaging the core of my force. Drudges are cheap and plentiful, after all.

Round 3 (continued)

Circle Orboros – Charles



Mistakes were made! I hadn't expected Thexus' Rampager spell to walk the Rip Horn Satyr to his death or the Warwolf Stalker to be dragged into charge range of the Wrecker. Losing all three warbeasts in a single turn was rough—but Thexus didn't cast Deceleration. It was time to end this game.

All-in on Exulon Thexus! To make a hole for Krueger's assassination run, I knew I would need to clear out at least part of the zone. The remaining unit of Woldstalkers used Zephyr, then aimed and killed three Mindbenders. Next, the Blackclad Wayfarer advanced and sprayed toward the flag, taking down a Drudge. Una the Falconer cast Dog Pile



on one of the Drudges near the flag, then unleashed her Birds of Prey against the Drudges to kill three of them. The Rotterhorn Griffon cast its animus on itself and charged for free thanks to Dog Pile, taking down one Drudge with its first initial attack but missing with the second. I bought one more attack against the same Drudge, but it passed its Tough check. Acceleration triggered, and the Rotterhorn Griffon used Shriek to auto-hit and kill another three Drudges and the Cephalyx Slaver, leaving only one Drudge near my flag.

Krueger was RAT 6, and because Exulon Thexus was currently behind cover, I would need a 12 to hit. Krueger's Lightning Bolt ranged attack was ROF 3 with Sustained Attack, so if I connected with any shot, I would automatically hit with any additional attacks. Because Exulon Thexus was hanging on to only 1 focus, he was at ARM 15 and had 15 damage boxes. I needed two average boosted dice rolls of a mere 10 to take him down.

Krueger Teleported forward and boosted his first shot—a miss! I bought another shot, boosted, and hit. I then boosted the damage roll for a total of 7 damage points! I bought another attack, boosted the damage roll, and came up short, rolling a 10 and leaving Thexus with 1 box left!

I then Teleported the remaining unit of Shifting Stones in front of Krueger and had the Swamp Gobbers work their magic with another Cloud Cover, desperate for any means to protect Krueger as I prepared myself for the wrath of the Wrecker.

Round 4

Mercenaries - Will

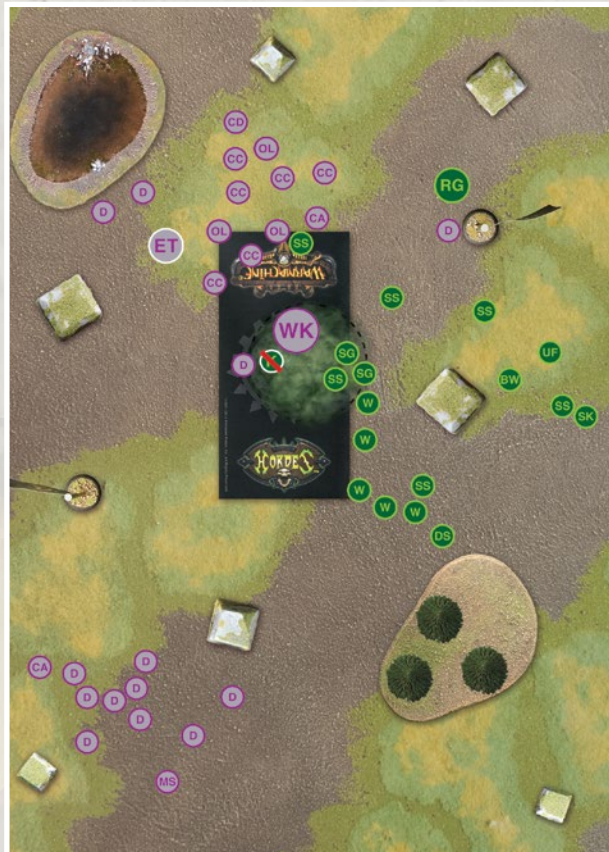
Well, Thexus scraped through that by the skin of his teeth!

With the dice coming up 10 on Charles' last roll for the assassination, it was basically a forgone conclusion that Krueger would be spending the night on Thexus' surgical table. The question was really just how that was going to play out.

I kicked off the turn by allocating 3 focus to the Wrecker. Thexus activated first and cast Telekinesis on the two Shifting Stones blocking the Wrecker's lane to Krueger. The Agitator in the center advanced and put up Instigate once more.

As my hand reached for the Wrecker, I caught sight of the Mind Bender unit. It would take triple sixes to kill Krueger with the last Adrenaline Flooded Drudge. But if that happened, it would be an ending to remember. So, I activated the Mind Bender unit, advanced into melee with Krueger, had the Cephalyx leader cast Adrenaline Flood on the single remaining Drudge, and laughed as it smacked Krueger for 11 points of damage.

My fun concluded, the Wrecker activated and advanced into melee with Krueger. With the back strike bonus and Instigate, the boosted attack roll hit with no problem. Krueger was dead before the resulting damage roll even hit the table.



Conclusion

Mercenaries - Will



I knew from playtesting that Circle Orboros was a tough matchup for Cephalyx, with Circle's mobility and placement shenanigans helping to counter Cephalyx's own toolbox of board control elements. Charles played a great game too, and a slight miscalculation on my part almost ended in my defeat. Even if I had lost with Krueger's nearly disastrous round-three assassination run, I knew I would fondly recall the sheer destruction I was able to lay down on Charles' army in the third turn. To reduce him from three healthy warbeasts to zero in a single turn was just glorious, and it really highlighted all the great things Cephalyx brings to the Mercenaries faction: board control, model manipulation, and fantastic hitting power. I can't wait to pair this list up and take Mercenaries to the table in our next Staff Steamroller event!

Circle Orboros - Charles



I had expected Krueger the Stormlord to give me a leg up against the Cephalyx, and he nearly did. Even after Will destroyed all three of my warbeasts in a single round, victory was still only snatched away by a pair of below-average damage rolls. I'm definitely looking forward to using this same list in a rematch.

Without a doubt, Una the Falconer and the Rotterhorn Griffon were incredible additions to my army, and the Rotterhorn's animus is going to be especially sought after for almost every Circle list I have. And with the insane amount of damage the Rip Horn Satyr can inflict, I'll take one into that rematch against any army Will cares to bring.





QUICK SHOT SCENARIO

IMMORTALITY

BY MICHAEL G. RYAN & MATT GOETZ • ART BY ALEKSEY KOVALENKO & JAMES WOLF • MAP BY MIKE SCHLEY

PART 2: ACT OF MURDER

Immortality is a six-part adventure scenario for use with the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*. Each part builds on those preceding it, and the whole adventure is designed to be easily integrated into a Game Master's existing campaign as a standalone adventure. It centers on the machinations of the central villain, Vladislav Abrosim, as established in the adventure *Spirit in Steel*

(*No Quarter* #44) and continued in the first part of *Immortality* ("Undeath Metal" in *No Quarter* #53), though it is not necessary to play either of those adventures to enjoy this part of *Immortality*.

"Act of Murder" is designed for 3–5 Hero-level characters between 0 and 8 XP each. It takes place in the city of Gorogrey in southern Khador, near the Ordric border, although the city can easily change to suit the Game Master's campaign. The specifics of the city itself are limited to a few key locations within the adventure, allowing the Game Master to adapt it to fit the needs of his game.



SCENARIO SYNOPSIS

In “Act of Murder,” the PCs investigate the seemingly random torture and murder of a playwright, following clues and trails to a final confrontation with the killer—a villain in the service of a madman even more twisted and violent than himself.

FOR THE GAME MASTER

Makar Iokav, a lieutenant for the former Greylord Abrosim who has turned to evil acts of necromancy, is en route to rejoin his master and deliver the souls of seven innocent people he recently collected to further the Greylord’s pursuit of immortality. In the city of Gorogrey, Iokav expected to find a secret encoded message from another of the Greylord’s lieutenants, an alchemist, telling Iokav where to meet Abrosim, but Iokav killed the messenger without obtaining the message. Now Iokav is searching for the messenger’s wife, whom he believes has the message, while throwing obstacles in the way of those who might be pursuing him.

Iokav works for Vladislav Abrosim, once a member of the Greylords Covenant who has become obsessed with achieving his own immortality regardless of the cost to himself or others. Iokav operates under the belief—perhaps ill advisedly so—that Abrosim intends to elevate his many lieutenants with him once the Greylord achieves his nefarious goal.

In general, Iokav has been blinded by his devotion to Abrosim, by the former Greylord’s overwhelming charisma and intellect, and by the strong allure of the promise of immortality. Iokav’s own charm and aggressive nature made him an ideal candidate for Abrosim’s machinations. Thus, Iokav uses his magnetism both to further his hunt for the messenger’s wife and to convince the city watch that the PCs on his trail are, in fact, the messenger’s killers.

Abrosim watches all of his lieutenants through undead ravens he controls, and Iokav is in disfavor due to his inability to maintain secrecy and discretion. Previously, Iokav was forced to flee an operation in a fringe temple of the Cult of Cyriss, where he gathered the souls he seeks to deliver to Abrosim. Now, the death of the messenger and the escape of the messenger’s wife have convinced Abrosim that Iokav is a loose cannon and a threat to his secrecy. The investigations by the PCs are simply the last nail in Iokav’s coffin. Abrosim is prepared to sacrifice the souls Iokav gathered for him if it deters the PCs or anyone else from getting too close to the Greylord himself.

GETTING THE PLAYERS INVOLVED

The adventure begins within the limits of the border city Gorogrey, where the PCs have either come of their own volition or pursued Iokav after completing the earlier adventure, “Undeath Metal.”

If the players are being introduced to the adventure for the first time, they can be arriving in Gorogrey to see their associate Osip Levin after receiving a communiqué from him, suggesting both he and his wife are worried they have inadvertently fallen in with the wrong people and are in need of the PCs’ protection. He offers to host them in exchange for their help, though the Game Master should phrase the communiqué to be as compelling as possible for the PC party.

If the PCs have completed the earlier adventure “Undeath Metal,” they may be pursuing Iokav following a tip from Evelina, whom they rescued

VLADISLAV ABROSIM

Once a high-ranking member of the Greylords Covenant, Abrosim is now a renegade, pursuing necromantic secrets and tomes of forbidden knowledge in his quest for immortality. While still a Greylord, he established secret laboratories across Khador to further his research into Orgoth, Cryxian, and other black magic. Once these were exposed, he set up operations all over western Immoren. Now he is served by a host of lieutenants who gather technology, artifacts, knowledge, and souls to achieve his dark goal: to live forever, even if it costs the lives of hundreds—or thousands.

from Iokav. After two weeks of no information as to Iokav’s whereabouts (Game Masters should adjust this time suit their individual campaign’s needs), Evelina lets the PCs know she has pieced together an important clue from the stories of the other freed prisoners. Iokav had apparently spoken of a man in Gorogrey, Osip Levin, who would lead Iokav to his nearest superior—an alchemist also in Abrosim’s employ. He spoke so disparagingly of Osip, she tells them, that Osip is clearly an unwilling agent whose own life may well be at risk.

A simple way to get new PCs involved is to have a landlady, neighbor, or even street beggar assume the PCs are city watch and approach them on the street after seeing someone drop off the balcony of an upper-story dwelling as if robbing the place. See **Scene 1: The Stage Is Set**.

SCENE 1: THE STAGE IS SET INVESTIGATIVE

The adventure begins when the PCs reach the second-story residence of Osip Levin. Regardless of whether they came here in pursuit of Iokav, at Osip’s invitation, or as a result of being approached in the street for help, they encounter the same scene.

As the PCs approach Osip’s door, read or paraphrase the following:

The door to the dwelling stands ajar, and the coppery smell of blood fills the shadowy corridor. As you approach, you see red splashes on the walls within and a blood puddle pooling in the doorway.

Inside is a scene of mayhem and murder. A dead man, his throat slit, is tied to a chair in the middle of the main room. The cuts and bruises marking his face, and the bloody slashes across his sleeves and shirt, tell a tale of torture. The room itself has been looted. Clothing and paper are scattered everywhere. A writing desk in one corner seems to have been aggressively ransacked. Adjoining the main chamber is a bedroom, which has also been searched. A window leading to a balcony stands open in the bedroom, its glass cracked and a bloody handprint on both the latch and the pane itself.

If the PCs choose to search the dwelling, several clues can be found in a variety of different places. Each clue can only be found once, though different characters can search the same location to provide assistance to skill rolls or to find clues overlooked by another PC. If a roll matches the target number of a previously rolled result, the PC discovers the next highest result. The information they might uncover includes:

CORPSE

If the PCs investigate the body, read or paraphrase:

The dead man did not die quickly—he was cut, sliced, and beaten in numerous places before finally being finished with his throat slit and left to bleed to death. He was middle-aged, dark-haired with grey at the temples, short, with a face that, even in death, conveys friendliness. His features are youthful; if he were alive, he might even appear naïve.

The body is Osip Levin. PCs can investigate the body to gather information about the murder. Each piece of information can be determined with the application of an assortment of skills. The skills and their target numbers are described below.

- **Forensic Science/12:** The man has not been dead long—bruising suggests he died no more than two hour ago.
- **Forensic Science/14:** Indentations around his bloody finger indicate a wedding band was taken from him.
- **Forensic Science/16:** Bruising on his tongue and in the back of his throat suggest something was forced into the dead man’s mouth that choked him. A closer inspection reveals a small fold of paper forced down his throat with blurry text written on it in code.
- **Interrogation/12:** The savagery of the throat wound strongly suggests the interrogators were not skilled torturers and either ineptly killed the victim during interrogation or brutally terminated their torture.
- **Cryptography/16:** The message in the dead man’s throat reads, “Message was lost. Seeking to recover but no guarantee. Need to know how to reach Abrosim. Find me.” It is signed “Iokav.” This can be deciphered with a Cryptography skill roll against a target number of 10 if the PCs use the segmented metal cylinder device located in the desk (see below).

DESK

If the PCs investigate the desk, Read or Paraphrase:

The centerpiece of the main room is an elaborate desk with chairs on either side to accommodate two users. It has been searched at length; damage has also been done to the desktop with an edged weapon of some sort. The drawers are opened and empty, its inkwells spilled, its small shelf of books and scripts swept clean. Upon closer inspection, all of the dozen or so scripts are by “Osip & Alicia Levin.” Scattered about are a comparable number of contracts between the pair and the Vellik Cellar Theater.

DETECTION

A character searching the desk can make a Detection skill roll to discover the following:

ROLL	INFORMATION DISCOVERED
12	A contract for a “new three-act play, tentatively entitled <i>After Death</i> , by Osip” signed by Osip and countersigned by Vellik, who is credited as the producer and director of the Vellik Cellar Theater.
13	A page of script with a note attached: “What is this language here? Seems out of place in scene. Is this some kind of code? Come see me about this.” Signed by Vellik. The scene seems to be about a man cursing the gods for his mortality, broken up with a line of garbled letters. The jumble of letters on the page can be deciphered by making a Cryptography skill roll against a target number of 14 to read, “Place message here in final draft.”
15	One of the books on the shelf stands out further than the others. Behind it is a small metal box secured with a high-quality lock. A Mechanical Engineering or Lock Picking skill roll against a target number of 14 opens the box, revealing a segmented metal cylinder within. It is covered in letters used to create codes by turning its segments. A Cryptography skill roll against a target number of 12 can confirm it is set for encoding the message in the page of script and can use it to decode both the script entry and the swallowed message.

BEDROOM

If the PCs investigate the bedroom, read or paraphrase:

The bedroom has been searched. Women’s clothing is thrown among the garments strewn across the floor and the unmade bed. The drawers of a single dresser have all been torn open and searched. The wardrobe has also been tossed. A small spatter of blood on the floor indicates someone was injured in the room. The droplets lead to the window.

DETECTION

A character searching the room can make a Detection skill roll to discover the following:

ROLL	INFORMATION DISCOVERED
12	A box knocked from a shelf in the wardrobe with a skull over the image of a bird. An attached note: “This ought to kill off those birds bothering you.” It is signed by a man named Rostov.
13	Among the scattered clothing in the room are several new, quality garments. Most are women’s clothes and look far more expensive than the other clothing in the room.
15	A balled-up receipt, dropped by the bed. It is a tab for a tavern, the Point of Departure, in the name of Rostov Genki. Stamped over the numbers of a sizable debt is a thick black stamp that reads: “PAID IN FULL.” Below this is a handwritten note: “Osip, the barkeep gave me this. Why did you pay my tab? Where is this money coming from? I’ve heard Kabalis mercenaries in the bar talking about you, saying they’re coming for you when your new play is done. We need to talk.” It is signed by Rostov.

BEDROOM WINDOW, BALCONY, AND ALLEY BELOW

If the PCs investigate the window, Read or Paraphrase:

The bedroom's only window is open and has a spider-web crack in it, spreading out from a bloody handprint. Beyond is a dark stone and metal balcony with blood spattered on the railing. Below, the empty alleyway is scattered with trash. Bloody boot tracks trail away from the doorway and down a back staircase to the street below.

PCs can investigate the window, balcony, and alley to determine what happened in this location. Each piece of information can be determined with the application of an assortment of skills. The skills and their target numbers are described below.

- **Forensic Science/12:** The bloody handprint on the window is small and narrow, likely a woman's hand.
- **Detection/12, Animal Handling/12:** Putrid smelling black feathers are scattered across the balcony. A successful Animal Handling roll identifies them as raven feathers from a dead bird. There are several piles of untouched bait mixed with poison pellets scattered across the balcony.
- **Tracking/12:** Blood on the railing suggests the person who came this way fell or dropped from the balcony railing, and a diminishing trail of blood appears in the alleyway below. A small pool indicates the bleeding person paused near a garbage pile at the end of the alley. The blood trail dissipates completely a few dozen feet down the main street.
- **Detection/14:** In the pile of garbage are the remnants of a script entitled *After Death* by Osip Levin, missing Alicia's name. Pages are torn from it and there is blood on the cover. If the PCs used the Tracking skill to follow the blood trail to the garbage pile, the target number to find the script is reduced to 10.

Once the PCs have searched the dwelling thoroughly, Daiga, a next-door neighbor (who may have been the concerned person who summoned the PCs, if that was how they arrived on the scene) comes to see what's going on in Osip's apartment.

Daiga is horrified to see the chaos, muttering how she just saw Osip last night as he returned from the Point of Departure. The PCs can get additional information from Daiga using various social skills. Aggressively interacting with her, such as using the Intimidation or Interrogation skills, results in her stammering and having difficulty recalling information, imposing a -2 penalty to the roll. She responds best to gentle treatment, such as through the Bribery or Negotiation skills. A successful skill roll reveals the following:

ROLL	INFORMATION DISCOVERED
10	Osip and his wife Alicia Levin are playwrights. They've been arguing a bit lately.
12	Osip has been spending much of his free time at the Point of Departure, a local tavern, with his "drunkard" friend Rostov.
14	She saw a man she now believes might have been the killer: a tall, thin man with sharp features and short, blond hair. He was carrying a strange looking metal device matching the description of the vessel containing the stolen souls from "Undeath Metal."

If she is left alone, or once she's revealed what she knows, Daiga nervously withdraws, saying she's going to the town watch for help. Just before leaving, she nervously asks if Osip's wife is also dead. If the PCs tell Daiga they haven't found her body, the old woman seems mildly comforted and expresses hope that Alicia is safe.

AFTERMATH

From here, the PCs may elect to pursue a number of different avenues: they may approach the mercenaries of House Kabalis who are bandying about the dead Osip's name; they may seek out Rostov in the Point of Departure; or they may seek out the producer/director Vellik from the Vellik Cellar Theater. Each location has its own unique clues about the murder of Osip, the whereabouts of his wife Alicia, and the plans of the villain Iokav.

SCENE 2: ENTER STAGE LEFT ROLEPLAYING/INVESTIGATIVE

This scene is a three-part investigation spread across the town of Gorogrey. Following clues obtained in Osip's dwelling, the PCs can visit one, two, or all of the following locations in any order, picking up additional information in each place.

The combination of clues from all three locations point the PCs toward the Mertivy Cemetery, where Osip's wife Alicia is hiding in the mausoleum Osip recently purchased.

HOUSE KABALIS MERCENARY COMPANY

When the PCs visit House Kabalis, read or paraphrase:

The mercenary company is housed in a simple two-story building that would be completely inconspicuous if not for the bars on the shuttered windows, the reinforced metal entry door, and the spyholes in those windows and door. It exudes an air of hiding in plain sight.

House Kabalis is a mercenary fraternity, a two-story building with no external indicators of what's housed within. Despite this, it is not difficult to locate—their leader, Stevan Igoris, has made it easy to hear about his operation by spreading the word in some of the seedier locales around Gorogrey.

Anyone attempting to enter the building is immediately confronted in an entryway by armed guards who won't allow passage through the entryway's only interior door. It is necessary to convince the guards in order to meet with Stevan Igoris, the leader of the Kabalis mercenaries, though money will expedite the negotiations. The PCs can bribe their way in with at least five crowns and a successful Bribery roll against a target number of 11. If the PCs' backgrounds are applicable, such as the Mercenary Charter adventuring company, they may also convince the guards to escort them to Igoris as possible mercenary employees with a successful Negotiation skill roll against a target number of 10. The Game Master should consider other skill options like Deception, Seduction, and Intimidation as additional means for the PCs to gain access to Igoris. Additionally, the PCs may elect to wait for Igoris

to leave the mercenary house on his own, follow him, and conduct an exchange with him when he is more vulnerable. Igoris is always accompanied by at least two House Kabalis guards.

STEVAN IGORIS

Igoris meets with prospective clients in a small interior room with a single door and no windows. As the PCs approach Igoris' office, they can faintly hear him chuckling with companions within, jeering:

"... and the woman wanted to pay me thirty koltina to guard an empty grave!"

His laughter cuts short the moment his door opens. Four guards accompany him, though Igoris hardly looks like he needs protection—he's a hulk of a man, with an unshaven face, wild hair, and a red drinker's nose.

Igoris is friendly if the discussion focuses on the PCs hiring him and his men, the PCs coming on board to work for Kabalis, or if the talk turns to bribery. He is very defensive about his mercenary operation—he recognizes that his business is not as well known as larger groups like the Steelheads or the Devil Dogs, but he considers his success to be proof enough that his independent enterprise is just as good. Any criticisms directed at the mercenary company impose a -2 penalty on Negotiation or Streetwise rolls made to interact with Igoris. A successful social skill roll reveals the following:

ROLL	INFORMATION DISCOVERED
10	Igoris was approached four days ago by a skinny blond man who called himself Iokav and who was looking for personal protection while in the city of Gorogrey. He paid for a group of mercenaries to accompany him, specifically asking for mercenaries skilled in interrogation.
12	Igoris assigned a few of the rougher mercenaries, including one trained in interrogation techniques, to accompany the blond man while "meeting an associate" in the city, a man named Levin.
13	A blonde woman who met briefly with Igoris fled from House Kabalis after seeing one of Iokav's mercenary guards enter the building. She wanted to hire someone to guard an empty tomb in the Mertivy Cemetery.
14	The contract with the blond man is to expire tomorrow morning, by which time the mercenaries' employer will supposedly have left town.

If Igoris feels he's being accused or confronted, he demands the PCs leave, and if he feels threatened, he won't hesitate to take up arms against them. If combat ensues, Kabalis mercenaries outside the room hear the commotion and join the fight. Depending on the PCs' XP, add between 4–10 additional mercenaries after the first round of the encounter. (See p. 108 for the Kabalis mercenaries stats.)

If the PCs defeat Igoris and his mercenaries, they will find among the documents on Igoris' desk a contract between House Kabalis and Iokav that has him employing a team of bodyguards until tomorrow morning at dawn, at which time the contract is fulfilled and expires. They will also find notes about his meeting with a blonde woman who wanted him to guard an empty tomb in the Mertivy Cemetery.

POINT OF DEPARTURE

When the PCs visit Point of Departure, read or paraphrase:

The tavern Point of Departure is in a neighborhood that mixes personal residences with upscale businesses. The tavern has its own doorman, who appears to be a combination of guard and greeter. Its windows are frosted, and live music drifts from behind the curtain that covers its entrance.

Point of Departure, or POD, is a middle-of-the-road tavern that defies expectations—it's brightly lit with a small house band that plays in the round, and the tables, chairs, and bar itself are all carved of cleanly polished wood. The bartender, Leyna, is social and outgoing. She knows Osip, though not his wife, and she is horrified if told of his death. She describes him as a gentle man, pleasant and smart. She can confirm Osip paying off both his and Rostov' bar tabs, something he'd never done before, as Osip always seemed on the verge of being broke. Beyond this, she knows little about him. If asked, she knows some members of House Kabalis patronize POD, but she considers them harmless. She also knows Rostov Genki, and she points him out at a table close to the band.

ROSTOV GENKI

Rostov is a former battle mechanik who elected for early retirement after saving a great deal of his money just so he could walk away from war. He now makes a living periodically teaching other mechaniks the tricks of the trade, but for the most part, he sees himself as independently wealthy and free to do little or nothing. He drinks with regularity—POD is his home away from home, and it was here that he met Osip. He is friendly, if a bit gruff, and if told of Osip's murder, he is stunned and notes "it's a good thing he bought a tomb for himself, I guess." He then becomes withdrawn, reluctant to talk for fear that he's risking his own well-being by discussing the murder. Before he will talk, the PCs need to calm him with a successful Negotiation roll to convince him of their intent to find the murderers. A successful Negotiation roll reveals the following:

ROLL	INFORMATION DISCOVERED
8	He noticed Osip has been throwing money around very casually for the last week or so, buying people drinks, and recently picking up Rostov's sizable tab at POD despite Rostov's own wealth. Osip refused to discuss his new writing gig, which Rostov believes was the source of his newfound wealthy, but Osip made it clear that his wife Alicia was <i>not</i> working with him this time. He also knows that Osip spent some of his money on buying a tomb in Mertivy Cemetery, though Osip doesn't know why.
10	Osip complained of being "spied on" by big ugly blackbirds on his balcony. Rostov tried to calm him by sending around poison to deal with the birds. He took the statement as paranoia and a sign that Osip's latest work was wearing on the writer's mind.
12	He overheard mercenaries from House Kabalis speaking about Osip three days ago. They seemed to be planning to "see" him, but it was unclear where or when.

STEVAN IGORIS

PHYSIQUE	PHY	7
SPEED	SPD	6
STRENGTH	STR	5
AGILITY	AGL	3
PROWESS	PRW	4
POISE	POI	4
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	4



HAND CANNON			
RAT	RNG	AOE	POW
5	12	—	12



MACE		
MAT	POW	P+S
5	4	9

Abilities: On a critical hit, a living character hit has a chance to be knocked out by the attack. If the target suffers damage from the attack, he must make a Willpower roll against a target number of 14. If the target succeeds he stays conscious. If he fails, he is knocked out.

INITIATIVE	INIT	14
DEFENSE	DEF	11
(Infantry Armor -2)		
ARMOR	ARM	14
(Infantry Armor +7)		
WILLPOWER	WILL	10



COMMAND RANGE: 6
BASE SIZE: SMALL
ENCOUNTER POINTS: 12
EQUIPMENT:

Hand Cannon, Infantry Armor, Mace, 75 gc

VELLIK CELLAR THEATER

When the PCs visit Vellik Cellar Theater, read or paraphrase:

Vellik Cellar Theater is easily missed—it seems to be little more than a small one-room chamber tucked in among larger businesses. But just inside is a metal spiral staircase that leads down to the theater proper.

The Vellik Cellar Theater is an underground playhouse, its stage nearly in the round with two balcony levels of seats encircling it and a stone floor for standing room only. The hallways and staircases leading to the balcony seating are narrow and dark, though the stage itself is brilliantly lit, even during off hours. At the back of the stage are thick red curtains that conceal a large open warehouse space for props, set dressings, wardrobes, and carpentry materials. Beyond this area and on both sides are small dressing rooms, one of which belonged to Osip and Alicia Levin. There is also a crude office here where the PCs can find Poul Vellik, owner and manager of the theater.

There are always workers around—stagehands, extras, and the occasional actor. Vellik always likes an audience, so he prefers to discuss even the most private matters on the stage or among the theater workers.

STEVAN IGORIS

ABILITIES:

Leader – Friendly characters within this character's command range gain a +1 bonus to attack and damage rolls.

Battlefield Coordination – While in this character's command range, friendly characters do not suffer the firing into melee penalty for ranged attacks and spells and do not have a chance to hit friendly characters when they miss with ranged or magic attacks while firing into melee.

Natural Leader – A character with Natural Leader increases his command range by 2'.

Parry – While armed with a hand weapon, the character cannot be targeted by free strikes.

Riposte – Once per round when this character is missed by an enemy's melee attack, immediately after the attack is resolved he can make one normal attack against the attacking enemy.

SKILLS:

NAME	STAT	RANK	STAT + RANK
Command	SOC	1	*
Hand Weapon	PRW	2	6
Intimidation	SOC	1	*
Negotiation	SOC	2	*
Pistol	POI	1	5
Streetwise	PER	2	6

POUL VELLIK

Vellik is an elderly man, moody, prone to overacting his own emotional distress, and a rapid speaker who often repeats himself. He is world-weary and eternally put upon, with very little sense of humor and a morbid belief that all things are meant to culminate in disaster. It is not necessary for the PCs to use any skills to learn most of what Vellik knows, though he slips by mentioning "how much time Osip was locked away in that office of his in back" and will resist allowing them to investigate Osip and Alicia's writing room unless they make a successful Negotiation skill roll against a target number of 15. Vellik appreciates the art of good speechcraft, however, so a character may attempt an Oratory roll in place of the Negotiation skill so long as it is sufficiently dramatic.

Vellik willingly offers the following information:

- Osip came to Vellik and proposed a new play—*After Death*, a tale of immortality. Vellik agreed to the concept, but Osip only shared his first draft with him, which contained an odd bit of text that seemed to be deliberately garbled. Osip never responded to Vellik's queries about this text. Vellik was under the impression that Osip was working on it with someone other than his wife, someone who was dictating the plot from afar.
- Just two days ago, Osip pressed Vellik to buy large quantities of storable food and jugs of water for him and to store it in a prop casket the theater had in storage. If asked, Vellik will lead the PCs to where the casket was stored and is surprised to see it missing. A character can make a Tracking roll against a target number of 10 to recognize scratches in the wooden theater floor where the casket was dragged. The drag marks lead to a pair of loading doors in the alley behind the theater.
- Vellik recalls Osip saying, "Nobody ever bothers you when you're dead." Vellik inferred from that statement that Osip was either depressed or scared, but in the absence of the casket, Vellik leaps to a different conclusion: "I think Osip knew he was going to die. The food and water was likely for Alicia—the casket, however, was meant for him."



WRITING ROOM

If the PCs convince Vellik to let them into Osip and Alicia's writing room, read or paraphrase:

Vellik leads you down a narrow corridor and stops to unlock a small wooden door. Despite being locked, Osip and Alicia's small writing room has clearly been searched. Papers are scattered on the floor, the drawers from the two desks have been removed and emptied, and furniture has been moved around. It is difficult to tell if anything is missing.

DETECTION

A character searching the writing room can make a Detection skill roll to discover the following:

ROLL	INFORMATION DISCOVERED
12	A purchase receipt for a mausoleum in the Mertivy Cemetery under the name Osip Levin. It's located in division 89, plot #4.
13	A checklist of "survival needs" that includes the food Vellik obtained for Osip, plus candles, blankets, toiletries, and weaponry (specifically, two pistols).

AFTERMATH

From here, the PCs may have visited one, two, or all three locations in Scene 2 in order to deduce that Osip's wife Alicia is hiding out in the mausoleum Osip recently acquired, leading them to Mertivy Cemetery.

SCENE 3: THE PLOT THICKENS

ROLEPLAYING

Mertivy Cemetery is surrounded by a tall, thick, ivy-covered wall with a single gated entrance. The gate is rusted open, and the cemetery beyond is gloomy and seems abandoned, though it shows signs of being well cared for. It is large and complex, but the map at the entrance will provide the quickest and most efficient way to find a specific gravesite.

When the PCs reach Mertivy Cemetery, read or paraphrase:

A map etched in stone just inside the entrance indicates that the tomb for Levin, Osip and Levin, Alicia is located in division 89, plot #4. The tomb seems to be a recent addition to the cemetery, based on the freshness of the entry on the map. The cemetery itself is vast, hemmed in on all sides by mausoleums, statues, and headstones. Some headstones are simple, faded, little more than rocks in the earth. Others are ornate with carved statues of soldiers or great beasts. Some tombs are crowned with small shrines while others have dark, yawning open doorways revealing shelf upon shelf of stone caskets within. The stillness of the cemetery belies the hundreds buried here; it is almost as if lifeless eyes are upon you, as if you are being watched as you enter the resting place of the dead.

The tomb itself is a simple aboveground mausoleum, with shelves on either side where caskets are placed inside large drawers. When the PCs arrive, they discover the tomb's door ajar. Once inside, they see a woman cringing against the far wall of the tomb.

In one of the drawers is an open casket stocked with jugs of water and tinned meat, jars of nuts, and other non-perishables. On the floor are a bedroll, blankets, and a pillow. A few candles and some toiletries make up the rest of the tomb's contents.

The woman in the shadows is far from helpless, though she has a bandaged and bloody wound on her shoulder, as if she has been shot or stabbed. If the PCs fail to identify themselves before entering the tomb, she threatens to open fire with a pair of pistols. She begs them to leave her in peace, saying she doesn't want any trouble, until they tell her who they are.

Once Alicia is made aware of the PCs' intentions, she withdraws to the back of the tomb, apologizing for threatening them. She remains suspicious, though, requiring a full explanation of how they found her, who sent them, and what they want.

Alicia Levin is in shock due to her husband's murder, and she is unresponsive to most questions. The information she does provide she offers without hesitation:

- Her husband, Osip, was writing a play at the behest of a stranger who sent messengers—and money—from afar to fund the work. Osip would not allow her to work on it: "To write this may be to write one's own obituary," he told her. They argued about his secrecy often of late. He tried to placate her with gifts of expensive clothing, but this only increased her fears.
- He bought the tomb so they would both have a place to hide if things with his patron went sour. He had lately become certain that once the play was done he would be in danger. She pressed him for information, but learned nothing more. Recently both of them began to see large crows with evil, lifeless eyes on their balcony and at their windows.
- She saw Osip working on a coded message he was clearly inserting into the script. She never had an opportunity to translate it because he hid the device to decode it from her when he wasn't working. She tried to decipher the message in the script once, but the words were gibberish to her.

She becomes hesitant to tell more, clearly slipping into shock as she speaks about the events surrounding Osip's death. A PC can make a Medicine skill roll (or comparable skill roll or spell) to calm her down enough to obtain additional information. Any deliberate words or acts intended to force or trick Alicia into telling what she knows impose a -2 penalty on Intimidation or Seduction rolls made to interact with her. If the PCs choose to approach her by explaining the event leading up to their discovery of her hiding place, they gain a +2 bonus on Negotiation rolls.

Regardless of how much additional information the PCs gain from Alicia, if they make it clear they are not working with Iakov she offers to show them the pages she tore from the script. The pages are hidden in the tomb behind a loose stone, which the PCs can find with a Detection skill roll of 12 if she is unable or unwilling to cooperate with them.

ROLL	INFORMATION DISCOVERED
10	She was hiding in the bedroom when a tall man with blond hair burst in with his thugs and attacked Osip. The script was on the bed. She frantically tried to read the message so she could tell them what Osip would not, but she couldn't decipher it. Then they found her.
12	She was attacked, injured, and fled out the balcony window with the script. Before they could come after her, she ripped the pages with the coded message from the script, then threw it away so they might be delayed from pursuing her further.
14	She tried to hire mercenaries from House Kabalis to guard the tomb she's hiding in, but while she was there, she saw one of the blond man's thugs come through the House's entryway. She fled without giving the House's leader her name.

The pages Alicia tore from the script come from a scene in which the main character, Boris, curses Morrow for his mortality. Throughout the scene, however, are chunks of garbled text with strike-throughs of ink: the secret code. If the PCs have the decoder from the box hidden in Osip's room, they can decode the message without any effort. If they do not, they must make a Cryptography skill roll of 14 to decode it.

The coded message reads:

"Abrosim's cargo train will await you on platform 4, Gorogrey Rail Depot. It departs dawn the day after your arrival. Do not disappoint again. His warning, not mine."

The PCs can ask Alicia about the town's rail depot. It's on the south side of Gorogrey, a loading and unloading station for Ordic goods coming in from the south and for Khadoran exports headed into Ord. Cargo trains and inspectors from both countries junction at this border depot, and Alicia knows it has a reputation for being corrupt because smugglers have cut deals to gain access to the trains.

Alicia is eager to escape the tomb now that she knows she can be found so easily, and she will ask the PCs if they know someplace else she might hide. Even if they have no ideas (and she will not accompany them, if they suggest she would be safest with their party), she will remain certain she needs to move on before her husband's killers find her.

When either Alicia or the PCs emerge from the tomb, read or paraphrase:

As you exit the tomb, you discover the quiet resting place of the dead is now the aviary domain of hundreds of hideous, malformed, moldering ravens. Their eyes glow green in the cemetery's darkness. They move like a single living thing, circling just above the ivy-covered tombs, mausoleums, and gravestones as they begin to land all around you. Their heads tilt as if curious, but their eyes narrow, their caws to one another sound like a mockery of life, and one by one they settle into silent staring, watching, waiting.

The presence of the hundreds of green-eyed ravens watching from tree limbs and atop gravestones and other tombs drives Alicia to open fire on the birds with her pistols, then sends her back inside, shrieking that she's been found. The birds are easily dispersed, but they regroup as if by command, and injuring or killing them has no impact on those that remain. The ravens do not counter-attack; they seem to exist solely to watch. Once she encounters the ravens, Alicia only leaves the tomb if taken by force, unconscious, or dead.

SCENE 4: CURTAIN CALL COMBAT

When the PCs reach platform 4 of the Gorogrey Rail Depot, read or paraphrase:

The warm pre-dawn air is filled with road dust and the pungent smell of oil as you approach the Gorogrey Rail Depot. The interior of the massive structure is dominated by parallel sets of train tracks with loading docks on either side of them and in the middle of the depot. Inside, crane operators use their machinery to unload flatbeds onto the platforms, where laborjacks then move the arriving crates and pallets out into the yard behind the depot or onto outbound boxcars. The overhead lights inside the warehouse leave long shadows, but you can spot armed guards within the darkness. The steam and metal cacophony of rail engines, laborjacks, and hydraulic cranes masks the sound of your approach.

This will prove to be Iokav's last stand, whether he lives or dies. The rail depot is bustling with activity (cranes and laborjacks moving crates every which way) as Iokav and his mercenaries arrive to see Iokav off on the freight train that will take him from Gorogrey, and the arrival of the PCs only heightens that frenzy.

At the first sign of the PCs (who can make a Sneak roll against a target number of 16 to get the drop on the guards, despite their alert state), Iokav's men command them to leave, and if the PCs don't immediately do so, Iokav orders them to open fire, scattering the crane operators and laborjack supervisors from the scene. Iokav flees from location 1 to 2A, then leads the PCs on a gunfight that winds through the depot before culminating in a final showdown at the waiting train at location 5 (platform 4).

If the PCs succeeded in convincing Lieutenant Poparov of Iokav's plans (a roll of 14 or better), she will arrive with 2 watchmen shortly after the battle begins and will join the PCs in attempting to capture Iokav.

1. Iokav, recognizing that his pursuers and possibly the city guard have caught up to him, retreats deeper into the building, drawing his gun as his men scatter for cover and to protect him. As the PCs pursue him, he leaps atop a crate being moved randomly by a crane whose operator has fled. Iokav will lie flat on its top and fire down at the PCs as the crate is lifted over their heads and swung toward 2A. To trap the PCs, one of men opens fire on the control level for the metal door that seals the door the PCs entered through, bringing it crashing down with a thunderous boom.
2. Whether the PCs pursue Iokav directly to one side of the depot warehouse (2A) or try to get around him by going to the other (2B), the events in each location proceeds as noted.
 - A. Two of Iokav's men descend into the locomotive inspection and repair pit, an oblong concrete trench beneath the rails. As Iokav swings by overhead they open fire on anyone pursuing Iokav. Characters in the pit have solid cover.

Meanwhile, Iokav moves from the crate onto an overhead catwalk, drawing a sword and slashing at the ropes securing the crate to the crane. With the crane operator having abandoned

As the PCs depart the Mertivy Cemetery, they find the only gate in or out of the cemetery blocked by a contingent of Gorogrey's town watch, 6 watchmen led by Lieutenant Yana Poparov, who have been pursuing the PC party. After discovering the murdered Osip Levin in his home, Lt. Poparov and her guard have interviewed neighbors and others, learning of the PCs' presence and subsequent disappearance from the scene. They were then approached by a concerned citizen, Stevan Igoris of House Kabalis, who informed the city guard of the PCs' activities, suggesting they were looking for Osip's missing wife, who had also made an appearance at House Kabalis. (Note that if Igoris was defeated by the PCs in combat, the message was delivered by one of his surviving men.)

While searching for Osip's missing wife the city guard learned of Osip's purchase of a tomb from Rostov. This led them to the cemetery, where they hoped to find Osip's wife alive and to stop the PCs from harming her, as Igoris implied was likely. If the PCs do well in their dealing with the city guard, Poparov will concede that Igoris (or his replacement messenger from House Kabalis) seemed to be speaking to her as if from a script, and she suspects he had been encouraged by someone else to implicate the PCs. (Igoris and his men are in fact working for Makar Iokav, who paid the mercenary captain to implicate anyone asking about him.)

Poparov is calm and rational, and she can be reasoned with if the PCs are prepared to convince her they are innocent of any wrongdoing. If they are violent or uncooperative, however, she will not hesitate to have her men take them into custody. If the PCs have an unconscious Alicia with them, the lieutenant and her men will have their weapons out and demand to know what's going on.

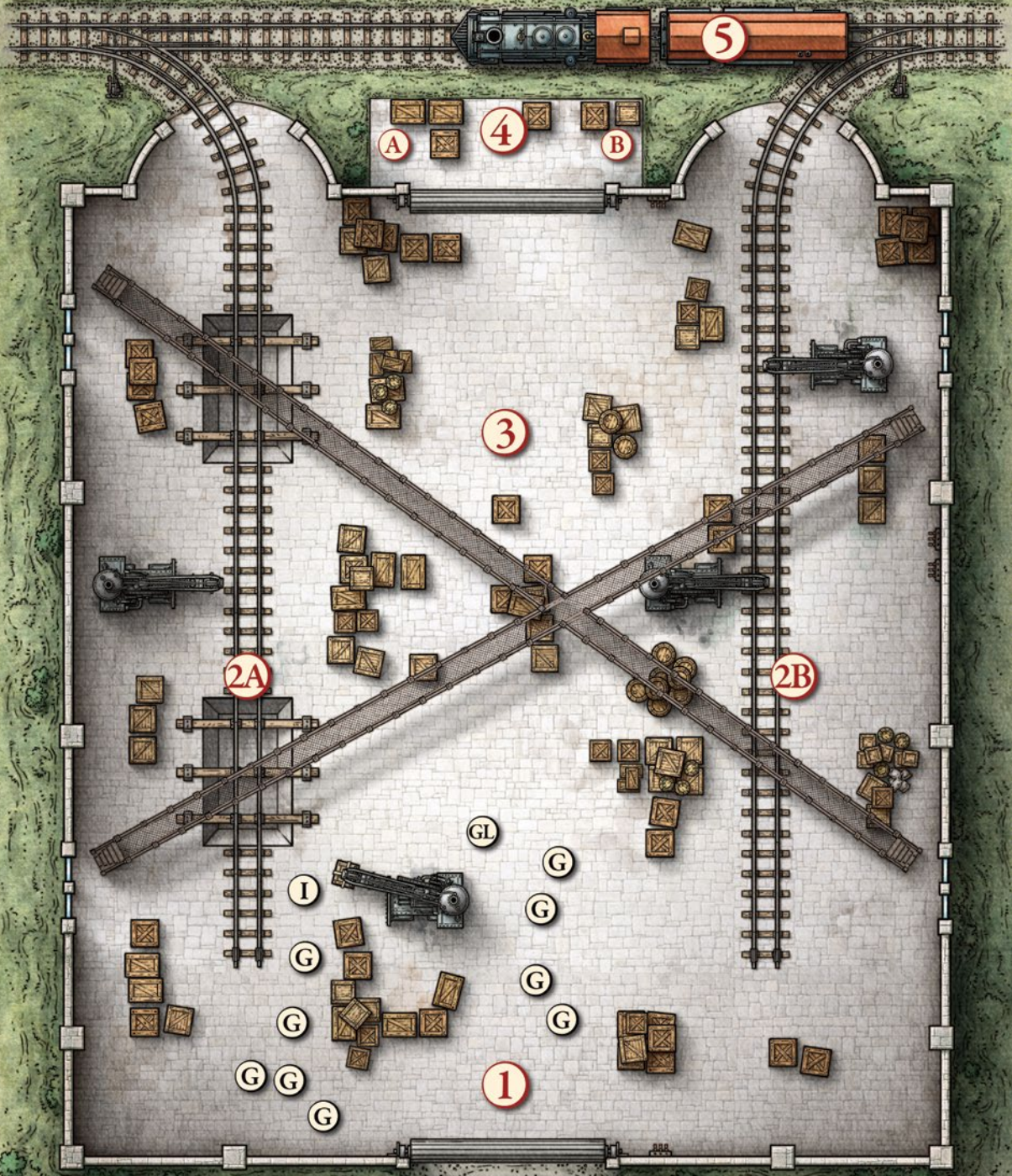
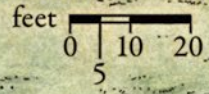
The PCs can convince Lt. Poparov they are being set up and can avoid a violent confrontation with the city guard by remaining calm and providing convincing information to the lieutenant. If they holster, sheath, or otherwise remove the threat of weapons, the PCs gain +1 to social skill rolls to convince Poparov of their innocence; if they are hostile or defiant, the PCs suffer -1 to social skill rolls. Game Masters should adjust the target numbers based on specific player roleplaying actions prior to rolls.


ROLL	POPAROV'S REACTION
9 or less	Poparov remains unconvinced. She asks the PCs for any evidence of their claims.
12	Though she seems skeptical, Poparov is prepared to let the PCs go their own way with a stern warning to steer clear of the Osip Levin murder investigation. Next time, she assures them, they'll be arrested.
14	Convinced that she and her city guard have been used to blockade the PCs, Poparov tells the PCs they are free to go while she pursues the real murderers of Osip Levin. If the PCs offer information to her about the rail depot and Iokav's likely presence there, she will promise to check out their story at her first opportunity, offering no precise timeframe for when she expects to get to it.

After the first failed Negotiation skill roll the PCs suffers a -2 penalty to subsequent social skill rolls. Following the second failed roll Poparov loses patience with their antics and orders them to drop their weapons before commanding her guards to arrest them. At this point the PCs will need to either fight or flee.

If the PCs choose to fight Poparov for any reason, use the Human Watchman stats in *IKRPG Core Rules*, p. 345. Poparov's stats are the same as those of her 6 watchmen.

GOROGREY DEPOT



G = guard **I** = Iokav **GL** = guard leader  = control panel

his post, the crane now swings free. When Iokav severs the rope, the crate falls in a random direction, bursting open and spilling its contents onto the depot floor. Volatile alchemical compounds within mix and burst into flame, setting the floor ablaze. Place a wall template anywhere in the 2A section of the map. A character that enters or ends his turn in the wall area suffers an unboostable POW 12 fire damage roll and the Fire continuous effect.

The erratic steam-operated crane is vulnerable to damage from gunshots, and will blast steam out of any punctures to endanger everyone in range. The steam crane is ARM 16 and can withstand 25 points of damage before being completely destroyed. If an attack on the crane deals damage, place a SP 6 template with the narrow end directly touching the crane and the wide end pointed toward the attacking character. Characters in the template suffer a POW 10 fire damage roll.

A second crane swings uncontrolled between 2A and 2B, hoisting a sizable crate marked "STEAMJACK PARTS." Besides being dangerous in and of itself, if the crate is dropped it will crush anyone standing beneath it and scatter metal parts in all directions, creating a dangerous obstacle course on the depot's floor. If the cargo is dropped place a 3" AOE where it falls and roll d3" for deviation. Characters in the AOE suffer a POW 15 damage roll and are knocked down. The AOE remains in play and is rough terrain.

If Iokav is still under direct fire from the PCs or is being pursued up the crates by PCs as the depot explodes below him, he leaps to catch the hanging ropes that once held the crate and allows himself to be swung from the catwalk in 2A to a different catwalk in 2B. If the PCs either allow him a head start or have proceeded to 2B to try to cut him off, he races down the length of the catwalk to 3.

- B. While a laborjack stomps down the length of the crates stored here, Iokav's men take up positions to fire across the length of the warehouse at the PCs. Along this side of the depot are the controls for metal shutters that seal the windows on both sides of the depot, which one of Iokav's men triggers to throw the depot into shadows. The sun is not yet up outside, and other than the area surrounding the fire in 2A the depot is dimly lit (*IKRPG Core Rules*, p. 225).

The laborjack is a dangerous moving obstacle, as it has no controller to warn it away from the battle. It continues its assigned task of moving boxes from 2B to 3, doing its best to avoid running into the combatants or inadvertently dropping its crates on those in its path. It can also serve as mobile cover for characters moving from 2B to 3.

Another of Iokav's men takes cover behind barrels marked "BLASTING POWDER," one of which he sends rolling toward the PCs, opening fire on it as it goes. His shots miss, and the barrel shatters open to spill a half-dozen skiggs (essentially grenades with legs), bloated on black powder, scurrying for cover (see *Iron Kingdoms Urban Adventure*, p. 63). Alternatively, the barrels simply explode when shot, detonating as an AOE 4. Characters in the AOE suffer POW 12 blast damage. Characters damaged by the blast are knocked down.

The second crane from 2A drops its crate of steamjack parts in 2B as it swings uncontrolled between the two areas when the PCs enter the area.

If Iokav comes from 2A to 2B while being chased, he disconnects the catwalk from the ceiling with a short series of gunshots as he leaps clear, sending it—and anyone still on it—crashing to the floor. He then scrambles over the crates, firing behind himself at enemies as he leaps into section 3.

Iokav and his men hold their positions in 2A and 2B until at least 5 of their number are dead before retreating to area 3, where the fires eventually drives the PCs as well.

3. Amid the mayhem of fire, darkness, gunshots, skiggs, exploding barrels, cranes, laborjacks, and general chaos, Iokav and his surviving men move closer to the only escape route from the burning depot. Here laborjacks sort crates coming in and going out, and posted warning signs indicate to beware their work paths due to their speed and lack of deviation from their assignments. As the operators fled at the first gunshots, the laborjacks have continued to perform the last tasks they were instructed to do, moving boxes between the loading dock and the interior of the depot and between the two sides of the depot itself. It is a dangerous obstacle course that Iokav and his men back through, holding the PCs at bay as they use the moving laborjacks as shields and barriers. Those who weave amid the laborjacks scramble up, behind, and atop stacked crates in the exterior loading yard. Iokav goes for height in 4B, leaving his men to guard his back so he can reach the train on the far side before it rolls out of Gorogrey from platform 4.

Overhead, just before the loading dock bay door that opens out onto platform 4, are a series of skylights encased with vent fans to pull smoke from the laborjacks in the depot. As they escape the depot for the platform, Iokav and his men shoot out those skylights to drop shards of glass on anyone pursuing them or taking cover behind crates near the bay door. If the skylights and fans are shot out, place a 3" AOE where they fall and roll d3" for deviation. Characters in the AOE suffer a POW 8 damage roll.

4. Platform 4. As Iokav and his men reach this area, the engine of the waiting train begins to smoke in preparation for departure. The loading yard itself is open to the sky, and as the PCs chase Iokav and his men into it, the first few green-eyed ravens appear and land on the crates, circle above the burning depot, and cry out their hideous caws from over the battle. Iokav notes them with some distress, though he doesn't allow himself to be distracted for long. As the battle progresses, they begin to accumulate in disturbing numbers, landing on the waiting train, on the tracks, and growing into a dark, moving cloud in the sky overhead.

A. Iokav's surviving men reunite here to form a firing squad to both take down pursuers and draw fire from 4B so Iokav can make it onto the train under cover. They use the crates here for shelter, though at least one of their number goes for height to keep an eye on Iokav as he attempts to escape.

B. Iokav climbs atop the crates here, firing back at the PCs as he prepares to leap to the train in 5. He clutches a metallic cylinder at his belt, which he reaches for numerous times as he makes his escape, reassuring himself of its presence.

5. The train. A single freight car with a single engine awaits Iokav, its steam engine in full preparation for the impending journey. On its door is a deep purple emblem—a snake in a circle devouring its own tail. The train’s sliding door on the platform side of the car is cracked open a foot or two, though nothing inside is visible. By the time Iokav reaches the top of the crates in 4A, the train has begun to slowly move forward, necessitating his leap to the ladder at the front of the freight car.

If at any point Iokav is incapacitated, made stationary, or anything else giving the PCs a chance to overtake him, his hired guards abandon him for dead. If he falls from any height, the glass soul cage he carries with him shatters in the fall, freeing those souls trapped within, which disappear as quickly as wisps of smoke. If Iokav is taken down while on the floor or a level surface, he will shatter the soul cage himself to release the souls before trying to convince the PCs to let him go.

If the PCs mortally wound Iokav and prevent him from escaping, read or paraphrase:

On the tracks just beyond the loading dock, the train that was to bear Iokav pulls out, leaving him to his fate. As you approach the mortally wounded man, you can see the shattered bits of his glass treasure scattered beneath and around his body. His gun and sword are out of his reach, and his bloody wounds tell you it wouldn’t matter even if he could take his weapons up again. He stares at you with hateful eyes as you reach him. “I should have guessed it would end like this,” he breathes his last. “The alchemist promised to help me by killing you, but she is too much like Abrosim. Secret codes and undead birds. Traps and tricks. All melodrama. Still, I hope Morado burns you alive for what you have denied me. You owe me immortality.”

Iokav dies before he can be interrogated. Upon his moment of death, the green-eyed birds burst as one into the sky from all the places they’ve been watching and listening, an explosion of mad cawing and beating wings. They circle once as if to confirm his death, then fly down the track after the departing train and freight car.

If the PCs are not able to prevent Iokav from escaping atop the train car, read or paraphrase:

As the train rolls out of the Gorogrey depot, Iokav kneels atop the car and stares back at you, grinning maniacally, his gun in one hand, his blade in the other. He waves as if he expects to see you again, and then moves toward the ladder to let himself into the train car. But as you watch, a black mass begins to emerge from the loading door that was ajar. At first, you aren’t sure what you’re seeing, but as the dark cloud takes a more distinct shape, you recognize hundreds of black birds. Their caws cannot drown out Iokav’s fury.

“Abrosim, you backstabbing bastard! I did as you commanded!” he bellows at them. Yet they fall upon him just the same.

As they set upon Iokav, attacking him, his shrieks mingle with their furious cries. His gun fires once, and feathers scatter. But in moments Iokav becomes a red, writhing mass, twisting across the top of the freight car, his sword flying from his grip and onto the tracks. Birds begin to take to the sky with torn shreds of flesh, and great chunks of Iokav’s corpse fall from the top of the train and down the hills on either side of the track. Well before the train has reached the first curve in the tracks, Iokav is no more.

HOUSE KABALIS MERCENARY

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	4
Hand Weapon	PRW	1	5
Intimidation	SOC	1	*
Pistol	POI	1	5

PHYSIQUE	PHY	7
SPEED	SPD	6
STRENGTH	STR	5
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	4
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	3

ABILITIES:

Two-Weapon Fighting – While fighting with a one-handed weapon or pistol in each hand, the character gains an additional attack for the second weapon. He suffers –2 on attack rolls with the second weapon while doing so.



PISTOL			
RAT	RNG	AOE	POW
5	8	—	10



SWORD		
MAT	POW	P+S
5	3	8

INITIATIVE	INIT	13
DEFENSE	DEF	12
(Leather Armor -1)		
ARMOR	ARM	12
(Leather Armor +5)		
WILLPOWER	WILL	10

VITALITY: 7

COMMAND RANGE: 3

BASE SIZE: SMALL

ENCOUNTER POINTS: 3

EQUIPMENT:

Leather armor, pistol, sword, blasting powder and bullets for 15 shots, d6 + 3 gc

HOUSE KABALIS GUARD

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	4
Great Weapon	PRW	2	6
Intimidation	SOC	2	*

PHYSIQUE	PHY	7
SPEED	SPD	5
STRENGTH	STR	5
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	4
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	3



GREAT SWORD

MAT	POW	P+S
6	6	11

This weapon must be used two-handed.
This weapon has Reach.

INITIATIVE	INIT	13
DEFENSE	DEF	10 (Full Plate -3)
ARMOR	ARM	15 (Full Plate +8)
WILLPOWER	WILL	10

VITALITY: 10

COMMAND RANGE: 3

BASE SIZE: SMALL

ENCOUNTER POINTS: 3

EQUIPMENT:

Full plate, great sword, 2d6 + 3 gc

ABILITIES:

Shield Guard – Once per turn, when a friendly character is directly hit by an attack while within 2" of this character, this character can choose to be directly hit instead. This character cannot use Shield Guard if he is incorporeal, knocked down, prone, or stationary.

Cleave – When this character incapacitates one or more enemies with a melee attack made with a great weapon during his turn, the character can make one additional melee attack immediately after the attack is resolved. A character can gain only one additional attack from Cleave each turn.

HOUSE KABALIS COMMANDER

SKILLS:

NAME	STAT	RANK	STAT + RANK
Command	SOC	2	5
Detection	PER	1	4
Great Weapon	PRW	2	6
Shield	PRW	1	5

PHYSIQUE	PHY	7
SPEED	SPD	5
STRENGTH	STR	6
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	4
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	3



HALBERD

MAT	POW	P+S
5	4	10

This weapon has Reach.



SHIELD

MAT	POW	P+S
6	0	6

A character armed with a shield gains +1 ARM for each level of the shield skill he has against attacks originating in his front arc.

INITIATIVE	INIT	13
DEFENSE	DEF	10 (Full Plate -3)
ARMOR	ARM	15 (Full Plate +8)
WILLPOWER	WILL	10



COMMAND RANGE: 5

BASE SIZE: SMALL

ENCOUNTER POINTS: 5

EQUIPMENT:

Halberd, full plate, shield, 20 gc

ABILITIES:

Cleave – When this character incapacitates one or more enemies with a melee attack made with a great weapon during his turn, the character can make one additional melee attack immediately after the attack is resolved. A character can gain only one additional attack from Cleave each turn.

Leader – Friendly characters within 5" of this character gain +1 on attack and damage rolls.

Shield Guard – Once per turn, when a friendly character is directly hit by an attack while within 2" of this character, this character can choose to be directly hit instead. This character cannot use Shield Guard if he is incorporeal, knocked down, prone, or stationary.

MAKAR IOKAV

SKILLS:

NAME	STAT	RANK	STAT + RANK
Command	SOC	2	•
Deception	SOC	2	•
Detection	PER	1	5
Disguise	INT	1	5
Hand Weapon	PRW	1	5
Interrogation	INT	1	5
Intimidation	SOC	1	•
Jumping	AGL	1	5
Pistol	POI	2	7
Sneak	AGL	2	6

PHYSIQUE	PHY	5
SPEED	SPD	7
STRENGTH	STR	5
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	5
INTELLECT	INT	4
ARCANE	ARC	—
PERCEPTION	PER	4



REPEATING PISTOL			
RAT	RNG	AOE	POW
7	8	—	10



SWORD		
MAT	POW	P+S
5	3	8

INITIATIVE	INIT	15
DEFENSE	DEF	15
ARMOR	ARM	12
(Mechanika Tailored Plate +7)		
WILLPOWER	WILL	9



COMMAND RANGE: 6

BASE SIZE: SMALL

ENCOUNTER POINTS: 18

EQUIPMENT:

Mechanika tailored plate (clockwork capacitor, compensator and heightened strength runes), repeating pistol, sword, soul cylinder, blasting powder and bullets for 20 shots, 50 gc

ABILITIES:

Acrobatics – The character can advance through other characters if he has enough movement to move completely past their bases. The character also gains +3 on his Jumping skill rolls.

Feat Points – The character starts each encounter with 3 feat points. He is allocated 1 feat point at the start of each of his turns. He can have only 3 feat points at a time.

Feat: Swashbuckler – Once during each of his turns, this character can spend 1 feat point to use Swashbuckler. The next time this character makes an attack with a hand weapon after using this benefit, his front arc extends to 360°, and he can make one melee attack against each enemy in his line of sight in his melee range.

Skilled – The character gains an additional attack during his activation phase if he chooses to attack that turn.

Parry – While armed with a hand weapon, the character cannot be targeted by free strikes.

Prowl – The character gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Riposte – Once per round when this character is missed by an enemy's melee attack, immediately after the attack is resolved he can make one normal attack against the attacking enemy.

To make a ranged attack, the character's ranged weapon must be loaded.

CONCLUSION

With Iokav's death—whether killed by the PCs in the heat of battle or torn to shreds by Abrosim's vengeful crows—the PCs are left with only a few clues to continue the hunt for Abrosim, the mastermind behind the ongoing plot to achieve immortality.

- Searching Iokav's body or the scattered pieces of it that fell from the freight car uncovers a dispatch written in Khadoran: "Iokav: Let those simpletons come no closer to me than Gorogrey. There will be consequences if I am forced to handle them myself." It is unsigned.
- The manifests in the train depot indicate that the single freight car is bound for the terminal at Erofeev, the last stop of a rail line branch headed nearly to the border with Ord. An escort from Tombafyr, an isolated tower just across the Ord border, is expected to meet the train. That escort is someone named Gallo Morado.
- A PC can make a Lore (history or alchemy) skill roll against a target number of 14 to identify the symbol of the snake eating its own tail as a symbol of eternity or immortality.
- While no one the PCs have previously encountered in Gorogrey will readily recognize the name Morado, a PC can make a Research skill roll against a target number of 12 to find to find her name in the local records of Gorogrey—Olivia Morado of Tombafyr in Ord—in border crossing records as someone who has traveled into Khador from Ord for the purposes of purchasing alchemical ingredients at local markets.
- If the PCs ask about alchemists around the markets and taverns of Gorogrey, a PC can make a Streetwise skill roll against a target number of 12 to hear rumors about an Ordic alchemist who occasionally comes to Gorogrey with a few guards to purchase ingredients. On a roll of 14, the PC learns those guards are alleged to be former members of the Crucible Guard, and on a roll of 15 or higher, that the woman is a thane answering to no castellan in Ord.

Any of these may lead the PCs to follow the train tracks to Erofeev. This will inevitably lead them to Tombafyr, the tower of the alchemist who holds evil secrets about Vladislav Abrosim—he who had Makar Iokav slaughtered by his undead birds rather than grant Iokav his own immortality.

EXPERIENCE

With the death of Iokav, the PCs have reached a major milestone in the *Immortality* adventure: they have established an enmity with Vladislav Abrosim that will endure through the remainder of the campaign. The XP below is based primarily on the PCs actions in reaching this point in the adventure.

- **Play Award:** Each character gains 1 XP for participating in this part of the adventure.
- **Conditional Awards:** If the PCs avoided a battle with Lieutenant Yana Poparov and the city guard in the cemetery, each character gains 1 XP. If the PCs killed Iokav themselves (as opposed to his death via the attack of the crows), each character gains 2 XP.
- **Milestone Bonus:** If the PCs played through the first part of *Immortality* ("Undeath Metal," *No Quarter* #53), each character gains 1 XP for reaching this stage in the adventure.

PLAYER GALLERY

MEAT & METAL

The Modeling & Painting Challenge in No Quarter #51 called on our intrepid challenge participants to mix and match flesh and bone with steel and rivets to overhaul their models. Here we proudly present our three favorites.



“METALLIC THRULLG”

WINNER: CHAD HARBALL

Inevitably, it seemed some mad iron lich would experiment on a thrullg to use it against enemy warcasters. Chad Harball's Metallic Thrullg has been engineered to be just that, making it even more dangerous in battle.



“SEWER DRUDGE”

RUNNER-UP: ALEX SPRUNG

Alex Sprung's Sewer Drudge is, by definition, both meat and metal, here hiding in the sewer beneath a slaughterhouse...or perhaps an ironworks factory...



Check out page 112 for the next NQ Painting Challenge!

HONORABLE MENTION: SIMON FOSTER



“KRIEL MECHANICS AND GUN BEARER”

NO QUARTER PAINTING CHALLENGE

The new *No Quarter* Painting Challenge has now removed nearly all restraints on your creativity, limiting it to a single theme and broadening the challenge to include all Privateer Press models within that theme. Simply paint your model, take a few publication-quality digital photos of it, and send those photos to us. (See *No Quarter* #53 for photography guidelines.)

Once we receive your pictures, Studio Director Ron Kruzic will judge your work by the same criteria used in the world-renowned Formula P3 Grandmaster Painting Competition held at Lock & Load GameFest and Gen Con each year. Models will be judged individually on their own merits. Top entries will be published here in the pages of *No Quarter* and awarded either gold or silver honors, and winners will receive an extremely limited-edition *No Quarter* Painting Challenge Coin, in gold or silver coloration, to proudly display alongside their model.



IT'S A HUGE 'JACK, MAN!

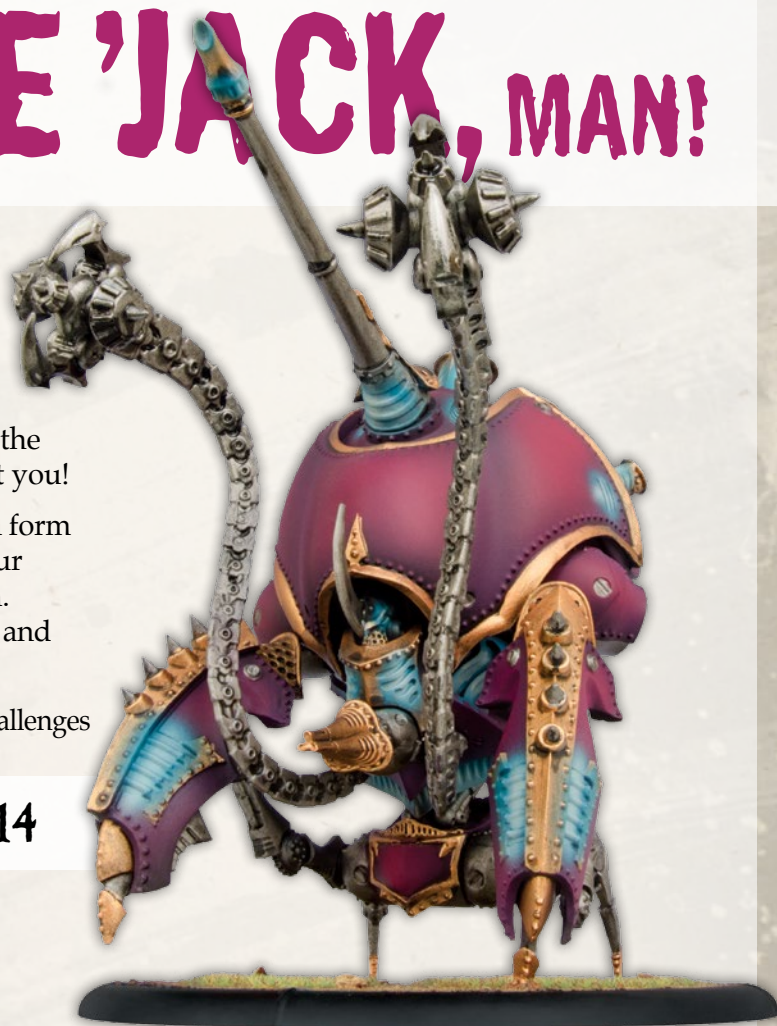
This issue's theme: HUGE-BASED MODEL

So prep your models, dip your brushes, and start painting. The thrill of victory, the accolades of your peers, and a shot at the *No Quarter* Painting Challenge Coin await you!

To submit your entry, fill out a submission form and send it plus digital photographs of your model to submissions@privateerpress.com. Before you send your entry, read the rules and submission guidelines at

privateerpress.com/no-quarter/no-quarter-challenges

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