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ON THE COVER

Khador vs. Trollbloods by Néstor Ossandón and Andrea Uderzo

JUGGERNAUT'S JOURNEY BERLIN, GERMANY



Danger is everywhere when you're a wandering Juggernaut, and though the Brandenburg Gate seems beautiful and serene, don't be fooled: there's peril even in such peaceful places—especially once our Juggernaut shows up and starts blowing things up . . . —Photo by Benjamin Munz



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All New War An Overview of the New Editions



Battlegroup Starter Box Tactics



Battle Re Battlebox



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Meet Your New Friends Warcaster/Warlock Profiles



Acts of War Flashpoint





Looting Lock & Load

NEW RELEASES





BOG TROG MIST SPEAKER (METAL)

GAME: HORDES/MINIONS
SCULPTOR: MICHAEL JENKINS
PAINTER: DALLAS KEMP
RELEASE: MAY
PIP 75073 • \$14.99



AVATAR OF MENOTH (RESIN/METAL)
GAME: WARMACHINE/PROTECTORATE
SCULPTOR: BEN MISENAR

PAINTER: DALLAS KEMP RELEASE: MAY PIP 32120 • \$64.99



SPLATTER BOAR (PLASTIC)
GAME: HORDES/MINIONS
SCULPTOR: STEVE SAUNDERS
PAINTER: DALLAS KEMP

RELEASE: MAY PIP 75072 • \$21.99



PIP 75064 • \$21.99



BATTLE BOAR (PLASTIC)
GAME: HORDSE/MINIONS
SCULPTOR: STEVE SAUNDERS
PAINTER: MATT DIPIETRO
RELEASE: MAY

PIP 75071 • \$21.99

NEW RELEASES



SHREDDERS (PLASTIC)
GAME: HORDES/LEGION
SCULPTOR: JOSE ROIG
PAINTER: ALI MCVEY
RELEASE: MAY
PIP 73101 • \$14.99



BATTLEFIELD ACCESSORY: FORWARD TRENCHES (PLASTIC)

GAME: WARMACHINE/HORDES

SCULPTOR: DAVE KIDD

PAINTER: MATT DIPIETRO

RELEASE: MAY

PIP 91090 • \$19.99



HORDES: PRIMAL RELEASE: JUNE PIP 1068 • \$59.99



WARMACHINE: PRIME RELEASE: JUNE PIP 1066 • \$59.99



KHADOR BATTLEGROUP STARTER BOX (PLASTIC)

RELEASE: JUNE

SCULPTOR (WARCASTER): JAVIER GARCIA UREÑA PAINTER (WARCASTER): DALLAS KEMP

PIP 33118 • \$39.99



PROTECTORATE OF MENOTH BATTLEGROUP STARTER BOX (PLASTIC)

RELEASE: JUNE

SCULPTOR (WARCASTER): SHAWN BRUNER

PAINTER (WARCASTER): DALLAS KEMP

PIP 32117 • \$39.99





CYGNAR BATTLEGROUP STARTER BOX (PLASTIC)

RELEASE: JUNE

SCULPTOR (WARCASTER): SHAWN BRUNER

PAINTER (WARCASTER): MATT DIPIETRO

PIP 31121 • \$39.99



CRYX BATTLEGROUP STARTER BOX (PLASTIC)

RELEASE: JUNE

SCULPTOR (WARCASTER): DOUG HAMILTON

PAINTER (WARCASTER): MATT DIPIETRO

PIP 34127 • \$39.99

RETRIBUTION OF SCYRAH BATTLEGROUP STARTER BOX (PLASTIC)

RELEASE: JUNE

SCULPTOR (WARCASTER): DOUG HAMILTON

PAINTER (WARCASTER): DALLAS KEMP

PIP 35075 • \$39.99

NEW RELEASES



TROLLBLOODS BATTLEGROUP STARTER BOX (PLASTIC)

RELEASE: JUNE

SCULPTOR (WARLOCK): BRIAN DUGAS PAINTER (WARLOCK): DALLAS KEMP

PIP 71099 • \$39.99



CIRCLE ORBOROS BATTLEGROUP STARTER BOX (PLASTIC)

RELEASE: JUNE

SCULPTOR (WARLOCK): JAVIER GARCIA UREÑA PAINTER (WARLOCK): MATT DIPIETRO

PIP 72094 • \$39.99



LEGION OF EVERBLIGHT BATTLEGROUP STARTER BOX (PLASTIC)

RELEASE: JUNE

SCULPTORS (WARLOCK): SHAWN BRUNER,

DOUG HAMILTON

PAINTER (WARLOCK): MATT DIPIETRO

PIP 73096 • \$39.99



SKORNE BATTLEGROUP STARTER BOX (PLASTIC)

RELEASE: JUNE

SCULPTOR (WARLOCK): CARLOS CASTAÑO

PAINTER (WARLOCK): DALLAS KEMP

PIP 74095 • \$39.99



IRON KINGDOMS UNLEASHED: WILD ADVENTURE
RELEASE: MAY
PIP 426 • \$29.99



THE BLOOD OF KINGS
RELEASE: MAY
PIP 608 • \$17.99

WARMACHINE AND HORDES FACTION DECKS AVAILABLE IN JUNE

Cygnar Faction Deck PIP 91103 • \$19.99

PROTECTORATE OF MENOTH FACTION DECK PIP 91104 • \$19.99

> KHADOR FACTION DECK PIP 91105 • \$19.99

Cryx Faction Deck PIP 91106 • \$19.99

RETRIBUTION OF SCYRAH FACTION DECK PIP 91107 • \$19.99

Convergence of Cyriss Faction Deck PIP 91108 • \$19.99 Mercenaries Faction Deck PIP 91109 • \$19.99

TROLLBLOODS FACTION DECK PIP 91110 • \$19.99

CIRCLE ORBOROS FACTION DECK PIP 91111 • \$19.99

LEGION OF EVERBLIGHT FACTION DECK PIP 91112 • \$19.99

Skorne Faction Deck PIP 91113 • \$19.99

MINIONS TEMPLATE SET PIP 91114 • \$11.99

WARMACHINE AND HORDES MODELS NOW AVAILABLE IN A FULL-SIZE UNIT



BLOODGORGERS (METAL)
GAME: WARMACHINE/CRYX
RELEASE: MAY
PIP 34103 • \$89.99



BLACK OGRUN BOARDING PARTY (METAL) GAME: WARMACHINE/CRYX RELEASE: MAY PIP 34122 • \$54.99

Have an Egg Roll

New editions of WARMACHINE and HORDES are coming!

Phew! I've wanted to say that for so long.

From the moment I took over No Quarter, I have been looking forward to the moment I could turn the magazine's attention to the new editions, so this issue has been one of the most anticipated events on the horizon for me. We're fresh off the announcement of the new editions of WARMACHINE and HORDES, and it's a very exciting time for players, both veteran and green. You can feel it in the air. The issue you hold in your hands is devoted to previewing the new editions—internally code-named Egg Roll—and it's full of juicy info that'll answer many of the questions that have surely formed in your mind since we first announced. We've got a detailed overview of the rules changes in an article by Lead Developer Jason Soles, THREE battle reports featuring many of the new Battlegroup Starter Boxes, profiles on all the new Battlegroup Starter Box warcasters and warlocks . . . and the list goes on. We crammed as much info about the new editions as we could within these pages.

I'm excited that we can finally talk about the work that so many people at Privateer Press have been pouring their hearts and souls into for the last few years. On behalf of everyone at Privateer Press, we can't wait to share this next chapter of WARMACHINE and HORDES with you.

This is how war begins . . .





Letters to the Editor

Since every single thing is being rebalanced and changed, what about theme forces? Are these being adjusted or are they being done away with completely? If they are going away, will we get something else that provides a similar idea of a themed list?

Adam Vigilante

Theme forces will absolutely be a part of the new editions; however, they have been widely redesigned from their previous Mk II predecessors. Perhaps the most exciting element of the new theme forces is how they are at once more open and yet more thematic than ever before, as each theme force can now be used by any of its faction warcasters/warlocks. In addition, the traditional tiers have been replaced with straightforward army benefits that you unlock simply by using the theme force. No more if/then conditions to get the most theme-y goodness out of your theme force!

Hey guys & gals,

First of all, awesome job on the magazine and of course the game!

I have a couple of questions for your perusal:

Will there ever be an epic Ashlynn or epic Gorten? What are some of the biggest challenges in making the new edition come true?

I'm excited for the new edition, I hope you are, too! With kind regards,

Benoit Van Lee

I would say signs are good that at least one of these characters will be seeing a new incarnation in the new editions. The biggest challenge of the new editions has also been the most exciting part, looking at 13 years of WARMACHINE and HORDES development holistically gave us the opportunity to rebalance and re-evaluate everything together in one, albeit huge, development cycle.

Hello Privateer Press,

I'm a longtime Minions player, and [I'm] excited for the changes coming in the new edition. Like any redblooded gamer, I'm curious as to how these changes will affect my faction. What changes, if any, have been made to Minion pacts? How do they factor into the new system? Do they even exist anymore?

Whatever form they take, I can't wait to dismantle opposing warjacks and warbeasts with my gators. Thanks for all the hard work!

Cameron Young,

Devotee of the Blindwater Congregation

For Mercenary and Minions players, the new editions are a golden age of choice, as pacts and contracts have been removed. That's right, both Minions and Mercenary armies can now be constructed from just about every model in the faction. Of course, there are still some exceptions-Ashlynn isn't about to work with Cephalyx Mind Slavers nor are Precursor Knights going to bud dy up with undead. But by and large, Minions and Mercenary players now have more strategic and tactical choices than ever before. And before you ask, yes, we made sure that even though farrow and gatormen now have the opportunity to work together, they still remain strong and viable in non-mixed armies if you are someone who doesn't like to mix your pigs and reptiles.

Hey there PP!

I have a question of the upmost urgency and importance:

What's happened to Mordikaar? Where is he? Is [he] coming back? What about his Mk III incarnation? What's changed?

Yours faithfully,

Void Lord Sarah Chew

It's likely Mordikaar is being digested by the Devourer Wurm over a very, very long time. Still, the Void Seer has already pulled some incredible escapes in his time. Who's to say he doesn't have another one up his sleeve? As for his rules in the new editions, well, you'll just have to wait and see.

Hey PP,

Do you plan to improve 'Jack Marshaling with the new edition?

Ryan J Klautzer

Along with the improvements we made to warcasters and their battlegroups, we also made significant changes to 'Jack Marshals as well. Now 'Jack Marshals have access to a whole list of warjack empowering abilities like:

Crush! - The warjack can make one additional melee attack during its activation this turn. Additionally, it gains +2 on all melee damage rolls during its activation this turn.

These abilities improve performance in multiple ways rather than simply providing a single focus-like benefit. We also changed 'Jack Marshal Drives in that they no longer require a skill check to use. They simply are always on so long as the marshaled warjack is in the marshal's command range.

Do you have a question for No Quarter or the crew at Privateer Press? Send us a letter with your question or any other suggestions or comments you have! Email your letters to letters@noquartermagazine.com, tweet @ privateerpress using the hashtag #NQLetters, or send us a message on the No Quarter Facebook page.



By Jason Soles

On June 29, we will be debuting the new editions of WARMACHINE and HORDES. With these new editions, we have taken the opportunity to overhaul the games and make them better balanced, more intuitive, and easier to learn than ever before. We did not reinvent the wheel; we simply integrated it into an ever higher performance machine and took it for a metaphorical joyride of tabletop destruction. We learned a great deal since the release of Mk II, and we harnessed that experience to create the most exciting, fresh, and accessible versions of WARMACHINE and HORDES to date.

In the process, we took the time to examine every aspect of the game and asked ourselves the hard questions with the goal of providing the best play experience possible. We constantly strove for improvements that would amp up the fun. We rebalanced models and surgically removed elements that bogged down games or contributed to negative play experiences while continually looking for the means to instill each individual model with as much character as possible.

This article is your overview of the major changes we have made to the core rules of the game. While I do not have the space to catalog every change we made, I can get into some significant detail to guide you through the new rules of engagement.

So, strap yourself in. It's going to be one hell of a ride.

The Rules of **Engagement Have** Been Rewritten

We completely overhauled the rules of the game, streamlining and simplifying the mechanics to make them as clear and concise as possible. Along the way, we removed aspects of the game that felt counterintuitive or that slowed down play without adding depth to the experience. We also added new elements to enrich the game and to make it more interesting without adding undue complexity. We have always felt that you should not have to be an expert in WARMACHINE or HORDES to have fun playing them. With that philosophy in mind, we went to work.

Terror and command checks fell by the wayside and have been removed entirely from the game. Terror in particular made for anticlimactic play

experiences, and worse, some

armies whole were virtually immune to its effects while others felt unduly punished by them. The randomness of those mechanics could swing the outcome of a game too far on the result of single die roll. And when we got down to it, the Iron Kingdoms is a land of heroes ready to fight to the bitter end, not cowards ready to run at the first sight of an iron lich.

other places where command checks existed, we replaced those mechanics with a new means of resolution. For example, 'jack marshal Drives are now proximity effects more like Leadership abilities. If a warjack under the control of a 'jack marshal is within its marshal's command range, it simply gains the benefits of the Drive. And better yet, models with the Repair ability no longer need to roll to see if their Repair special actions succeed; they simply roll to see how many damage points they remove from the affected construct model (you read correctly—it's construct model, not warjack).

Warjack wreck markers have also been removed from WARMACHINE. They seemed like an artifact from a time before battle engines, bipedal war elephants, and stone gargantuans. If a Woldwrath does not leave a wreck marker, why should a bonejack? This change has sped up games since warcasters can no longer conveniently march cover across the tabletop to park at the place of their choosing.

We also trimmed out a number of counterintuitive rules interactions. For example, a model can no longer charge other friendly models. They can still attack and slam them as before, but players can no longer use charges to gain extra movement by sacrificing grunts on the battlefield.

Additionally, we toned down the effectiveness of certain advantages, such as Eyeless Sight **3** and Tough **3**. Eyeless Sight no longer ignores forests but now grants immunity to Blind. Models now lose Tough while they are knocked down, so most can only be certain of a single Tough roll each round.

> We revisited melee ranges and a 1" melee range. Now models have a .5", 1", or 2" melee range. While a few models may have lost a little reach, mostly we ratcheted up melee ranges, including for all heavy warjacks and warbeasts that now have at least a 1" melee range on all of their weapons.

> > We heavily reviewed the rules governing terrain and cloud effects and removed the ability to "toe" into hills, forests, and cloud effects. If you want your model to gain concealment or the benefits of elevation, you have to go all in. Models only gain the bonus if they are completely in the cloud or forest or completely on the hill. We also removed deep water from the game and mitigated the effects

of shallow water on warjacks,

so now everyone plays by the same rules and interacts with terrain in the same way.

We also took the opportunity to provide all rules for both HORDES and WARMACHINE in the same place. While they remain twin sides of the same coin, each with their own separate rulebooks, we have added the essential rules for warlocks and warbeasts to an appendix in the back of Prime. Likewise, we added an appendix covering the rules for warcasters, warjacks, and 'jack marshals to Primal. In addition, a separate appendix in each book covers the rules for all of the special snowflakes populating the Iron Kingdoms, including the Rhulic Mercenaries, the Cephalyx, and the Convergence of Cyriss. So, with either *Prime* or *Primal*, you will have all of the rules you need to play in one place.

Hello Pre-Measuring

Pre-measuring is now a feature of the game. You can, at any time and for any reason, measure the distance to anything. In the development of these new editions, we decided that the ability to estimate distance should not be a competitive aspect of play, especially when we already provided a multitude of necessary mechanisms for pre-measurement anyway.

theme force. Likewise, the Choir of Menoth has made its way into all Protectorate theme forces.

Additionally, almost all character warjacks and warbeasts now possess bonds that grant them special rules while they are in their bonded warcaster or warlock's control range (yes, I said control range, not control area—If you are going to follow me into this brave new world, you will need to keep up with the evolving lingo). These bonds also enable character warjacks and warbeasts to be included in a theme force army with their bonded warcaster or warlock.

Rather than leaving players to rely on these de facto mechanisms during play, which often felt like loopholes or exploits, we simply integrated pre-measurement into the game. We found that adding pre-measurement made for simpler, smoother, and more intuitive gameplay without punishing players for having less-developed capacities for spatial relations.

A New Day for Theme Forces

While we have retained the concept of theme forces in the game, the new theme forces are more open-ended and no longer utilize a tier structure. A theme force is now simply a list of models that can be included in an army, as well as a list of benefits for adhering to its model restrictions. Theme forces are no longer warcaster-specific. Instead, they are open to virtually every warcaster that is part of a Faction. Theme forces are designed to clearly support the themes inherent in a Faction. For example, a Trencher theme force may be open to any Cygnaran warcaster as well as any Trencher models, noncharacter warjacks, and a small handful of support models necessary to flesh out an army. Mechaniks, for example, are generally available to



all WARMACHINE armies in every

Regrettably, this does mean that some previous army builds are no longer viable, but we have tried to compensate for these changes wherever possible. In some cases, this has led us to dramatically change field allowances, such as making the FA of Doom Reaver Swordsmen (yes, they are Swordsmen now) U to accommodate those players who invested heavily in a certain Butcher's theme force. In other places, we added rules to existing warlocks, granting them the ability to use favorite out-of-Faction pets, such as Arkadius' Gorax Ragers and Midas' Boneswarms. Unfortunately, we could not mitigate the effects these changes will have on every outdated theme force.

Mercenaries and Minions

With the changes to the theme forces, we realized that we no longer required contracts or pacts to make Mercenary or Minion armies. Instead, the *Talion* Charter, Blindwater Covenant, and Thornwood Alliance could become theme forces open to a select number of warcasters and warlocks. But we asked ourselves *why stop there?* and moved into some very uncharted waters.

Why not allow armies to be drawn from all Mercenary or Minion models? Pigs and gators working together . . . that could only be madness.

But it wasn't. It actually worked.

With the new editions of the game, you can build an army from (most) any existing Mercenary models without a theme force. Want to see Ashlynn D'Elyse lead an army of Steelheads, Thamarites, and Kayazy? Done. How about Magnus and his trusty band of Precursor Knights? Why not? We even opened up Captain Phinneus Shae's loyalties, so he will work with any Mercenary army. And we did the same for the Minions. Midas leading a gator horde against a Retribution stronghold? Sure. Calaban, the Grave Walker flanked by Dahlia Hallyr and a unit of Farrow Bone Grinders? Go for it.

In one fell swoop, the options available to Minions and Mercenaries have been greatly expanded. We also tightened up many ability, spell, and feat interactions so that an increased number affect only Faction models, thus ensuring that Minion and Mercenary models will shine brightest within their own respective Faction armies.

The only exception off the top of my head is the Cephalyx. The Cephalyx still refuse to work with anyone they have not enslaved. And because they are such special snowflakes, the Cephalyx theme force is included in the appendix of special Faction rules in *Prime* and *Primal*.

War on an All New Scale

We have also doubled the point scale of the game and reevaluated the cost of every existing model. During the ongoing process of developing Mk II, we determined that the previous point system was not as granular as we would have liked. All too often, it felt like the effectiveness of some models fell between whole point values, requiring us to either make the models a point too cheap by rounding the cost down or to make the models a point too costly by rounding up. By simply doubling the range of the points, we gained the granularity we felt the system was missing.

We also looked at where we wanted the average warbeast or warjack to sit on the point spectrum relative to units and solos, and we further decreased point costs accordingly—most 'jacks and beasts are getting something like a 15% reduction in their point costs in the new editions of the game, but there are certainly exceptions.

We also significantly increased the bonus points that each warcaster and warlock starts the game with so each would have enough points to offset a modest battlegoup. In fact, the warcasters and warlocks we are introducing in the new Battlegroup Starter Boxes have enough bonus points to cover the cost of their entire battlegroups. We see the battlegroup as the heart of the army, and we wanted to make sure that every warcaster and warlock had the tools to bring as much firepower as possible to every party.

And that brings us to...

Power Up and Spirit Bond

When we began the design process for these new editions of the game, we started by seriously considering the differences inherent in the fury and focus systems, especially with regards to HORDES' strong early game and WARMACHINE's strong late game. This led us to some exciting revelations. After some lengthy experimentation, we settled on the additions of Power Up and Spirit Bond.

Power Up is a new rule shared by all warcasters that says before the warcaster allocates focus during the Control Phase, each warjack in his battlegroup that is in his control range gains one focus point. The warcaster can then allocate up to 2 additional focus points to each warjack on top of that. Warjacks, with very few exceptions, are now limited to having no more than 3 focus points at any time.

Now, despite saying all warcasters gained the Power Up ability in the new rules, I must admit there are always some exceptions. Not being warjacks, Cephalyx monstrosities do not benefit from Power Up. Instead, a monstrosity gains 1 focus point each time it suffers damage as a result of a continuous effect or from an attack (whether made by a friendly model or an enemy). And instead of having these focus points removed during the Maintenance Phase, monstrosities retain their focus points until they have been spent.

Likewise, Power Up does not affect the vectors of the Convergence of Cyriss. Instead they rely on Focus Induction to keep the focus flowing. Focus Induction now simply states: "When a Convergence warjack spends a focus point during its activation, you can give a focus point to another Convergence warjack if the two are in the same battlegroup and are within 6" of one another." That's it. So, one warjack can spend all of its focus to fill up the next warjack and so on until the same 3 focus points have flowed through every warjack in your battlegroup.

Spirit Bond is a new addition to the fury mechanics for HORDES. After play-testing Power Up for a few months, we realized we wanted to improve the interaction within warlock battlegroups in a similar fashion. That led us to Spirit Bond, which drastically improved HORDES' late gameplay. Spirit Bond enables a warlock to gain a fury point during the Control Phase for each light-or-larger-based warbeast that he has lost during the game. Instead of having to suffer damage for each and every fury point after losing all of his beasts, a warlock can now at least count on a fraction of the power that warcasters take for granted, giving him the tools to fight to the end.

Overboosting

We also made changes to the rules for warcaster overboosting, the mechanism whereby a warcaster could hoard focus points to increase his ARM stat. Now when a warcaster suffers damage, instead of adding to his ARM, he can spend his focus points to

reduce the amount of damage he suffers by 5; however, each time the warcaster suffers damage,

he can only spend 1 focus point to reduce the damage.

This effectively removes the capability

of warcasters to achieve insurmountable ARM scores that had the potential to stalemate play. By removing the incentive for players to keep all of their focus on their warcasters to achieve the highest ARM values possible, we believe we have encouraged a more dynamic game. Now, warcasters are encouraged to spend focus points more proactively by getting into the action, casting more spells, or by allocating their focus points to their warjacks.

Warbeasts

We also carefully examined the rules governing warbeasts in the game and made some changes to reflect our findings. First, we retooled frenzy to make it as clear, simple, and intuitive as possible. When your warbeast frenzies, it now immediately shakes any shakable effects it was suffering and then charges the closest model, friend or foe (yep, this is one of the few places where charging a friendly model is still possible). When moving as part of a charge, a warbeast only stops once it contacts its charge target. If two or more models are equidistant from the frenzying warbeast, randomly determine which it targets with its frenzy. If a warbeast cannot charge, it does nothing. Once its charge movement is complete, the warbeast attacks its target with its highest POW melee weapon. The charge attack roll is automatically boosted. If the warbeast hits its target and charged at least 3", its damage roll is boosted. If the warbeast did not move at least 3", its damage roll is not boosted. After resolving this attack, you can remove fury points from the beast if you want to. End of frenzy. That's it.

Additionally, we reviewed the place of animi in the game and decided that rather than continuing to give every warbeast a unique animus, we would repeat animi within Factions. Now, each animus available to a Faction is part of that Faction's unique toolbox and contributes to its flavor.

development space. Many animi changed to only affect the spellcaster rather than being allowed to target other models as before.

We also simplified counterintuitive rules concerning the use of animi. Simply put, animi are spells. It does not matter who cast the animus—a warlock or a warbeast—because it is a spell. That clarifying change enabled us to simplify a lot of rules throughout both WARMACHINE and HORDES.

'Jack Marshals

And the Take Aim! benefit says,

"The warjack must forfeit

With all of the changes to warcasters and warlocks, 'jack marshals started to feel a bit lackluster, so we went in and retooled them to make them as compelling as possible. Now instead of granting the warjack it controls a simple preset benefit, a 'jack marshal can issue one of several commands to his warjack that dramatically influences its performance on the battlefield.

For example, the Crush! benefit says, "The warjack can make one additional melee attack during its activation this turn. Additionally, it gains +2 on all melee damage rolls during its activation this turn."

is part of that Faction's unique toolbox and contributes to its flavor.

We also looked closely at the power level of each animus and what it did to the Faction in terms of

Additionally, it gains +2 on all ranged damage rolls during its activation this turn."

A warjack can gain one of these benefits each activation if it is within its 'jack marshal's command range.

Drives are also easier to use and greatly improved. They now operate more like Leadership abilities that grant effects to warjacks based on their proximity to their 'jack marshals.

'Jack marshals have become rarer in the new editions of the game, which came as a result of playtesting. Initially, the idea was to actually increase the number of 'jack marshals in the game and make this capability far more common. But with their increase in effectiveness and necessary complexity, we found ourselves being more selective when deciding which models gained these rules. In the end, we decided to only apply it where we truly believed players would take advantage of it. We also limited 'jack marshals to being able to control only a single warjack at a time.

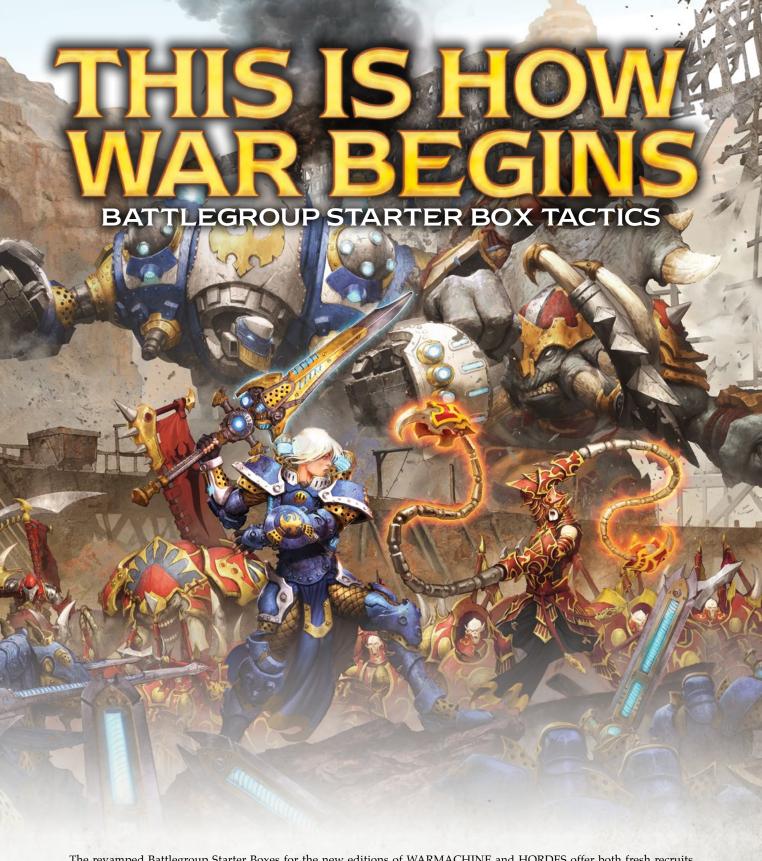
Get in the Fight!

While I have outlined the most significant changes to HORDES and WARMACHINE above, we have also made a number of less dramatic modifications to the mechanics of the game. Wherever possible, we fine-tuned, templated, simplified, consolidated, and streamlined. And then we playtested, and playtested, and playtested.

Along the way, we carefully considered the role of every model in the game. We sought to give each a space in their perspective armies while also leaving design space for future development to come. Accordingly, we systemically examined every warcaster and warlock and tried to give each a signature spell or unique set of capabilities in addition to their feats. For some, this was easy, for it was already in their DNA. But for others, we had to dig into the essence of the model and tease out something new, something we had not seen before.

Rather than spoil any of those surprises here, I will invite you to experience the call of battle for yourselves.





The revamped Battlegroup Starter Boxes for the new editions of WARMACHINE and HORDES offer both fresh recruits and savvy veterans a new starting point to get in the fight. With all-new war, each battlegroup brings all-new tactics. Here's a brief overview of the various factions of WARMACHINE and HORDES and some tactical tips for their respective Battlegroup Starter Boxes. Heed the call to arms and choose your side in the coming war. Whether you pick the faction whose tactics are most engaging, whose cause is most appealing, whose technology is most interesting, or whose colors are most attractive, there's no wrong way to decide. After all, it's your army, your way!



Cygnar's military prides itself on the most disciplined, best-trained, and best-armed soldiers in western Immoren. It has earned a reputation for defeating its enemies even when greatly outnumbered, with a focus on the quality rather than the quantity of its infantry and warjacks. The Cygnaran Army employs a combined-arms approach to warfare with an emphasis on ranged firepower and a strong electrical theme.

Major Beth Maddox

Major Beth Maddox exemplifies the combined-arms approach of Cygnar's armies, increasing the impact of her forces in melee combat and facilitating their capability to remove foes from a distance.

As a Storm Knight, Major Beth Maddox has impressive stats and weaponry. Her weapon Tempest hits at P+S 13, and her ranged Storm Strike hits at POW 12. If you boost her damage rolls, an enemy is sure to feel the pain of her attacks. The Storm Strike can cause some serious additional pain on a critical hit (doubles on the attack dice) by Disrupting the target warjack, which prevents it from gaining focus points for any reason for one round.

Maddox will definitely want to fire her Storm Strike with a boosted attack roll quite frequently. You can use her Snipe spell to increase its range or the Dauntless Resolve spell to give her ARM 19, reducing the risk of getting her close to the fray. Her Onslaught and Assail spells help get her battlegroup into the fight, and the Electrical Blast spell provides another means of inflicting opposing warjacks with the dreaded Disruption effect.

Feats can often provide one big turn of destruction, that push needed to turn the tide of battle. Maddox's Thundering Rage is no exception. It allows Maddox, her Firefly, and her Lancer to hit as hard as some heavy warjacks, and it allows the Ironclad to smash through anything in its path.

Battlegroup Tactics

With the Lancer in place for its Arc Node and the Firefly in place for Ionization, Major Beth Maddox can unleash hell on an opposing warjack with a Storm Strike paired with an arced Electrical Blast. That's a lot of damage on top of drastically reducing that warjack's capability for a round. If the following turn the Lancer then breaks that warjack's cortex with its Shock Shield, your opponent's army will be in a world of hurt.

Using your feat at the right time can mean the difference between victory and defeat. In the case of Thundering Rage, you typically want to use the feat when two or more models in the battlegroup can reach a desirable hard target. Use Assail and/or Onslaught if needed, but be sure to allocate plenty of focus for additional attacks with those thunder-empowered weapons.

Power attacks are a great option for any battlegroup, and here they serve to magnify the pain. With knockdown and Disruption already on the menu, some additional knockdown effects from head-butts or slams can throw a real monkey wrench in your opponent's plans.

In early turns, take advantage of your ranged attacks and arced spells to soften up and Disrupt the enemy. Once they close in to deny that advantage, turn their positioning against them with a huge melee offensive empowered by Thundering Rage.







The masses of the Protectorate march against the heathen nations for Menoth's glory. What they lack in technological sophistication they more than make up for with devotion and strength of numbers. The Protectorate thrives on protective spells and abilities that use enemy actions to make its forces stronger. Its army contains a strong theme of magic nullification and fire.

Malekus, the Burning Truth

Malekus, the Burning Truth brings the holy flames of the Protectorate to his enemies, leaving naught but scorched earth in the wake of the holy crusade.

Malekus carries the Scouring Flames, a powerful flamethrower with enhanced ranged and damage. He is also constantly surrounded by Burning Ash, making it more difficult for enemies to hit him with ranged and magic attacks and giving nearby living enemies an attack penalty due to the choking smoke.

Malekus should take advantage of the fact that he has greater range and defense than the warjacks in his battlegroup by striking from the edges of the conflict with Scouring Flames and his offensive spells, Immolation and Scourge. He can also support his warjacks with Ignite and Open Fire for greater offensive punch and with Banishing Ward as a defense against the opposing warcaster's offensive spells.

His greatest weapon is his feat, Raging Inferno. It adds a die to every fire damage roll his enemies suffer for one round, including those from the ongoing flames of the Fire continuous effect. Furthermore, Fire continuous effects cannot expire during the Raging Inferno, guaranteeing enemies will suffer another fire damage roll with an additional damage die during their own turn.

Battlegroup Tactics

With the help of the Ignite spell and a couple of allocated focus points, the Revenger or Repenter can dish out substantial damage, and the Castigator can single-handedly render an opposing warjack to scrap. Open Fire is another key piece of the puzzle, allowing the Repenter to fire twice a turn instead of just once.

Using your feat at the right time can mean the difference between victory and defeat in a game of WARMACHINE. In the case of Raging Inferno, you typically want to use the feat early in the game. If you can hit your enemies with two or more fire attacks and set a couple of them on fire, don't hesitate to use the feat. Later on, the Repenter might fall in battle, reducing the effectiveness of Raging Inferno substantially.

Knocking down your enemies is another great way to show teamwork. Knocked down enemies are very easy to hit, so use the Scourge spell, slam power attacks, or head-butt power attacks to make an enemy model easy pickings for the rest of your army. The Castigator can even make throw power attacks, potentially throwing one enemy into another and knocking them both down.

So begin by laying down the flames with your models' ranged attacks, channeled Immolation spells, the Open Fire spell, and the Raging Inferno feat. Then use Ignite-empowered warjacks to smash the opposition to bits, knocking down the target first if it has a high DEF value.







Cygnar may have invented the warjack, but Khador invented the steam engine, and its engineers pride themselves on the durability of their battle-tested machines. This nation can create a crushingly effective and varied force, forgoing speed and mobility for brute force and armor. Its warjacks are among the toughest in the game and are supported by powerful artillery. Khador carries a strong theme of ice and wind.

Lord Kozlov, Viscount of Scarsgrad

Lord Kozlov, Viscount of Scarsgrad brings the strength and resilience of Khador to life on the battlefield with both his aggressive personal combat style and a spell list and feat that enhance his warjacks.

Though you want to keep Lord Kozlov as safe as possible from the bulk of your opponent's forces, he's very capable of tearing apart any foes who stray away from the pack. Weapon Master gives him an additional die on all his Great Axe damage rolls, and Precision Strike allows you to tear apart the most important columns of a warjack's damage grid instead of the location being randomized. His Side Step ability also allows him to adjust his position after his initial attack, potentially allowing him to reach a warcaster thought safe behind the front lines.

The Avalanche and Razor Wind spells allow Kozlov to strike from a greater distance than the reach of his axe, while the Chosen Ground and Tactical Supremacy spells grant his forces greater mobility than their base SPD stats would indicate. His most important spell, however, is Fury. For just 2 focus points, it provides a huge boost to melee damage output, allowing a warjack or Kozlov himself to crush even a sturdy heavy warjack in a single activation.

Kozlov's Onrush feat provides bonuses that might seem fairly moderate at first. It gives +2 SPD to friendly models in his control range and gives +2 ARM to those models while they are engaging enemy models. That speed bonus is deceptively powerful, however, allowing his warjacks to charge farther than enemy heavy warjacks can. With superior threat range on top of superior hitting power, your heavy warjacks can wreck an enemy heavy warjack in

a single turn before it gets to strike! The ARM bonus also makes it very difficult for remaining enemy forces to take out the big red machine that just wrecked their heavy hitter.

Battlegroup Tactics

Your Tactical Supremacy spell will allow your Decimator to advance after it shoots, giving it a chance to keep up with your Juggernaut even when the Juggernaut runs or charges. And your Fury spell will allow any model in your battlegroup to dispatch just about anything your opponents can throw against you in a single round of melee combat.

Using your feat at the right time can determine victory or defeat. In the case of Onrush, it's all about getting one of your heavy warjacks to an important enemy model before that model can get to you. Take out the opponent's heavy hitters, and it's all just cleanup from there. Onrush is also good for getting Kozlov himself into the action, as Unyielding takes him to an impressive ARM 19.

With such a hard-hitting battlegroup, power attacks aren't really the bread and butter of Lord Kozlov's team. Still, a well-timed Slam or Throw from the Juggernaut can send the target into the opposing player's warcaster to knock them down. Follow that up with some Dozer cannon shots and a Razor Wind, and your attrition-oriented battlegroup can pull off a surprise warcaster assassination.

You'll usually want to start things off with Fury on the Juggernaut, which will run straight toward the enemy, and Tactical Supremacy on the Decimator so it can nearly keep pace with the Juggernaut even while shooting. Pop Koxlov's feat, Onrush, so that the Juggernaut is affected, then take the 'jack up to the middle of the battlefield and hit their strongest model with it. Kozlov's battlegroup should then have no problem picking off the survivors.







The Nightmare Empire of Cryx is led into battle by horrific necromantic warcasters who seek to spread the blight of malevolence and life-devouring savagery over the land. Battle only swells their ranks as necrosurgeons pick the charnel fields clean and redeploy corpses gifted with fell magic, mechanika, and a lust for destruction. Cryx can field large numbers of troops to overwhelm the enemy and excel at weakening enemy forces. This army maintains a strong theme of corrosion and corruption.

Bane Witch Agathia

Bane Witch Agathia showcases Cryx's deceptive tactics and necromantic magic. Her battlegroup is tough to pin down, and her dark magic leaves even heavily armored enemies vulnerable.

Bane Witch Agathia will primarily rely on her warjacks to vanquish her enemies, but it would be a mistake to underestimate her personal combat capabilities. She can charge enemies up to 11" away, allowing her to reach most enemies before they have a chance to strike her. Her Dark Shroud ability also provides a big advantage in melee combat by reducing the ARM value of targets in her melee range by 2.

Agathia's Parasite spell is a go-to spell for nearly every game. It reduces a target's ARM value by 3 points and increases Agathia's ARM by 1. Her Hellwrought spell increases the ARM of one of her warjacks and allows it to attack once per turn when it's struck by an enemy. She also has Ghost Walk and Vanish for movement tricks and Hellfire for raw arcane destruction.

Though you can use it only once, the Shadowfall feat is a versatile tool in Agathia's arsenal. Against armies that rely heavily on ranged attacks, the Stealth portion of the feat can protect the battlegroup while they get into range. Against enemies who charge right into battle, the Ghost Walk part of Shadowfall allows the battlegroup to reposition without taking free strikes, possibly reaching the enemy warcaster to attempt an assassination victory. Shadowfall's teleportation effect is beneficial regardless of your opponent's tactics since it gets your warjacks into just the right position for the following turn.

Battlegroup Tactics

From the earliest turns, get that Deathripper into position and send out Parasite. The –3 ARM penalty will allow even the weakest attacks your battlegroup to hit for some serious damage. You'll also want to put Hellwrought on your warjack closest to the enemy, granting it extra ARM and a counterattack, possibly against an opponent suffering a penalty to its own ARM!

Using your feat at the right time can mean the difference between victory and defeat. With Shadowfall, you've got two options. If your opponent has plentiful or devastating long-ranged attacks, use it early to take advantage of Stealth. Otherwise, try to use Ghostly to get behind your foes. Ghostly allows models to ignore free strikes, and the back strike bonus will enhance your accuracy substantially.

Once your spells are in place, feel free to use the Deathripper for a slam power attack. It will knock down the target, allowing future attacks to hit with ease. If you can slam a warjack into its warcaster, both models will be knocked down. Then just toss in a Harpoon and a couple of Hellfires to finish the job.

Don't be afraid to get Agathia into the action. Her Dark Shroud ability combined with Parasite allows her to carve through armor easily. Taking advantage of Dark Shroud doesn't mean you have to leave her vulnerable; always save 1 focus point for Vanish to get into a safer position after her strike.







Once thought a dangerous and radical sect, the Retribution of Scyrah now takes to the battlefield to hunt down and destroy every human magic user in western Immoren. The diverse fighting forces of los, from the stealthy Mage Hunters to the stalwart Dawnguard, all fight for a desperate cause—the very salvation of their people. Together, these elements join to create forces that can combine speed and stealth with strength and resilience.

Magister Helynna

Magister Helynna comes from House Shyeel, known for its warjacks' protective force fields and its battlefield force mages. Her impressive aptitudes with both her warjacks and force magic highlight the strengths of her house.

Helynna boasts plenty of focus points to keep her warjacks well fueled, but she also possesses a highly utilitarian ranged attack. Her Redirection Blast has long range, and a boosted damage roll will allow her to start putting damage on her enemies before they're in range to strike back. Just as importantly, she can skip the damage roll to Force Grip the opposing model, pushing it 3" in any direction. This can draw enemies into charge range of your models, push them too far away to charge you next turn, or thwart them by moving them behind terrain features.

Beyond her ranged attack, Helynna provides exceptional support for her warjacks with the Repair action and her spell list. Repair allows her to keep her warjacks fully functional right up until they're destroyed. It requires her to stay close to the action, so look for opportunities to destroy threats after she steps up to her warjacks to make repairs. She can also blast enemies with the Force Blast or Obliteration spells, enhance offense with Hand of Destruction, or minimize ranged and magic damage with Deceleration. Last but not least, Rhythm of War takes Helynna's positioning tricks to the next level. At the end of each turn, it allows all her warjacks to shift to a new position.

Though Helynna's Arcantrik Aptitude feat is a versatile tool, feats can be used only once per game. It removes all

damage from her warjacks' force fields, allows them to ignore crippled systems, and gives them +3 ARM for a round. Couple this with the Repair ability, and Helynna has a real edge over the competition in the war of attrition.

Battlegroup Tactics

Early on, use the Manticore and channeled spells to start dishing out some damage from a distance while Deceleration minimizes the damage you suffer in return. Use the Redirection Blast for a bit more damage or to shift an enemy's position as needed, and use Rhythm of War to keep the flow of battle firmly under your control.

Using your feat at the right time can mean the difference between victory and defeat. Arcantrik Aptitude is one of the more difficult feats to time correctly due to its dual nature. If you need the ARM bonus for the coming turn, don't be afraid to use the feat before you have crippled systems or massive force field damage. Those perks won't mean a thing if an opponent destroys your warjacks!

Against high-defense targets, look for opportunities to knock down your prey, leaving it vulnerable. Warjack power attacks can knock an opponent to the ground as can critical hits from the Force Blast spell.

Once the enemy army gets too close for you to continue chipping away at them with hit-and-run tactics, stack bonuses on the Manticore and go to town! If you cast Hand of Destruction on the Manticore's target and use its Force Generator ability, it can really dish out some damage. Then the Arcantrik Aptitude feat can make it one tough customer for an opponent to destroy in return.







Driven from their homes, the formerly scattered trollkin kriels have united to preserve their way of life. In these dark times many great heroes have emerged, and trollkin warlocks have called full-blood trolls—savage creatures with unrivaled might and regenerative powers—to fight alongside them. With great strength and an unbreakable spirit, Trollblood armies are capable of absorbing an enemy's best shot and then countering with overwhelming force. This army carries a strong theme of stone magic and brute strength.

Ragnor Skysplitter, the Runemaster

In battle, Ragnor Skysplitter wields the elemental powers of earth and stone to protect his allies and smash his enemies.

Ragnor's elemental hammer Rumbler is an extremely dangerous weapon thanks to the Warhead ability, giving it the potential to damage and knock down everything around the initial target. Though Ragnor is a capable combatant, however, his greatest strength is his arcane might.

The Pulverizer spell grants his warbeasts exceptional hitting power with its +2 STR bonus. In addition to the immediate STR benefit, Beat Back can allow Ragnor or one of his warbeasts to reach models that try to take refuge behind their compatriots.

Ragnor has no ranged weapon, but he does have two great offensive spells in Hex Blast and Shockwave. At POW 14 Shockwave is perfect for cracking tougher targets, while Hex Blast's ability to immediately remove enemy upkeep spells can dramatically shift the odds in Ragnor's favor as his enemies find their arcane defenses stripped away.

Ragnor's feat Stone's Fortitude and his spell Earth's Sanctuary provide great protection to his army, keeping them fighting fit until they are ready to unleash their power upon the enemy.

Battlegroup Tactics

Pulverizer is one of the biggest keys to getting the most out of your battlegroup. The STR bonus it provides turns both the ranged attacks of the Impaler and the melee attacks of the Axer into formidable threats to even heavily armored opponents. In addition, the Axer's Rush animus gives your battlegroup the ability to surprise your opponents with a sudden burst of speed just when you need it most.

Using your feat at the right time can mean the difference between victory and defeat. You'll typically want to use Stone's Fortitude early in the game to get the most benefit from its protective effect. The best time is just after you've used Rush to get the first hit in on your opponent's models, as the protection of Stone's Fortitude should give your warbeasts the resilience they need to survive into the next round.

Knocking down your enemies is another great way to show teamwork. Knocked down enemies are very easy to hit, so use the Shockwave spell, slam power attacks, head-butt power attacks, and the Impaler's Critical Slam ability to make an enemy model easy pickings for the rest of your army.

So begin by laying down the hurt with the Impaler's spear attacks enhanced by Pulverizer, boosting your attack rolls to make best use of its Critical Slam ability. Then use the Pulverizer-empowered Axer or Bouncer to smash the opposition to bits, knocking down the target first if it has a high DEF value.





TROLL AXER



COST RNG AOE POW DUR OFF

TROLL IMPALER



COST RNG AOE POW DUR OFF

TROLL BOUNCER



The enigmatic organization known as the Circle Orboros is an ancient and powerful foe to those who value civilization over nature. Capable of summoning the forces of storm, animating warriors of stone, and commanding the beasts of the wild, they maneuver the battlefield while stalking the enemies most vulnerable to their individual skills, be those sorcerers, troops, or heavily armored warbeasts. Their armies make heavy use of terrain manipulation and precision attacks.

Tanith the Feral Song

Druidic magic in the Circle Orboros manifests divergent aspects of natural power such as storms, control over beasts, or even life and death. Tanith the Feral Song's skills lie primarily in the darker aspects of nature: shadows, blood, and decay.

Tanith is a highly versatile warlock who focuses predominantly on making her enemies vulnerable to nature's wrath. Her Jaws of the Earth ranged attack can damage an enemy from a distance, but more importantly it can give the target *and* nearby enemies –3 DEF. It also forces the enemy to make a difficult choice—use valuable resources to shake off the Shadowbind effect or stay in place for their entire turn.

Jaws of the Earth isn't the only effect opponents will fear, however. Tanith's Affliction and Dark Shroud spells reduce enemies' DEF and ARM values respectively. While her foes are left vulnerable, Tanith can protect herself or a warbeast with the Admonition spell and can dish out yet more damage from a distance with her attack spells Bleed and Rift.

The Rites of the Wurm feat enhances how many spells Tanith can cast by reducing their COST for one turn. It also allows her to channel those spells through her warbeasts, meaning no enemy is safe from her reach. Her warbeasts' spells are also reduced in COST, making it easy to cast their animi and still force each beast multiple times in combat.

Battlegroup Tactics

In the case of Tanith's battlegroup, the results of strategically combining effects can be simply overwhelming. Consider,

for example, the Pureblood Warpwolf with Warp Strength as its chosen warp effect, the Gorax Rager's Primal animus, and Tanith's Scything Touch spell facing off against an enemy warbeast suffering from Tanith's Affliction spell as well as the Shadow Bind effect from Jaws of the Earth. That gives the Pureblood an effective MAT 13 and P+S 20 for all six of its attacks!

Such extreme stacking might prove to be overkill, but it showcases Tanith's combo potential. In most circumstances, you'll be better off using a more measured approach by supporting multiple beasts with spells and animi to deal with your opponents. The Admonition spell is particularly noteworthy here, as it should always be on the beast you expect your opponent to attack next. Even a foe's strongest warbeast can't beat up on yours if yours just walks casually away.

Knockdown is another DEF debuff that any army can use. Warbeasts can make power attacks like slam, throw, and head-butt to knock opponents to the ground and leave them vulnerable. As with the Shadow Bind effect from Tanith's Jaws of the Earth, models can shake off the effects of knockdown—but after paying to shake off Shadow Bind and knockdown, a foe won't have much left in the tank to use in fighting back!

You'll often want to use the Rites of the Wurm feat fairly early in the game for a big turn of damage from a distance. Between the Pureblood Warpwolf's Death Howler, Tanith's Jaws of the Earth, and some Bleed or Rift spells with boosted damage, you can gain a significant edge before you even begin tearing into your enemies with tooth and claw.





GORAX RAGER



WILD ARGUS





The skorne have embraced the concept of empire and aspire to become tyrants over all Immoren. Skorne armies reflect peerless training rooted in their warrior code. Their soldiers and beasts are supported by those trained in the torturous paingiver arts or in the magic of agony or death. Skorne forces embody military might coupled with ruthless cruelty.

Beast Master Xekaar

Beast Master Xekaar is a high-ranking member of the Paingiver caste, the skorne responsible for breaking the wills of mighty beasts and turning them into monstrous weapons of war.

Many of Beast Master Xekaar's spells and abilities are geared toward making the most of the warbeasts in his battlegroup. His Psycho Surgery spell removes some damage from all warbeasts in his battlegroup at once, and his Pursuit spell can allow a warbeast to reposition in reaction to an enemy's movement. His Enrage special action, which he can perform instead of making melee attacks, substantially amps up a warbeast's melee damage potential.

Xekaar's Deadweight and Mortality spells can prove debilitating to an enemy model or even facilitate destroying it outright, while the Witch Mark ability allows those spells to hit an enemy model automatically if Xekaar has tagged it with his Barbed Whips. His Maltreatment ability even injures one of Xekaar's own warbeasts in order to give him another point of fury to work with when he needs it most.

Xekaar's Whispers of Torment feat is a sterling example of skorne cruelty. For a full round, enemies suffer –3 STR, MAT, RAT, and THR, making all their attacks miss frequently and making melee attacks deal less damage even when they do connect with their target.

Battlegroup Tactics

In the case of Beast Master Xekaar, Enrage is key to making the battlegroup hum. The Rush animus can get warbeasts to the right battlefield positions or the Prescience animus can allow them to boost their rolls more efficiently, but you'll always want to Enrage that warbeast before sending it into the fray.

Using your feat at the right time can mean the difference between victory and defeat. You'll want to use Whispers of Torment on the turn you close with your enemies. Even if the opposing army strikes the first blows in melee, Whispers of Torment will minimize the damage you suffer. Then use Maltreatment on an untouched warbeast to gain a free focus point and follow with Psycho Surgery to wipe away that damage along with some of the damage inflicted by your foes.

Warbeast power attacks are another strong example of teamwork due to the way they can knock down enemy models, leaving them vulnerable. Throw and head-butt attacks will do the trick, but there are few warbeasts better at slam power attacks than the Titan Gladiator. Since the Gladiator can Follow Up after a slam, it can still make additional melee attacks after unleashing the power attack.

Your opening salvo with the Cyclops Raider can whittle away at the opposing army, but you'll quickly want to close with your enemy. Xekaar can Rush multiple warbeasts in the early turns to get into position. When close combat is about to begin, use Whispers of Torment to minimize your opponent's damage output and then use Enrage and Mortality to maximize your own.



TITAN GLADIATOR





RUSH 2 6 - TURN NO
Target friendly Faction warbeast gains +2* movement when
advancing as part of its Normal Movement and gains Pathfinder ©.
Rush lasts for one turn.
GIADIATOR

COST RNG AOE POW DUR OFF





Everblight generals share portions of his divided essence, giving the Legion unity of purpose and action no other army can match. Blighted Nyss move quickly and kill efficiently, tainted ogrun cleave through foes, and dragonspawn swarm the ground. Legion maintains a strong theme of blighted energies and warbeast support for its mighty dragonspawn.

Kryssa, Conviction of Everblight

Kryssa, Conviction of Everblight was once a master swordsman. Now imbued with the draconic power of Everblight, she has become a maelstrom of death upon the battlefield.

As befits Kryssa's past as a swordsman, she eschews ranged combat, relying solely upon her arcane powers to get to grips with her foes, where she can quickly finish them off. Since warlocks can cast spells before or after moving or their Combat Action, Kryssa can use Quickness either to position herself to charge an enemy that was out of reach or to retreat to safety after finishing off an enemy.

Cloak of Ash provides Kryssa with a way to significantly enhance her or her troops' survivability against enemy attacks by granting concealment from ranged attacks and –2 to the attack rolls of enemies within its aura.

Kryssa's feat, Rage of the Dragon, significantly boosts the damage output of all friendly models within her control area by granting them increased STR and potentially causing enemies that survive the onslaught of her forces to suffer an additional POW 12 Fire damage roll at the start of their next turn.

Battlegroup Tactics

You'll want to use Kryssa's spells Tactical Supremacy and Cloak of Ash to keep your warbeasts protected while you position them for your feat turn. The Bolt Thrower and its Thunderbolt ability are key to this strategy; with its impressive range, the Nephilim can stall and disrupt an enemy's advance while using the movement from Tactical Supremacy to keep a safe distance from the foe.

Using your feat at the right time can mean the difference between victory and defeat. Rage of the Dragon is all about getting up close and personal to tear your enemies apart with blade, tooth, and claw. To get the most out of it you'll need to use Kryssa's spells and your warbeasts' high SPD to position yourself to strike first against the key elements of the enemy army. You can also use it to help trigger your warbeasts' special abilities that require them to destroy their targets in melee, such as the Neraph's Sprint or the Bolt Thrower's Quick Work.

Knocking down your enemies is another great way to show teamwork. Knocked down enemies are very easy to hit, so use the Bolt Thrower's ballista, slam power attacks, or headbutt power attacks to make an enemy model easy pickings for the rest of your army. The Neraph can even make throw power attacks with its Grasping Tail, potentially throwing one enemy into another and knocking them both down.

Begin by weakening your targets with the Bolt Thrower's ranged attacks, using Thunderbolt and Tactical Supremacy to keep your opponent from charging your models while you position the rest of your forces. Then empower your warbeasts with Rage of the Dragon to eliminate the enemy's most powerful figures before they can strike.











By Douglas Seacat

The following is an excerpt with two scenes from the prologue of *The Blood of Kings*. One shows Allister Caine when he set on the mission that would soon consume his life, and the other features the first meeting between Asheth Magnus and Julius Raelthorne, bastard son of Vinter IV.

When I was working on this novel, I faced a tough challenge: to forge an epic conclusion to a story that has been progressing in WARMACHINE for over ten years while also making the book self-contained. I like to think I pulled it off—I hope readers will enjoy the novel regardless of their familiarity with the stories that led up to it. One of the ways I sought to fill in the past was with a prologue walking readers through the conspiracies surrounding Julius Raelthorne since before he was born. I wanted the prologue to both show that from his very first step, Julius was set on the path to civil war and to establish how Caine and Magnus would have a role in determining its eventual outcome.

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EXCERPT FROM THE **PROLOGUE**

596 AR, Caspia

It was not altogether surprising to Scout General Bolden Rebald that he would find the young gun mage and warcaster in a tavern. A small crowd had gathered and was in the midst of wagering, exchanging coins and shouting. Lieutenant Allister Caine stood near the fireplace, a runeinscribed Spellstorm pistol in each hand. He faced a portly and extremely nervous-looking man who stood ramrodstraight with his back against the opposite wall, an old, pocked dartboard behind him. His wide eyes and the sweat covering his brow attested to his being terrified, though he was trying to be brave and to stand still.

One of the serving staff was balancing items on the man's head: first an inverted clay mug, atop that a smaller cup of opaque glass, then what looked like a playing card over its wide mouth to provide a platform for a narrow shot glass at the top. Rebald's lips pursed as he realized what he was witnessing. One of the deadliest men in western Immoren was about to perform a trick shot in a tavern.

Caine looked unsteady on his feet, and he spoke in a slur to an attractive brunette next to him, who flashed a smile and stroked his arm. Though Rebald had no doubt the gun mage had been drinking, to his experienced eye it was clearly a sham, every movement and mispronounced word an exaggeration. "Heresh whah's gonna happen, Hobard. I'm gonna earn that sum yeh promished, and yer gonna feel the fool!" It looked like he was talking to the bartender, not the unfortunate man with the glassware on his head. "I'm gonna shoot all three glasses, from largesht to smallesht. An extra ten gold crowns to Liepner if he doesn't flinch. Don't move, Liepner. Yer looking a mite blurry." He winked at the man, and the glasses trembled atop his head.

As Caine raised his pistols, he deliberately wavered them and pretended to have trouble keeping his balance. Rebald could see his stance was relaxed and sure. The spymaster made his way around the crowd to get in the gun mage's line of sight, not wanting to interrupt. A silence had fallen over the room and many of the patrons were holding their breath. Liepner was turning red. Rebald saw Caine's eye flicker to his face but then the gun mage focused on his target.

It happened so fast it was hard to follow. Rebald shifted his gaze from Caine to Liepner the moment he saw the finger on the gunman's right hand begin to squeeze. The first shot rang out loudly, exploding the clay mug, and there was a slight pause before the glass and shot glass began to fall. The second and third shots came together as if they were one, and there was only the shattering of glass. Rebald saw the shot glass falling, glinting just over Liepner's thinning hair when it exploded. The man whimpered, his eyes scrunched closed, until he realized he was still alive. He opened them and let out a ragged sigh of relief even as the patrons erupted into applause. Caine made a bow, his eyes on Rebald. The spymaster pointed to the quieter second floor before turning to make his way to the stairs.

It was another few minutes before Caine had extracted himself from his admirers to join Rebald at a dark table set back from the railing and blocked from the nearest hanging light. Rebald said, "I'd not have thought you'd be so eager to get arrested for murder again. It wasn't so long ago I was pulling you out of prison."

The gun mage smiled and said, "Liepner was never in any danger. I am surprised to see yeh again so soon. Doesn't feel that long ago yeh sent me off to Merywyn on that dirty business that got me demoted."

"From what I heard, you didn't mind the demotion."

Caine gave a chuckle with a slight rolling of his shoulders. "It has some advantages. No one seems that eager to trust me with anything resembling responsibility. I'm left to my own devices so long as I answer my superiors when they call. Which isn't often."

"Good. That can work to our advantage. Your ample free time has come to an end."

The gun mage looked glum. "I thought yeh'd say that. What is it now?"

Rebald said, "This won't be a short mission. Not a narrow task you can tackle and be done with. We have something rather more serious and likely protracted to deal with."

"I don't like the sound of that."

Rebald waved Caine closer, not wanting to speak above a whisper even though he felt certain they were unobserved. "I have been investigating a matter of grave importance to the safety and security of Cygnar. It has come to my attention that Vinter sired a bastard son before he was deposed." Caine's eyes widened at that, his insolence vanishing. Rebald continued, "I wasn't certain until today. I had thought perhaps the child was being raised by the Church of Morrow, which would have been a thorny problem. But they think he's dead, crisped in a fire. The only explanation that fits the facts is that the Inquisition captured Vinter's bastard and hid him away somewhere. The boy who burned was an imposter."

"What?" Caine hissed.

"I suspect when they were first searching for Vinter's pregnant mistress, the inquisitors intended to murder her and her child. A bastard would have been seen as a threat to the king. However, they didn't find the child until after the coup, at which point their priorities had changed. The inquisitors are as fanatical as ever, but they don't know if Vinter will ever return or if he's even alive. What better than to raise his child to replace him?"

The gun mage listened closely, all the while scratching at the table surface with a fingernail. "Quite a conspiracy. What's it have to do with us?"

"We need to find this bastard. Those who took him intend to use him as a pistol aimed at King Leto's head. It's up to us to stop them. It won't be easy. This will be painstaking work, as we have little to nothing to go on."

"So less of a readied gun than a bomb with a slow fuse," Caine said. Then his eyes narrowed. He said, "What are yeh going to do when we find this boy? What happens to him?"

"We'll cross that rather narrow bridge when we come to it. This is a sensitive matter, one I can't delegate. It must stay between us. Above all else, it's vital that what we are doing does *not* reach the ears of the king."

Caine scoffed. "Real risk of that. I'm always having tea and gossiping with King Leto." After a pause he asked, "But why? Isn't yer entire job keeping him informed?"

"My *job* is to gather intelligence," Rebald said, his tone icy, "and to neutralize subversive threats to the crown before they manifest. If I'm doing my job properly, the king needn't be troubled by such details. We have no evidence, and may not secure any for some time. I will not jeopardize the king's mental state with rumors of ghosts."

He realized he was lecturing and stopped. He softened his tone and began again. "King Leto is the only person I know who did not rejoice at overthrowing his brother. It went against his personal beliefs, even though he knew it had to be done. His idealism can only endure while he has more realistic men seeing to his interests. People like you and me. The thought that he might have a nephew—however illegitimate—that was kidnapped by inquisitors would distract and upset him. When we have concrete evidence I will decide whether to bring it before him. For now, it must remain a secret. Can I rely on you?"

Caine slid back in his chair. "Do I have any choice?" His eyes glinted with dark humor.

"No, you do not." Rebald smiled. "I need you for this, and I need you at your best."

"You know I'll get it done." Caine said. "Where do we begin?"

607 AR, Town of Wexmere

Julius stood on one side of the basement complex's sparring pit in a relaxed but ready fencing stance, his backsword at guard position. He had decided against fighting with rapier and dagger, his previous preference. He had switched to a single heavier and more versatile sword.

Facing him was "Lieutenant" Largo—Julius was certain their ranks did not represent actual military commissions. He was a tall and gangly man in his mid-thirties whose long face bore a drooping moustache and a hangdog look. Of all of Julius' tutors, Largo was his preferred opponent, especially after it had become clear that the man feared fencing him.

This was a sensation Julius was still learning to savor; it had not been so long ago he had been afraid every time he stepped into this sparring pit. For years it had been the most dreaded aspect of his daily training regimen; each time he chalked his hands and gripped the hilt of a practice sword, he knew he was about to get a sound beating. It had taken quite some time before he understood that not all his tutors were equally skilled in swordsmanship. They had all undergone some sort of formal training, of course, but under the intensive regimen Julius endured, their limitations eventually revealed themselves. A few months ago he had come to the rather startling realization that he had already exceeded several. It might not be long before he could beat all of them.

Largo had lost his confidence weeks ago, and it showed in his posture and timidity. Julius stood still, taking deep and steady breaths, forcing his adversary to initiate the attack. Largo tried an obvious feint, which Julius ignored, and when he came in for a lunge the younger man performed a cut-over after parrying the blade, riposting with a stinging hit. Largo's nostrils flared and Julius smirked in satisfaction. He intended to return some of the countless bruises he had received. The notion was especially appealing given it was Largo's lectures on history and politics which Julius found the most tedious.

Before he could shift to full offensive, the high note of a warning bell rang out. Everyone reacted instantly to the distinct tone. Largo tossed aside his sparring weapon and went to arm himself before taking up his position closer to the entryway. Julius dropped his own weapon and withdrew to the safe room, going past Sergeant Fowler. The pale and greasy-haired man nodded once in greeting, then slid the armored panel closed behind him. The panel was designed to blend into the wall of the large main basement chamber to obscure its presence. It also included a thin slit at eye level, allowing Julius to peer out with limited visibility.

He glanced back at the only other person in the dimly lit room—Sergeant Layne Bristol, a wiry and intense woman with short-cropped black hair. Her posture seemed to Julius like a coiled spring. She was one of his few tutors who still intimidated him and whose swordplay he had yet to unravel. Bristol stood ready at the barred metal door that led to the back exit, in case they had to flee that way. She chambered a round into the breech of a large military pistol.

Next to her was the grated opening of a wide-mouthed pipe that went up into the ceiling and into the main chamber, letting her hear what happened in there as if she were standing in the room. There was something about her expression that put Julius on edge. This did not feel like a drill, though he'd never heard the bell ring otherwise.

The alarm bell was there to warn of an incoming intruder or visitor. A single toll was the mildest warning, indicating there might not be an actual threat. Julius had often wondered what it would be like to meet and talk to someone other than the few faces he had come to know-but it had never happened. He had been allowed occasional carefully supervised trips out of the underground complex, to walk along the grounds of the walled-off estate whose basement chambers they occupied. No one had been allowed to come near him, and he had seen other people only through a spyglass, at a distance. He knew a great deal about various people, but only from his studies. What he knew had come from books and lectures.

"Stay steady, son," Bristol said, her hoarse voice nonetheless reassuring. "Remember your training."

Julius put his eyes to the viewing slit again and saw the main door into the central chamber open. Largo and Cobb were at their positions, behind partial cover and with guns at the ready. They looked tense. Walking into the chamber alongside the stranger was Old Man Quinn. Julius had picked up the nickname from the others, though no one ever said it to Captain Quinn's face. Old as he was, Quinn could still freeze Julius with a look. His piercing eyes and commanding demeanor left no question as to his being the ultimate authority and a man who would tolerate no insubordination. At present he was the only one of Julius' tutors who seemed relaxed.

It was the stranger that drew Julius' attention. He was a tall and wide man who walked with a heavy limp, his steps giving the sound of metal on stone. He wore heavy mechanikal armor. Julius saw a single wide smokestack protruding from behind his head, with just a thin wisp of smoke coming from it, and thick pipes running below the main breastplate, likely protecting arcane conduits to strengthen the armor. The young man's eyes narrowed as he realized this had to be warcaster armor. It looked as though the man's right arm had been replaced with an oversized mechanikal prosthesis, and his right leg was supported by an uncomfortable looking metal brace. Julius knew at once this had to be Asheth Magnus, the warcaster who had served his father in the Scharde Invasions and who had refused to bow to Leto. His tutors had made him study this man's background extensively, along with that of the other warcasters they knew.

The warcaster looked at the men who had guns trained on him and sneered. "What's this, Quinn? Do you think these people could do anything if I wanted to force my way in? I could kill everyone here if I chose and you'd be powerless to prevent it."

Julius heard Bristol begin unbarring the door behind him. She whispered, "Get ready to make a quick exit." Her voice held a note of urgency he'd never heard from her before.

"Just standard procedure, Magnus," Quinn replied affably. His own pistol was holstered. He waved a hand to Largo and Cobb, who reluctantly lowered their weapons. "We don't receive visitors. You're a special exception."

Asheth Magnus swept the room with his eyes and then turned back to Old Man Quinn. "Where's the boy?"

Bristol had opened the bolts and thrown the heavy lever that pulled back a number of thick rods serving to reinforce the metal door. The mechanism was well oiled but still made a distinct noise as the rods were withdrawn. "Come on!" she hissed at him. "We need to move. Now."

Magnus raised his voice, speaking more loudly, "And if any of your people are in the back about to flee, I should warn you I have warjacks at your escape route. You might as well come out."

Julius turned and saw that Bristol had frozen, her hands clenching the door handle. Her eyes had gone wide. She held a finger to her lips. Julius frowned, considering the entire exchange and finding the incident both fascinating and exciting. From everything he had learned, his tutors and Magnus were on the same side. Had something changed? He felt certain Quinn would not have brought someone hostile into their main chamber, not without a different tolling of the bell. Clearly there were unanswered questions.

Captain Quinn called out, "Sergeant Bristol, abort any exit plans. Come on out, and bring the boy."

She gritted her teeth and sealed the back door again. She said under her breath, "What are you doing, Old Man?" Julius stepped back as she undid the interior clasps on the panel that closed them off from the main room. She rapped on it twice, and Fowler helped pull it back to reveal the opening. Bristol put her hand on Julius' shoulder and urged him forward.

As they got closer, Julius could see the handles of weapons strapped to Magnus' back, what looked like the hilt of a sword and the stock of some sort of carbine or rifle. His posture was twisted from whatever damage had been done to his side and leg, leaving him slightly hunched, but he was a large and intimidating figure nonetheless. Julius kept his head high and met the man's stare squarely,

remembering his training. He was of royal blood and would not be cowed. Fowler approached with them, staying just slightly behind, his hand still on the grip of his pistol, which he had holstered.

Quinn stepped forward to stand somewhat between Magnus and Julius, though to the side. Magnus ignored him, staring at the sixteen-year-old. "What's your name, boy?"

He looked briefly to Quinn, who inclined his head slightly, his expression inscrutable. "Julius Raelthorne, eldest son of Vinter Raelthorne the Fourth, blood heir to the throne of Cygnar." Something in his words made Magnus smile. Julius wondered if he was being mocked, and scowled.

The warcaster had turned to face Quinn. He asked, "Do you lot still consider yourselves part of the Inquisition? I do not see the uniform."

"No," Quinn said without hesitation. "We abandoned those oaths for a higher calling. We still have friends and allies among that organization. Our aims are not necessarily in opposition."

"Are you sure about that?" Magnus asked. "Their purpose is to restore Vinter to the throne. It would seem you have other goals."

Despite having lowered them, Cobb, Fowler, Bristol, and Largo had hands on weapons and were ready to bring them to bear. Quinn still seemed calm, yet his position suggested he was ready to act to intervene if need be. He weighed Magnus' words, then said, "We aim to see Julius crowned as king. That is our purpose. Doesn't matter to us who's sitting on the throne when we make our move. Leto or Vinter: either will have to go."

Magnus inclined his head and his expression suggested a certain respect. "I don't expect you've been so forthcoming with your remaining inquisitor friends. Were I in service to Vinter still, by this declaration you would risk becoming my enemy. It is fortunate for you that the man who was once my king has since betrayed my loyalties and rewarded my efforts with scorn, mistrust, and abuse. He has proven himself unworthy of the dedication and sacrifice so many gave him. If Julius is to become king, it will require removing Leto the Usurper and thwarting the return of Vinter the Exile. You are not in a position to see this happen, but I am. If this is truly your goal, from this point forward you answer to me."

Largo had become red-faced during this speech, his moustache quivering. He shouted, "Like hell! Who do you think you are? We're not doing a damned thing you—"

In a swift motion Magnus reached with his living hand to grip and draw his short-barreled scattergun, leveled it at Largo's chest, and fired. The explosion seemed impossibly loud in the contained space, setting Julius' ears ringing. Largo's chest was torn apart and he toppled backward and collapsed. The wall behind him was splattered with blood and gore and pocked with deeply embedded hunks of metal shot.

Julius was unsure what to do, but the three sergeants had immediately begun to draw their pistols. Quinn barked, "Stop! No one move!" His eyes gleamed with inner power and they froze. Julius did not move or jump with the gunshot but also felt frozen in place. "Holster your pistols and stand down!" Had he a pistol, Julius knew he would have secured it, the compulsion was so strong.

Magnus seemed unaffected. He raised the scattergun to point at the ceiling and asked, "Is there anyone else here unwilling to follow my orders and see this through?"

The others felt the invisible pressure relent and one by one shook their heads. Quinn said, "That was wasteful, Magnus. My people are highly skilled and not easily replaced. I could have brought Largo on board."

"Now you don't need to," the warcaster said, sliding the scattergun back into its holster on his back. He faced Julius and said, "My apologies, Julius. I realize you may be close to these people, after all these years. But dangerous days are ahead. Not all who join us will make it through. Each of these people is ultimately disposable, though also potentially useful."

Julius folded his arms. "What of me? Will you require me to follow your orders as well?"

Magnus nodded. "I will. Your instruction has not yet ended. I have much to teach you. They will be hard lessons. If you value your survival, you will heed me closely in the days ahead. Once we have placed you on the throne and you wear the crown, your word will be law. Until that day, you answer to me. Are you prepared to leave this place and embrace your destiny?"

Julius looked toward the open doorway and considered how much there was to see of the world, and all that lay ahead of him. He said, "More than ready. But if you desire my obedience, you must promise never to kill my people. Not without my permission."

Magnus considered this and then inclined his head in agreement. The two of them walked out the entrance, the ex-inquisitors following behind. Julius felt a rising excitement that he was embarking on precisely what he had been born to do. He was taking the first step on the path to his throne.

BATTLEBOX BRAWL



This special battle report feature pits six different Battlegroup Starter Boxes against one another in the ultimate preview showdown. Our combatants—a mix of long-time playtesters and neophytes to the new editions—give us their insights, thoughts, and opinions on the changing face of warfare in the Iron Kingdoms, all while giving you a taste of the new rules in action!



CYGNAR

Richard

When I started working at Privateer Press in 2013, my new co-workers welcomed me with some new models. The first 'caster that was given to me, along with a few 'jacks and a unit, was Kara Sloan. Since then, my Cygnar army has grown, and I have learned a few other factions. While board games like *The Undercity* are more my passion, I look forward to playing WARMACHINE at this year's Lock & Load with the new rules and great new models!

Model/Unit	Points
Major Beth Maddox	+30
Firefly	8
Lancer	1C
Ironclad	12





Dan

Battle reports are always my favorite part of *No Quarter*, so when EIC Lyle Lowery offered me the chance to participate in one, I eagerly accepted. Better still, it was nearly eight years to the month since I had first started playing WARMACHINE, and it meant I would get to show off a new edition of the game with one of my very favorite factions. I was proud to take the field with Lord Kozlov, Viscount of Scarsgrad, and I eagerly painted him to match my winter-grey Khador army.

The news got even better when I found out I'd be playing against Richard Anderson. We've played a lot of games together, developing a friendly rivalry that has even wormed its way into two campaigns through *The Undercity*. Just because it's cooperative doesn't mean you can't feel mischievous glee when rolling for the bad guys!

Model/Unit	Points
Lord Kozlov, Viscount of Scarsgr	ad +28
Decimator	16
Juggernaut	12



Deployment

Khador - Dan

I won the roll off and elected to go first. With only a 7" deployment, I knew my warjacks would take some fire before reaching the enemy line. Kozlov deployed centrally, counting on the barricade to provide much-needed cover. I intended to use the Decimator as mobile fire support, so it got the more open left flank. I hoped this would encourage Richard to stick close to the buildings on my right, limiting his movement and setting him up for the Juggernaut on that side.

Cygnar - Richard

With two walls giving us both cover from fire, I expected that we would both rush up to the walls and then see what happened. The wall could provide cover if I decided to hold back and soften Dan's 'jacks with some ranged attacks from my Firefly. It and the Decimator have the same range on their guns, but my light warjack is a bit more mobile, and I have access to the Snipe spell to extend my range by 4".



When he elected to go first, I hoped that meant he would get far enough up the field on the first or second round that I could open fire and get in a few hits before the clashing of multi-ton warjacks.

Round 1

Khador – Dan

The game began like so many others, with my army running as far forward as possible to close the distance to the enemy—but this time, there was one key difference: before allocating any focus, each warjack powered up and received a free focus simply for being within Kozlov's control range. That allowed the Decimator and Juggernaut to run toward the barricade at no cost to Kozlov.

This left the Viscount open to advance and cast all *three* of his fantastic upkeep spells on his battlegroup. Kozlov himself gained Chosen Ground. The spells gives models in my battlegroup Pathfinder and Steady, meaning Richard's force couldn't rely on the obstacles to keep him safe from my charges. Steady would also come in handy since the Ironclad's quake hammer Tremor special attack knocks down its target and any models near it. The Juggernaut received Fury, and Tactical Supremacy went on the Decimator in the hopes that it would combine with the Dozer's Beat Back ability for some impressive mobility.

Cygnar - Richard

With the new rules allowing me to premeasure, I did some quick math to see if running the Lancer up as far as he could go would get me in range to cast Electrical Blast to disrupt



one of Dan's 'jacks, but I was about 3" short. I needed to get the Lancer into position to use the spell on the following turn.

As I thought about my options, I considered my biggest concern: Dan running his 'jacks into my forces and turning the match into a game of attrition, where his high-armor 'jacks would outlast my battlegroup's damage output. On an average unboosted roll, the power of my light 'jacks' melee weapons wouldn't even scratch his heavy Khadoran armor. To keep that from happening, I would need to be crafty. I needed to find ways to 1) slow him down and 2)

Round 1 (Continued)

whittle away at his 'jacks. I would need to keep this up until he made a mistake and left a charge lane open to his 'caster (I just love me some assassination).

To make this happen, I needed to keep Dan's Juggernaut focus-free. That way, it would be unable to charge me and too slow to reach my Lancer, leaving me protected—for at least a turn—from its charge. This could also give my Ironclad the first strike and a possible chance to take the Juggernaut out before it wreaked havoc on my small force.

Now that I had a plan, Maddox cast Assail on the Ironclad for the free charge and the extra 2" of movement, making it a huge threat to Dan's Juggernaut. I put Snipe on the Firefly for extra range on its gun and then Onslaught on Maddox, which would let me get behind the barricade and charge over it if Dan put his 'jacks in a position that would let me charge into them on my following turn.



Round 2

Khador - Dan

I like to think that my second turn wasn't cowardly. It was just *calculated*. As I could now premeasure as I pleased, I assessed my options. Richard's Firefly was not only in cover but also out of range of the Decimator's cannon.

My warjacks powered up, and I paid to upkeep all three of my spells. The Decimator ran the rest of the way to the obstacle and into cover. Measuring carefully from the Ironclad, I found a spot just out of its threat range and moved the Juggernaut there, out of cover.

I knew this was a risky move; it wouldn't get charged, but it was close enough to the Lancer for the arc node to pose a serious threat. The last thing I wanted was for the Juggernaut to suffer Disruption from Maddox's Electrical Blast spell. Should that happen, my hopes would rest on the Decimator pushing the Ironclad back, out of charge range.



Kozlov advanced the rest of the way into cover and held onto his 3 focus in case Richard took a shot at him.

Cygnar - Richard

Dan set me up perfectly for Maddox's Electrical Blast spell. So, I elected to upkeep all of my spells as I would need them either this turn or next.

He had moved the Juggernaut out from cover and stopped just outside of the range of my guns and spells. I would have to advance closer to him to make any attacks. I was really surprised that he kept the Decimator back behind the wall because it left his Juggernaut open for Cygnaran business . . . of the destruction kind!

I first moved the Lancer into position by putting him exactly 8" away from the Juggernaut, as far away from the Decimator as possible yet close enough for Maddox to advance and cast a spell through the Lancer's arc node. Next, I moved the Ironclad. After premeasuring, I found that the Ironclad was not going to be able to charge the Juggernaut, so I moved it up closer for the charge on the following turn. (Little did I know, this would end up being one of my biggest mistakes—I hadn't disrupted the Juggernaut yet, and my entire plan hinged on that happening.) I moved the

Round 2 (Continued)

Firefly up and took a Sniped shot against the Decimator. I knew the armor would be hard to crack, but any damage at range could help later. So, I took the shot. With a boosted damage roll, I scored 1 damage, which is about as good as I could have hoped for, given the low POW on its gun. Unfortunately, the arced lightning did not crack Kozlov's armor.

The most critical part of my entire plan was Maddox getting the Disruption off on the Juggernaut with her Electrical Blast spell. (This is where my earlier mistake came back to haunt me.) Unfortunately, I remembered too late that Electrical Blast Disrupts when it causes damage, and I didn't leave enough focus to boost damage. So, I cast the spell, and it hit without issue, but I now needed to roll an 8 in order to do any damage and cause Disruption. I rolled a 6, causing no damage or Disruption. My Ironclad was in charge range of Dan's Juggernaut, and there was no way Dan was going to let me keep it any longer, as it posed the biggest threat to his force.



Round 3

Khador - Dan

Thank goodness for sturdy Khadoran steel! The Decimator's paint was scratched, but neither Kozlov nor the Juggernaut suffered any damage, and that meant no Disruption. To top things off, Richard had advanced the Ironclad before seeing the results of Maddox's activation and placed it near the Lancer.

My warjacks powered up, and once again I measured distances for what would prove to be a crucial turn. Satisfied, I allocated 2 additional focus to the Juggernaut and kept all three spells going. Kozlov activated first, and with a resounding cry, unleashed his feat, Onrush. He and the Decimator were still too far back to make the most of the +2 SPD and Unyielding it granted. Instead, the Viscount just adjusted his position, remaining in cover as he mentally spurred the Juggernaut into a sudden burst of action.

Suddenly, the once plodding warjack became a runaway freight train. Now at SPD 6, the Juggernaut spent 1 focus to charge the Ironclad. Having measured out my plan well before focus allocation, and thanks to the increase of the Juggernaut's melee weapon ranges to 1", I found a cozy little spot where I could engage both the Ironclad and the Lancer. I picked up the dice and rolled to hit with confidence thanks to the Juggernaut's MAT 7.

Critical hit with the ice axe!



The Juggernaut put its nine tons of weight into the swing and, bolstered by the Fury of the Motherland (and one hell of a good roll), dealt an armor-shattering 21 damage to the now-stationary Ironclad. Critical Freeze rendered the Ironclad stationary, and the follow-up with the Open Fist did another 4 damage. Another focus point bought one more vengeful strike from the axe in the Juggernaut's red right hand, wrecking Richard's only heavy warjack. I bought a last attack against the Lancer, dealing a respectable 10 damage but taking cortex damage from the shock shield in return.

Round 3 (Continued)

With no wreck markers in this edition, Richard's army was sure to swarm the Juggernaut even without the benefit of Onslaught. My Decimator advanced 6" thanks to Onrush and fired on the Firefly, hoping Beat Back could dislodge it from cover. Since the ROF 2 Dozer could now fire twice without spending focus, I spent the focus from powering up to boost the first attack roll. The light warjack nimbly ducked the first heavy round and, with no focus left to boost, the second as

Cygnar - Richard

Never give up. You never know what might happen with the dice. At this point, the situation was dire. Having lost the Ironclad, I no longer had any real threat to take on either of his heavily armored 'jacks. This was my only chance to use my feat, so I knew it was time to go all out and attempt to destroy his Juggernaut. That's impossible, you say? Hah, only if you don't try!

The Lancer's shock shield would probably take out the Juggernaut's cortex, preventing it from gaining focus later, so I gave the Lancer 1 focus. Maddox would activate first and use her feat, Thundering Rage. With the bump in POW it provides, my weapons had a good chance to do some damage to the Juggernaut. More important, the feat grants my melee weapons Beat Back. With enough good hits, it would be possible to push the Juggernaut far enough away from the Lancer to give it a charge lane on Kozlov. It was time to put my plan into action.

I advanced Maddox as far as I could to get the best Beat Back angle on the Juggernaut, but it wasn't enough to make Kozlov vulnerable. Dan had positioned the Juggernaut perfectly and denied Maddox the chance to open a charge lane on Kozlov, so it was time for Plan B—whale on the Juggernaut. Maddox unleashed a flurry of attacks, dealing small amounts of damage each time. But now Maddox

well. Oh well. The Decimator used Tactical Supremacy to Reposition 3" toward the Juggernaut to lend its support next turn. Though out in the open, engaging it would still trigger Unyielding, so I felt prepared to weather the coming storm.



was vulnerable to the Juggernaut. So, I used Beat Back to push the Juggernaut back just far enough to give the Lancer enough space to move in between the two and offer Maddox as much protection as possible. Next, the Lancer moved in on the Juggernaut and did what it could, taking out its cortex but failing to take out its right arm. Lastly, I advanced with the Firefly to put it between Maddox and the Decimator. The Firefly hit the Juggernaut with its electro glaive and did a few points of damage, but with that Khadoran armor, I was unable to destroy him. There wasn't much left to do but take Dan's follow-up with grace.

Round 4

Khador – Dan

Curse these Cygnarans! First they dare to oppose our reclamation of lands rightfully ours, and now they threaten our limited cortex supplies with their cowardly galvanic weaponry. At least my Juggernaut's arms were still fully functional.

My Decimator powered up, and Kozlov gave it 2 more focus. With the Juggernaut unable to boost to hit and the Decimator already engaged, I let Fury and Tactical Supremacy expire. I did upkeep Chosen Ground, as I planned for Kozlov to finally join the fight.

With its cortex already crippled, I considered having the Juggernaut target the Lancer, but I had really hoped to remove the Firefly and clear a path for the Decimator to tear into Maddox. Even with 3 focus, I didn't think Kozlov could scrap the light 'jack on his own. The two initial attacks from the Juggernaut helped soften up the Firefly with a total of 14 damage.

At last, it was time for Kozlov to demonstrate the martial prowess of an Iron Fang. Having played many a game with the Butcher of Khardov, I wanted to give Khador's newest Weapon Master warcaster a chance to shine. Swiftly leaping the barricade, he charged the Firefly, needing a mere 6 to hit.

And, I promptly rolled a 4.

Round 4 (Continued)

Okay, not a great start. I guess I should have boosted to ensure that my charge attack connected, but surely I could still finish off the Firefly with some purchased attacks?

One roll of a 5 later, I decided maybe Kozlov wasn't quite ready for this fight. It was . . . too warm. Yes, that was it. Or maybe it was allergies? Longing for the cold comfort of his homeland, he considered spending his last 2 focus to cast Tactical Supremacy on himself and slide back out of range. Not wanting to risk a free strike, I opted to keep that focus for reinforcing my power field. Each focus spent this way would reduce an attack's damage by 5, but I was still in for a world of hurt.

Now with far more focus than it needed, the Decimator made short work of the damaged Firefly with its rip saw. Too late, I realized that Tactical Supremacy could now have put the Decimator into melee with Maddox and kept her from engaging Kozlov. All I could do now was brace myself for the worst.



Cygnar - Richard

HOW WAS I NOT DEFEATED?! Kozlov failed beautifully and left me a small chance to win. I left all of the focus to Maddox to unleash her wrath on Kozlov. The Lancer activated first and moved around the Juggernaut, being careful not to take a free strike and getting just far enough within range to poke Kozlov with its Warspear. A hit and a decent damage roll put 5 damage on Kozlov, who elected to cancel it by spending a focus. My last hope was to finish him with Maddox. Charging in, I boosted to hit to make sure my attack would make contact. Then, I took advantage of that boost and hit hard. It scored 11 damage, which was again reduced by 5 because Kozlov still had focus left to spend. Kozlov had 11 life left. With 5 focus left on Maddox, I bought another attack and got lucky with a 12 to hit. I then boosted the damage and rolled a 10, dealing 6 damage to Kozlov, dropping his life down to 5. Victory would be mine!

I bought an additional attack and with one focus left, I just needed to hit and then roll a 9 on damage. I chose to save that last focus to boost the damage roll and risk missing the attack roll. As I rolled the attack roll, I hoped the dice would be kind.



And they were—the 10 I rolled foreshadowed Kozlov's end. I spent my last focus to boost the damage and prepared to smite Kozlov. But Fate had other plans for the Viscount of Scarsgrad. The 6 I rolled only did 2 damage, leaving him standing with 3 life to spare. Today was not his day to die.

Round 5

Khador - Dan

Well, that was close! After those first two damage rolls, I thought Kozlov was sure to fall. Saving focus to mitigate

the damage helped, but the truth of what saved me was Richard's legendary affinity for poor dice rolls.

Once again, the Decimator powered up, and I let Chosen Ground expire. Still a bit wary of relying on Kozlov to finish

Round 5 (Continued)

the job, I allocated two more focus to the Decimator. They have the same MAT, so I decided Sustained Attack on the rip saw would be a safer bet. I still hoped to give Kozlov some personal glory and prepared to activate him ahead of the Decimator.

But wait! The Juggernaut was also in range of Maddox. Even without focus to boost my attack rolls, it was worth a swing or two at Maddox. I started with the ice axe and rolled two 5s.

Critical Freeze!

That was far more than I'd hoped for. I like to think that even with its significant cortex damage, the Juggernaut still took offense at this Cygnaran's attempt to murder a noble son of Khador. With Maddox unable to reinforce her power field, the Juggernaut dealt 8 damage with the ice axe and another 4 with the subsequent automatic hit from the Open Fist.

With two quick strikes of his great axe, Lord Kozlov dispatched his adversary and claimed victory.



Conclusion

Khador - Dan

That game was fantastic! Richard was a great opponent as usual. Things would have gone much differently had that Electrical Blast managed to get past the Juggernaut's armor, but even once his Ironclad fell, Richard didn't back down. Instead, he brought everything he could to bear on the Juggernaut and then Kozlov himself, and my pride in Khador's melee prowess nearly cost me the battle.

While Kozlov learned a measure of humility in this game, I think he's destined to be among my top-three Khadoran warcasters. (In fact, I think my entire snow-themed army just became his personal retinue—time to load up on more Iron Fangs!) Chosen Ground can be invaluable against some opponents, and Fury is always a solid upkeep on Iron Fang Pikemen. I also expect Tactical Supremacy will now, more than ever, earn its name. With a 3" advance at the end of activation rather than at the end of your turn, a unit can now move in, take out key targets, and then clear the way for the next wave to charge in.

My Decimator didn't have much of an impact on this game, but the new ROF rules make it a lot less focus-hungry than it used to be. And there's plenty more to love about warjacks now. Lord Kozlov has enough warjack points for two heavy 'jacks without even spending any army points. The free focus from powering up helps extend the utility

of your 'jacks no matter how many you take. Personally, I'm looking forward to bringing along an extra Destroyer or two every game and boosting their attack rolls each turn for some reliable fire support.

Yet the star of that game was the humble Juggernaut. Rolling two critical hits with that ice axe was, of course, spectacular. But even without that run of luck, between Kozlov's spells and feat, free focus from powering up and the increased MAT and 1" melee range of its weapons, this icon of Khadoran engineering is better than ever.

Cygnar - Richard

Dan gave me a great game. The one thing to never forget while playing is that no matter how bleak it may seem, never give up. And read your cards carefully. Had I been able to boost my Electrical Blast damage roll on the second round, I think the entire battle would have gone more in my favor, so I should have saved a focus for that. I really liked being able to premeasure so that my movement was easier to manage. And having my 'jacks power up also made Maddox feel more powerful. I love that 'jacks can function early game without using all of my focus, and that midgame, I can get more use out of my warcaster because she doesn't always have to give some focus to her 'jacks each turn. This was a well-fought battle and my first introduction to the new rules. I look forward to many more games!



SKURNE

02

It's a little hard to believe this day is finally here, and I am finally playing a "real" game using the new rules for HORDES. I got my first chance to read and test the changes to the rules over two years ago, and we've been planning this edition for even longer than that. A lot of stuff hit the tables in the development department during that time, and I have seen dozens of iterations of models. It's great to play the finished game and just focus on having a fun time after all that work. Skorne was the first army I started with when HORDES launched back in 2006, so I was excited to play them first in this new edition.

Model/Unit	Points
Beast Master Xekaar	+31
Titan Gladiator	14
Cyclops Savage	8
Cyclops Raider	9





LEGION OF EVERBLIGHT

Doug

What an honor to be doing one of the very first battle reports for the new editions of WARMACHINE and HORDES! After a bit of playtesting, I finally get to not only try out my beloved Legion of Everblight but I also get to take Kryssa, Conviction of Everblight for a test drive.

Model/Unit	Points
Kryssa, Conviction of Everbli	ght +31
Shredder x2	4 each
Nephilim Bolt Thrower	11
Neraph	12



Deployment

Skorne – Oz

I won the roll for setup and had an interesting choice. Legion armies are full of movement tricks, and the new Battlegroup Box is no exception. Choosing to go second would have let me know where Doug's softer targets would be positioned, but it would also have more than likely given him a better chance to initiate combat when he had the biggest advantage. I chose to go first and went with a fairly straightforward deployment with my battlegroup centered at the front edge of my deployment zone.

Legion - Doug

My deployment was pretty straightforward. I knew I could use some of my speed to maneuver as needed, so I deployed Kryssa in the middle of my deployment zone. My main plan was to have her trail the Neraph since it was my heavy hitter in this battle, but positioning her in the middle gave her the ability to react in any direction that might be needed.

Next, I took a risk splitting my Shredders to each side of Kryssa. I could have used them as a team to benefit from Flank. After all, combining Flank with Kryssa's feat would



allow them to really bring some hurt, but I felt they would serve better as potential sacrifices to prevent Oz and his Skorne beasts from taking the initiative.

I placed the Neraph to the left of my first Shredder with the intent of trailing him and jumping into melee with Kryssa to help if needed. My Nephilim Bolt Thrower was on my right side and ideally would use the acid bath hazard to keep from being attacked.

Round 1

Skorne – Oz

My first turn was about positioning to prepare as much as possible for my second turn. Xekaar has a powerful spell list and a great defensive feat, but none of that was going to come into play this round. I ran all of my models closer to Doug's forces and sent the Cyclops Savage around the rock pillar to see if I could draw Doug away from the core of my battlegroup while being careful to pay attention to the threat range of the Nephilim Bolt Thrower. Its Far Strike animus and speed would let it threaten most of my army if I wasn't careful. Since the new edition allows for premeasuring at any time, it was fairly easy to set up my forces so the Legion would have to work to get me.

Speaking of changes, the terrain rules have also changed in the new edition. In addition to some changes to how models interact with terrain, new types like acid bath have been added. I moved my Cyclops Raider around the acid bath terrain. For now, I would keep him out of the acid if I could, relying on access to his Far Strike animus to keep



him in the fight. And I wasn't very worried about going into the pool if I needed to. Models moving into the terrain are affected by the Corrosion continuous effect, something that shouldn't hurt the beast too much.

Round 1 (Continued)

Legion - Doug

After Oz aggressively ran his entire army forward, I started formulating a plan. I didn't think I had enough hitting power to take out all of his beasts, and I would take massive casualties if I went head-to-head.

I activated Kryssa first and cast Cloak of Ash on my Neraph, which cost 2 fury and gave the Neraph Ashen Veil, concealing it for extra DEF against ranged attacks.

I then spent 2 more fury to cast Tactical Supremacy on my Nephilim Bolt Thrower, which would give it some extra mobility and tactical flexibility.

Kryssa advanced forward and, in an effort to match the aggressiveness of my opponent, I spent 3 fury to cast Quickness, allowing me to advance 2" for each fury spent.

Next, Shredder Uno and Shredder Dos ran forward, each generating 1 fury.

My Nephilim Bolt Thrower walked forward because I wanted him in a good position where I would be able to use his Far Strike animus if I needed added range.



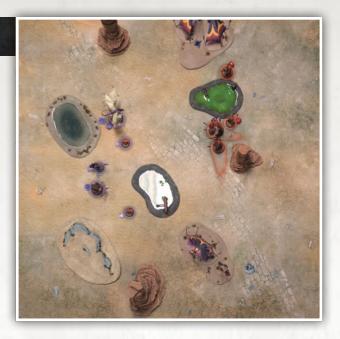
The Neraph then riled for 2 fury and ran forward, generating a third fury token, which would allow me to have Kryssa at full fury of 6 next turn.

Round 2

Skorne – Oz

Doug took as much advantage of the premeasuring rules as I did and kept most of his army safe. Fortunately for me, he couldn't just hold off the entire game and had to put something in range for me to attack. Since he had already checked the range during his own turn, I knew that my Raider would have to get a little closer to the Neraph to shoot it, losing the aiming bonus. I used the beast's animus, forcing him for 1 fury to increase his weapon range by +4. Then he advanced less than an inch to take the shot. Cloak of Ash made it a tough one. The Neraph's already impressive DEF 14 was cranked up to 16 due to the spell granting it concealment. I boosted the attack roll and hit with a roll of 11, giving me a 16. I boosted the damage roll as well, but it didn't do as much damage as I had hoped for. The Neraph's Spirit was a little dinged, but it was still a long way from dead.

I then shifted my forces forward a bit more. The Titan Gladiator advanced slightly less than his full speed to keep out of the range of a charge from the Neraph. My Cyclops



Savage advanced to take position next to the Titan, and Xekaar advanced a bit while discarding a few fury points to make room for the fury that the Raider had generated. I briefly considered using my feat, but after measuring a few ranges, I realized it would be best to save it for the next turn.

Round 2 (Continued)

Legion - Doug

Although the Neraph took some damage from the Raider, I was still in good shape—my Neraph was still fully operational.

Kryssa leeched fury from all of her beasts, bringing her back to her total of 6. I paid 1 fury to upkeep Cloak of Ash and 1 more for Tactical Supremacy.

I first activated the Nephilim Bolt Thrower to try to get some damage on a Cyclops Savage. After advancing the Bolt Thrower forward with its max movement of 6", I took a shot with its ballista. Knowing I wouldn't have fury problems this turn, I boosted my roll and hit with a 9. I then boosted my damage roll, and only wounded him for 3 damage, but the Thunderbolt ability of my shot pushed him back 3". After I finished with the Bolt Thrower, I utilized Tactical Supremacy and moved the Bolt Thrower back 3" to keep it safe for more shooting on the next turn.

Shredder Uno activated and ran forward into the Titan Gladiator. I realized he would likely die, but better the Shredder than Kryssa. I knew Shredder Dos wasn't going to make it to the Savage because I can measure my distances any time now! Still, I wanted him to get in the way, so I used



his animus Scurry, which gives Pathfinder for 1 fury, and sent him scampering through that acid puddle.

Next, I activated my Neraph, and he ran forward with the hope of getting in some good shots for his next activation.

Kryssa walked forward and discarded 3 fury (leaving her with 1 fury for a transfer, just in case).

At this point, I braced myself for the coming carnage!



Round 3

Skorne – Oz

This is what I was worried about from the start, and I wasn't sure how I would handle it. Doug ran both of his Shredders straight at me, reducing my possible movement options and forcing me to deal with the little threats while positioning his Neraph to hit me next turn. At least the Bolt Thrower shot didn't do a lot of damage, so I didn't have to worry about needing to heal the Savage before it activated.

The worst thing about the Shredders jamming me was that I didn't have many good options for dealing with them. The Cyclops Savage could easily deal with the one engaging him, but I couldn't afford to waste the Gladiator's activation killing a Shredder when the Neraph was poised to hit me. That meant that Xekaar would have to deal with the little monster. I moved him up carefully, avoiding the acid bath while also making sure the Shredder was within the 2 " melee range of my barbed whips.

I boosted the first attack roll and missed! That made this attack even more draining on Xekaar. I had hoped to take care of the Shredder with some good rolls, so I could afford to cast Mortality on the Neraph, effectively counteracting his DEF buff in melee. Boosting the attack roll for the other whip attack, I hit. Xekaar's barbed whips are only P+S 9, but they have Weapon Master, which should help get rid of the Shredder. I boosted the damage roll and got a 15. A really good roll, but sadly not quite enough—the lesser beast was left with 2 damage boxes.

If I didn't free up the Gladiator, casting Mortality wouldn't matter, so I had to kill it. Fortunately, Xekaar's whips have Witch Mark, an ability I could use instead of risking missing with another attack roll. Witch Mark allows me to cast a spell with an automatic hit targeting a model already hit by the whip. Taking advantage of this rule, I cast Deadweight on the Shredder. The spell's POW of 12 meant that snake eyes would be the only damage roll that wouldn't kill the Shredder. Thankfully, my luck wasn't that bad.

That left me with only 1 fury point, so I kept it for a transfer and finished out Xekaar's activation by using his feat. All of Doug's models were now suffering –3 STR, MAT, RAT, and THR, which would hopefully allow me to weather whatever he was going to do to me on his turn.



With the Shredder out of the way, the Gladiator was free to charge the Neraph. I moved the Titan up to get within an inch of the Legion beast and started swinging. I attacked and boosted with both of the war gauntlet attacks, missing both due to rolling below the 10 I needed to hit the Neraph with Cloak of Ash. I boosted the attack with the tusks and finally hit. I boosted the damage and rolled an 11, and while it wasn't a bad result, it still wasn't nearly good enough to make up for the other failed attacks.

Next, I moved the Cyclops Savage toward Xekaar while keeping the other Shredder in his 2" melee range. My beast made short work of Doug's lesser warbeast, taking advantage of Future Sight to boost his second attack roll after seeing that it would miss.

With the Savage's position, Xekaar was still a little too exposed, so I decided to run the Cyclops Raider across the acid bath. Taking a shot at Kryssa would have been nice, but I was worried about that Bolt Thrower getting a clear line of site to Xekaar. With the Raider and the Savage standing in front of my warlock, I felt a little safer, at least against shooting.

Round 3 (Continued)

Legion - Doug

That was not a great turn, but it could have actually been much worse. A few misses by the Titan Gladiator helped save the day. Both of my Shredders were gone, but my Neraph was still up and running. My battlegroup was also under the effect of Xekaar's feat, crippling my ability to attack.

I first activated Kryssa and popped her feat, Rage of the Dragon, which gives +3 STR and continuous effect: Fire to all of my melee weapons. Next, Kryssa charged the Raider, and even with the debuff from Xekaar's feat, she was able to boost and hit with a 10, effectively setting the Raider on fire and dealing 10 damage. And most important, I was now in position to wound Oz's warlock. I cast Howling Flames—a 3 fury, SP 10, POW 12 spell that let me reach his warlock just behind the Raider. I boosted the attack roll to hit, rolling a 12, and then boosted my damage roll to deal 10 damage, which Xekaar immediately transferred to the Raider. Even though he transferred the damage, he was still on fire from being hit with Howling Flames.

My Neraph, who was in melee with the Gladiator, shifted around the Gladiator just enough to be able to cast its animus Attractor, allowing enemy models within 2" to be pushed 2" directly toward it. This let me move the Savage out of the way to give my Bolt Thrower line of sight to Oz's warlock. The Neraph then attacked the Gladiator, missing first with a tail attack and then hitting with a hammerhead attack to do 7 damage.

Lastly, I activated the Bolt Thrower and used his animus Far Strike to gain +4 RNG. This worked perfectly since his warlock was exactly 14" away. I boosted to successfully hit and then boosted my damage roll, resulting in 12 damage. Poor Xekaar was forced to take all the damage since he had used his only transfer earlier in the round. Unfortunately, I left Xekaar with 4 life, and left things looking pretty grim for Kryssa!

Round 4

Skorne – Oz

Doug's follow-up turn perfectly illustrates all the fears I had going into this fight. That Neraph animus, which cleared the Bolt Thrower's line of sight to my warlock, almost won him the game. Unfortunately, I couldn't keep Xekaar out of the beast's range and had to engage the Shredder at the same time. Now, I just had to roll for the Fire continuous effect on my warlock to expire and I would be able to wrap things up.

Oh crap . . .

Legion – Doug

While it was not *technically* my turn, I did have to roll fire damage on Xekaar. This would be a good time to roll well . . . and I did! Hello, double Everblight symbols! The Fire continuous effect did the job and killed off Xekaar. What a way to finish off this game! Had the fire gone out, I would have been a dead man. I really can't wait to dig into all of the changes this new edition has brought to my favorite faction.



Conclusion

Skorne – Oz

What a great game with an epic Fire damage roll for the end. Doug used Legion's strengths perfectly. Looking back at things, I probably should have gone for a Slam with the Titan Gladiator against the Neraph. It was just as likely to hit as anything else, and that would have put it out of position to pull off the game-winning move that it had. The other thing that hurt me a lot was not being able to activate my models in the perfect order. If one of my beasts could have gone before Xekaar, I would have used Maltreatment to get 1 more fury point, so I would have had another transfer. I can't wait to add to this Skorne battlegroup and challenge Doug to a rematch with larger armies.

Legion – Doug

After working on this new edition for the last few years, it is very exciting to finally be able to show our community the new warlocks and changes to the rules. When I was asked to participate in this *No Quarter* battle report, I was very excited to not only show off the new rules and new warlocks but also to get a chance to test drive them! I really can't wait to try out Kryssa and her sweet feat in a larger game, and I'm already working on painting up some new units to try them out.





GIRGLE ORBOROS

James

Circle Orboros was my first foray into HORDES back in 2011. Despite playing them for a half-decade, going into this first game in the new edition I had the same level of excitement as I did the very first time I set a Warpwolf onto the battlefield. Tanith the Feral Song is easily my favorite of the new Battlegroup Starter Box warlocks, and I grinned with wicked glee when I heard I was getting the chance to debut her to the world!

Model/Unit	Points
Tanith the Feral Song	+31
Gorax Rager	7
Wild Argus	7
Pureblood Warpwolf	17





RETRIBUTION OF SCYRAH

Dallas

Awesome! My first battle report and my first game with the new edition of WARMACHINE . . . what a lovely day. I have been playing Khador since the release of WARMACHINE way back, but I had an opportunity to pick from several of the new warcasters for this battle report. I chose Magister Helynna, which was convenient because Michael Plummer had just finished painting her up for his own force.

Model/Unit	Points
Magister Helynna	+30
Chimera	3
Griffon	8
Manticore	14



Deployment

Circle - James

I kept the Wild Argus on my right flank, planning to make heavy use of Pathfinder to navigate the forest terrain. I placed my Gorax Rager and my Pureblood Warpwolf close to the center of the table, planning to use the burning forest in front of me to direct where battle would be joined. The burning forest is another new terrain type, like the acid bath in Oz and Doug's game. The burning earth rule can be applied to any piece of terrain. Any models that enter the terrain suffer the Fire continuous effect. Lastly I decided to stick Tanith right in the middle of my battlegroup, so she would be able to respond to whatever Dallas had planned.



I deployed my force as far forward as possible, with the Chimera on my far left in case an opportunity presented itself to use the arc node advantage for a well-placed spell from Helynna, like Obliteration or Force Strike. The Manticore took a central location with the Griffon, preparing to receive the inevitable Warpwolf charge. Helynna stayed near the Manticore to offer repairs at the essential moment and for spell support. Let's roll!



Round 1

Circle - James

I knew I needed to nail my positioning this first turn. I forced my Wild Argus to run, using Pathfinder to get the most out of my movement through the forest, and ended completely within the forest to gain the concealment bonus for +2 to my DEF against ranged attacks and spells. My Gorax Rager ran as well, putting the burning forest between it and Helynna's myrmidons.

Next, Tanith activated and cast Admonition on the Pureblood Warpwolf because I knew it needed as much protection as possible. Admonition allows my Pureblood to move away if another model comes close to it—including if that model decides to charge my Pureblood—letting it walk away from combat before it takes damage. Then, I advanced Tanith forward and decided to cast Rift at the Manticore. It was way out of range, but I was hoping the deviation roll would put the patch of rough terrain it created in a good place to interfere with some of Dallas' plans. I got lucky, and the missed shot deviated straight ahead, getting it as close as possible to the Retribution battlegroup.

Last, I activated my Pureblood Warpwolf. I decided to warp Spell Ward, making the Pureblood unable to be targeted by



spells, because I never trust an Iosan with access to an arc node to channel spells. Despite the distance, it was worth the risk. I riled him for 2 fury and then ran him up the field. I ended the turn with 5 fury on the field and 1 on Tanith, perfect for leeching fury next turn to ensure my warlock would be fully powered for combat.

Round 1 (Continued)

Retribution – Dallas

James was aggressive on the first turn, so I showed some restraint by not running my full distance in hopes that it would lure out that Warpwolf on the next turn. I cast Deceleration just in case he decided to blast Helynna with Rift.



Round 2

Circle – James

I leeched my fury from my warbeasts, upkept Admonition, and took a look at the table. I wanted to send my Warpwolf at the Griffon to try to take it out of the fight quickly, but then I'd have to deal with the Manticore. So, I figured my best shot at keeping the Warpwolf safe would be using Admonition. The 1" melee range on the Pureblood Warpwolf's claws gave it a 10" threat range on my charge, accounting for its SPD of 6 and the +3" movement bonus for charging. Before putting this plan into action, I measured the distance between the Griffon and my Pureblood. 10.5". Damn, Dallas nailed his positioning. That shouldn't have surprised me.

It was time for a new plan. I decided to get my Pureblood within 10° of Helynna and put as much hurt on her as possible to scare Dallas into pulling her out of the fight. I warped Spell Ward again and walked the Pureblood forward 6° to spray Helynna. I forced the Warpwolf to boost my attack, giving me an extra die on my attack roll, and managed to land a hit. Boosting my damage roll gave me a huge hit for 12 damage, which Dallas decreased to 7 damage after spending a focus to reinforce Helynna's powerfield.

Next, I ran the Wild Argus into the other forest, making sure to stay completely within it for that sweet, sweet concealment bonus to DEF. I didn't like Dallas' Chimera being so close, so I walked Tanith into the forest as well for extra security, keeping her completely within it to activate



Prowl, which gives her Stealth, causing ranged and magic attacks further than 5 " away to automatically miss. In an effort to interfere with the Manticore's movement, I cast Rift again. The AOE drifted 4" to the 6 direction, putting it directly between my Pureblood Warpwolf and the Manticore. Perfect positioning. Now the Manticore would have to spend a focus to charge my Pureblood Warpwolf since the rough terrain from Rift would slow it down.

I ran the Gorax Rager forward last to block any path to Tanith. With 4 fury on the field and 2 fury on my warlock for transferring damage off to my warbeasts, I felt pretty good about next turn.

Round 2 (Continued)

Retribution - Dallas

Excellent, everything was out of charge range of James' Warpwolf, but there was a bit of rough terrain between us. I powered up my 'jacks, allocated some focus, and began my turn by activating Helynna. Sacrificing my movement to gain the aiming bonus, I shot the Warpwolf with Redirection Blast. Instead of doing damage, I chose to push the Warpwolf 3" closer to me. I knew James would trigger Admonition, which meant one thing . . .

Feat turn!

Helynna's feat, Arkantrik Aptitude, gives all friendly Faction models +3 ARM, and they do not suffer the effects of crippled systems for a round. And it removes all force field damage from her warjacks. Combining her feat with her Repair ability, I felt confident that Helynna could get through it.

So, I sent the Griffon to attack the Warpwolf. James decided not to trigger Admonition, waiting to use it to stay away from the Manticore. Needing a 6 on the Griffon's charge attack, I missed. The shield attack resulted in no damage as well. Now it was time for the Manticore. I ran it around the rough terrain created by Rift, getting within 6" of the Pureblood Warpwolf.

Round 3

Circle - James

Battle had been joined, and with Arcantrik Aptitude up, I was facing a Manticore with ARM 21 and ARM 18 Helynna. My strongest attack on the field was the P+S 14 claws on my Pureblood Warpwolf, and at –7 to my damage roll against the Manticore, that just wouldn't do the job. I quickly measured the distance between my Wild Argus and Helynna, but she was unfortunately outside of its threat range. Fortunately, my Gorax Rager managed to survive the Chimera's onslaught, so I did not need to rely on Spirit Bond to give me an additional fury each turn in place of the fury the Gorax Rager would generate.

It was time to use my feat, but I needed to maximize its utility. First, I walked my Wild Argus forward, positioning it to channel a spell later in the turn. Next, I activated Tanith and used Rites of the Wurm. With the decreased cost to my spells, I now had a lot of options. It was time to take down the Manticore.

I advanced Tanith just far enough to be within 6" of the Pureblood and cast the Gorax's Primal animus on the



James triggered Admonition as expected, which meant everything was going according to plan. To end my turn, I charged the Chimera into combat with the Gorax Rager and fared much better, crippling both the Body and Spirit of the Gorax with a Combo Strike and additional attacks. Now there was nothing to do but wait and see if I would still have a warjack on the table after James' turn.



Warpwolf to increase both its accuracy and power. Next, I cast Scything Touch on the Warpwolf, which reduces enemy armor in its melee range, allowing for greater damage. Finally, I targeted the Manticore with Tanith's Jaws of the Earth ranged attack. I boosted my attack roll and hit, putting Shadow Bind on both the Manticore and the Griffon. Now they would be easier to hit, and Dallas would have to decide if he wanted to shake off the Shadow Bind effect or leave the two Myrmidons stuck in place.

Round 3 (Continued)

I spent a fury and healed the Gorax Rager just a little bit, restoring his Spirit and enabling him to be forced once again. Tanith views warbeasts as tools after all, and this tool needed to be functional enough to get the job done. I spent my last two fury on Rift and channeled the spell through my Wild Argus at Helynna. I knew it wasn't likely to do damage, but I wanted to limit her movement options next turn using the rough terrain the spell creates. Unfortunately, I missed. With the AOE drifting behind her, I was doubtful that I had done enough to keep her locked down.

Next up was the Pureblood Warpwolf. It activated, warped for Strength, and then walked around the Griffon to engage both it and the Manticore. My Warpwolf was now MAT 8, P+S 18 from Primal and my Controlled Warping. And the Manticore was DEF 9 and ARM 19, thanks to Shadow Bind and Scything Touch. Gaining +2 MAT and +4 STR while making the enemy –3 DEF and –2 ARM was a huge swing in my favor—it essentially gave me 5 more accuracy and 6 more damage for every swing. Suddenly, an impossible situation was starting to look pretty good.

I didn't roll well on my initial attacks and barely took down the force field on the Manticore. I bought my first additional attack and disabled the right arm. Unfortunately, with Arcantrik Aptitude, the Manticore could ignore the effects of disabled systems, so I needed to finish the job. I bought another attack, and disaster struck. Snake eyes, which caused me to miss automatically. I bought a third attack,

which did 3 damage to the Manticore. My only option was to max out on fury. My final attack did 8 damage, but left the Manticore alive with a functional cortex, which I knew Helynna would be able to Repair.

I knew the Gorax Rager wouldn't be able to reach the Manticore to finish what the Pureblood had started, so my new plan was to put some distance between the Chimera and Tanith. I moved the Gorax to its side and declared a throw power attack, using Pain Response to do so without needing to force it. Throws work a bit differently with the new rules, so after a successfully boosted roll to hit, we rolled and compared STR values. Since the Gorax has two Open Fists, I used two dice instead of just one. It was an easy victory, and I had two options: throw the Chimera directly toward a target or directly away from the Gorax Rager. If I went with the first option, I could throw the Chimera at my Pureblood Warpwolf to gain an additional die for the collateral damage roll against the 'jack. Since the Rager's Body was still disabled, taking a die away from my damage rolls, I decided to throw it directly away from the Gorax Rager for half my STR value, plopping it 4.5" away from Tanith.

By the time I finished my turn, I was starting to worry that I had made a mistake when I cast Rift. Maybe I should have put Admonition on Tanith instead and saved 1 fury to transfer damage . . .

Retribution - Dallas

Awesome! I'm still in the game, thanks to my feat. My Manticore still has a cortex, and Admonition has gone away—it's time to finish these beasts off. I powered up my 'jacks and allocated 2 focus to each one. Then I shook off the Knockdown condition on the Chimera and triggered Apparition, moving the Chimera closer to Tanith.

Helynna moved up and Repaired the Manticore's movement and both arms. I activated the Manticore and spent a focus for Force Generator, giving him +3 STR. Needing 8s to hit the Warpwolf, I put 9 damage on it and followed up with 6 more, taking out the monster's Mind. The Griffon decided he needed to show his big brother how it is done and attempted to finish the Warpwolf. I boosted with the halberd, needing 9 to hit, and did an admirable 9 damage. That crippled the Body aspect and left the Warpwolf with 5 boxes in its Spirit aspect. I missed with the shield attack and spent a focus to buy an attack with my halberd, inflicting 2 damage.

Uh-oh. This Warpwolf is not going to be very pleasant on the next turn. What's that they say about best-laid plans?



Speaking of plans, time to change mine. I was focusing on taking out James' beasts for the win, but unexpectedly leaving the Warpwolf alive put Helynna on the dinner plate next turn. I decided to try to end the match, going after Tanith with the Chimera instead of the Gorax. I advanced the Chimera toward Tanith and used the special attack

Round 3 (Continued)

Combo Strike. I boosted the attack to increase my chances and connected! Sitting at dice plus 1 on the damage, I decided to boost, hoping to do the 15 points needed to finish her.

Eleven.

Taking only 11 damage, Tanith lived and things looked bleak for Magister Helynna.



Round 4

Circle - James

After such a close call, I knew this was my last chance at victory. With Tanith, the Pureblood, and the Gorax all heavily damaged, and the Chimera and Griffon almost untouched, I had to take down Helynna. I had a Chimera in my way, but I also had a plan.

I leeched my fury and winced knowing my Pureblood would frenzy due to Primal. Fortunately, my target wound up being the Manticore. Even with the Pureblood's Body disabled, I managed to finish the Manticore with a strong hit. While it was painful to lose the Pureblood's activation to frenzy, it did manage to be useful this turn.

With the Pureblood already activated, I took note of my resources: 6 fury on Tanith, a damaged but functional Gorax Rager, and a Wild Argus. I wasn't concerned about my fury use this turn since it was my last chance to win. First thing I needed to do was free up Tanith.

I activated my Gorax Rager, and using Pain Response, I declared a throw power attack on the Chimera yet again, except this time I was able to get a much better position, and with a boosted attack roll, I hurled the Myrmidon out of the way, into the forest. Next turn, even if Helynna survived, the Chimera would then have to deal with the reduced movement from rough terrain.

Next, I activated Tanith and walked her forward within 6" of my Wild Argus and 10" of Helynna to be within range to cast spells on each of them. I first targeted Helynna with Jaws of the Earth, boosting to hit. I dealt a solid 10 damage,



which would have been enough to kill her, but Dallas quickly reinforced her power field again and reduced the damage down to 5, leaving her with 4 damage boxes. With Shadow Bind on her now, I had a good chance of finishing things with the Wild Argus, but I wanted to stack the odds in my favor as much as I could. So, I spent 2 fury to cast Scything Touch on my Wild Argus to increase its damage potential, and I ended Tanith's activation.

I forced my Wild Argus to charge Helynna and then immediately forced it to cast Doppler Bark, reducing Helynna's DEF to 5. Combined with Shadow Bind from Jaws of the Earth, she was down to DEF 2. I decided on a Combo Strike for my charge attack, and one quick roll of the dice later, Helynna took a P+S 16 boosted damage roll, which easily finished her off.

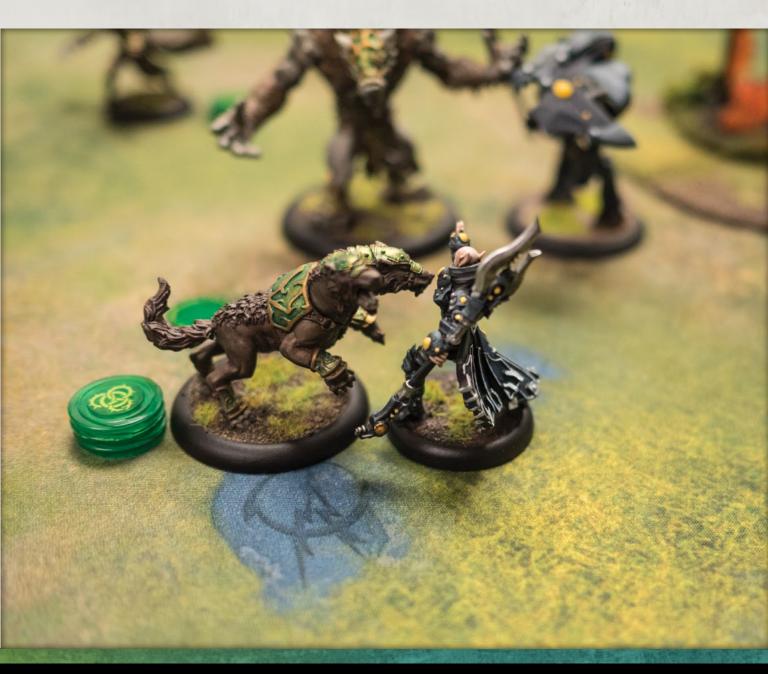
Conclusion

Circle - James

Let it be known that Dallas is not only an amazing painter but an amazing player and sportsman as well. I was sweating under the collar this entire game because I knew that his ranged firepower could tear me to shreds if I gave him a good chance to use it. Helynna is a terrifying warcaster, and with the new Power Up mechanic, she could easily match my fury output every turn and even outpace it! I had to engage faster and messier than I would have liked, but in the end, Tanith's wide array of options gave me the edge I needed to defeat the Retribution of Scyrah and preserve control of the ley lines for Circle.

Retribution – Dallas

What a great back-and-forth game. We both had the upper hand at different times, which is a characteristic of my favorite games. Looking over Helynna, I would have liked to have used Hand of Destruction or Force Strike to counter the high DEF of James' forces and help the warjacks hit easier. All in all, she was a fun and interesting warcaster to play. Hmm . . . maybe I DO need a Retribution army.





MEET YOUR NEW FRIENDS

Profiles on the New Battlegroup Starter Box Warcasters and Warlocks

One of the great strengths of the Iron Kingdoms is the wide array of complex and fully realized characters inhabiting the setting. At this point, hundreds of heroes and villains exist alongside one another, yet each feels distinct, emerging from diverse backgrounds and acting upon motivations unique to themselves. With these new editions of WARMACHINE and HORDES comes a new generation of warcasters and warlocks, and we have worked to make each stand apart from those who came before. These new heroes and villains are eager to take part in their own stories and to fight across the tabletop battlefields with style.

A former prisoner of war fights to protect her fellow soldiers from a similar fate while standing as the focal point of a nation's propaganda machine. A warrior thought dead embraces his new world of pain and finds inner strength. An orphan escapes oppression through devotion to Menoth. A zealous soldier who only intended to serve is required by her dragon master to lead instead. As always, the line between good and evil is blurred, but there is no shortage of conviction among these new faces who take up the mantle of war. The world turns, and so some stories come to a close while others have just begun.

Full backgrounds for these characters can be found in *WARMACHINE: Prime* and *HORDES: Primal*, but here is some background information for these new warcasters and warlocks, as well as a taste of their short stories found in their respective Battlegroup Starter Boxes.



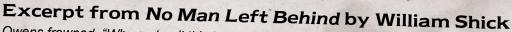
Warcasters have never been strangers to adversity, but Major Beth Maddox has experienced greater hardships than most. At the height of the Caspia-Sul War, Maddox was captured by Protectorate forces and relocated to an internment camp deep behind enemy lines. There, she was tortured by scrutators and then transferred to a temple prison. Most in Cygnar gave Maddox up for dead. With no sign of her to be found, she was largely forgotten after the war ended, and she remained imprisoned. She suffered years of deprivation under the worst conditions until she was able to orchestrate her own escape armed with nothing but ingenuity and weapons fashioned in her cell. She managed to kill her captors and free her fellow prisoners before fleeing into the desert wastes.

Major Maddox is a patriot at heart, but the horrors of her past have made her relationship with the army's top brass complicated. Upon her return, she was hailed as a hero. The drama of her story captivated the imagination of the

Cygnaran people, and Cygnaran leadership seized upon the opportunity

to use her as a source of

military propaganda and to encourage recruitment. She was promoted to major and sent to the front lines, but Maddox harbors deep resentments over her long imprisonment and bears both physical and mental scars from those years. Yet there is no question she is a formidable warcaster, one with an impressive service record and an indomitable will. She has proven eager to take the fight to Cygnar's enemies and most important to protect the men and women under her charge.



Owens frowned. "Why go to all this trouble to capture a single private?"

"Because to them, breaking even one heretic on the wrack is a step toward ultimate victory." As she spoke, Maddox mentally stoked the arcane turbine in her warcaster armor, feeling the familiar tingle across her face as the power field spooled up. "I'm not ordering anyone to come with me. But I am not leaving anyone behind." She turned and charged toward the Protectorate line, mentally commanding her warjacks to follow close behind and leaving the trenchers gaping. She impelled Buster forward, using its massive iron bulk as a bulwark between her and the incoming rocket fire.

Drawing upon her inner well of arcane power, Maddox sent runes about her Firefly as she cast a spell to increase its storm blaster's effective range. She took a moment to view the battlefield through the light warjack's eyes, guiding its next shot. Satisfaction filled her as she watched the blast of discharged lightning from the Firefly's weapon strike an Exemplar knight directly in the chest, turning him into a blackened husk. Tendrils of lightning arced into several of his fellows, electrocuting them as the voltaic energies grounded themselves in the earth.

Maddox took her dual-purpose weapon Tempest in hand. It was currently set for ranged combat, its blade divided to reveal a lightning coil at its center, fed with energy from a storm chamber. She released the lower grip and slid it along a ratcheted groove to lock into place as the cross guard. This snapped together the prongs that ran along the top and bottom of the weapon, swallowing the lightning coil to create a sword crackling with electricity. She gripped Tempest by its long hilt and advanced as she urged her 'jacks into the fray.



Many are born to the Menite faith but lack true conviction, while others are transformed into righteous instruments of

wrath in the search for redemption and truth. Malekus is the latter. Having spent his childhood within a Morrowan orphanage outside of Caspia, he suffered under the authority of an unscrupulous headmaster. Dejected and devoid of hope, it was not until he heard the word of Menoth shouted by a zealous street preacher that he saw the means for a better life. After setting fire to the orphanage and killing the headmaster in the blaze, Malekus departed for the Protectorate, where he pledged his life to the Creator of Man.

Upon manifesting his warcaster talents, Malekus was inducted into the Incendium, where he trained as both

priest and cleanser. He now leads missions to burn out heresy both within and beyond the Protectorate's borders. Since ascending to his current station, Malekus has made it his personal mission to purify through fire those deluded by false faiths, allowing their last moments to glorify the Lawgiver. He embraces those with the courage to shrug off the shackles of fabricated religions, seeing himself in them. Those who refuse, however, become ash on the wind. While searching out the corruption in others, the warcaster also works to keep his own impurities at bay, regularly cleansing himself through flagellation or self-inflicted burns to maintain clarity of mind while performing his essential duties. Scars riddle his flesh beneath his armor, like a roadmap of past transgressions to remind him that atonement must be earned.

Excerpt from Fires of Truth by William Shick

"You have broken your oaths to the Sul-Menite Temple and the hierarch." Malekus kept his voice level, though the words made fire swell within his breast.

"We provide the tithes required of us without fail, despite the heavy burden they place on our small town," the mayor protested. Malekus heard murmurs of agreement from those gathered behind him.

He raised his voice slightly so all could hear. "Six months ago you were tasked with building a temple to Menoth, but you have yet to even break earth. Worse, you turned away the priest sent by the hierarch himself to lead you back to the path of righteousness."

"Please understand," the mayor said, "we are a poor community, and these are troubled times. We have little beyond the barest means to survive. We have no resources to build a new temple—not yet. And we could not house the Temple's emissary in the comfort he is due."

Malekus pointed to a Morrowan church standing on one side of the square. Though the building was simple, above its entryway hung a large, gleaming gold Radiance, the symbol of the god Morrow.

"You dare make such claims while this still stands?" the warcaster said.

Malekus thumbed the activation switch of his holy weapon, and its flame quickened between the blades at its tip. His gravelly voice became a dangerous growl. "You are like children who have been spared the lash too long, growing lazy and fat in your wickedness. You have become unworthy of Menoth's gifts."



Born to a Khadoran nobleman and a Ruscar commoner, Kozlov spent his childhood with his mother's tribe in the wilds of the Feodoska Volozk just beyond the edge of the Scarsfell Forest. Unlike most nobles, his youth was filled with fighting off wolves to protect the tribe's sheep rather than attending banquets or studying politics. When he was finally summoned by his father at the age of ten to learn the things expected of an heir, he arrived at Scarsgrad with wildness in his heart and a fondness for those who live on the fringes of Khadoran society. He has since assumed his place as a noble of the realm.

Kozlov's family history is deeply rooted in the traditions of the Iron Fangs, and in time, he too came to train with the heavily armored soldiers of the north and learned the ways of the shield and the blasting pike. Even after attending the Druzhina Military Academy to master his warcaster talent, Kozlov maintained a great measure of respect for the Iron Fangs, his battlebrothers. Kozlov often has to walk between different

worlds—he must obey his military superiors while also handling his duties as a viscount and protecting the wilderness tribes that occupy his ancestral lands. While he prefers peace to war, Kozlov is a loyal servant of the empress and stands ready to fight for the Motherland.

Excerpt from Path of Honor, Path of Blood by Darla Kennerud

As they neared the northern edge of the village, shapes rose out of the mist. Iron Fangs waited in a loose line, tower shields and blasting pikes ready. Ruscar men and women were scattered behind them, clad in light furs and cloaks, tattoos evident wherever arms and necks were bare. Most carried knives and bronze-banded clubs, but some wielded sturdy spears. Born with the rare warcaster talent, Kozlov could sense his warjacks before he could see them nearer the trees where the trollkin would emerge. At full steam, both towering machines were restless and ready for action. Behind them the village's huts hovered above the frozen ground on stilts. Only the chieftain's hall at their center, now occupied by the tribe's youngest and oldest, was stout and defensible.

"Are the warriors in place?" Kozlov asked as he set aside his empty bowl, and Elrik pointed to the villagers posted along the rooftops. Some carried short hunting bows, while others had slings to hurl stones. Kozlov nodded, and the two men clasped forearms.

"Gods willing, tonight we will feast our victory. Fight well, my lord," said the chieftain. The honorific did not go unnoticed by Kozlov, who wore his father's nobility uneasily.

"Fight well, brother," answered Kozlov. In the Ruscar tradition, all tribe members were related in battle. That this was not the village he had known as a youth mattered not at all.



From time to time, a warcaster comes to the fore who has experienced a bout of madness, though they

are often unaware of their own unstable nature. The loss of one's sensibility is always a risk when dealing with occult powers. Bane Witch Agathia has a prominent place among such dangerous and unpredictable individuals, the broken edges of her mind wickedly sharp. Whatever the state of her sanity, her arcane power and thirst for lore ensure she will carve out a lasting legacy among Cryx's undead lords.

Overlooking the barren southern coast of Cryx stands the solitary watchtower of Hell's Hook. It was there that

Agathia was imprisoned for transgressions made against her former master in pursuit of occult knowledge. While her body remained locked away within the tower, attended by a host of thralls, her mind drifted endlessly through the void. Only when the servants of Lich Lord Tenebrous discovered her corpse within the crumbling tower was she returned to a semblance of life, her body now undead and her mind forever altered by her extended exposure to the void. With her memories of the past lost to her, Agathia now serves Tenebrous. For his part, the lich lord considers Agathia a weapon to be wielded as he sees fit, usually in the pursuit of forbidden lore and artifacts. With each passing mission, Agathia's memories return, bringing with them her old sense of cunning, treachery, and malice.

Excerpt from Bound in Shadow by Zachary C. Parker

She ran her hands along the outer walls and let the lingering horrors of this place fill her mind until she came to where the energy was strongest. Runes flared before her outstretched hand, and the iron frame of her Deathripper faded and became incorporeal, much like the wraith. A mental command sent the bonejack through the wall. With a last look at the altar, she cast the spell on herself and followed.

Shelves of moldering tomes and pots containing various fluids lined the walls of the hidden chamber. The green light of the bonejack's necrotite engine cast jumbled shadows over a podium against the far wall, and there Agathia saw what she had been sent to retrieve.

Thick with centuries of dust, the book was as Lord Tenebrous had described: large, bound in leather etched with unfamiliar sigils, and wrapped with chains secured by a black iron lock. Agathia crossed to the podium and caressed the tome. She sensed the power that sealed the pages within and knew significant time and effort would be required to open it without harming its contents. From ancient relics such as this was born the dark magic the lich lords employed to bolster their armies as part of their eternal quest to restore the Dragonfather to wholeness, destroying any mortals in their way.

No sooner had she lifted the book from its resting place than a pang of alarm from her helljacks breached her consciousness. Above, forces of the Circle Orboros had arrived. She affixed the tome's chains so it hung from her waist and ascended into the fray.



The warjack has long been one of the most important weapons of war in the Iron Kingdoms. While Iosan design philosophies diverge from their steam-powered counterparts, the same is true of the myrmidons that serve the Retribution of Scyrah. For Magister Helynna of House Shyeel, the symbiotic relationship between herself and the machines she commands is the focal point of her life both on and off the battlefield. The affinity that exists between her and the arcanikal constructs transcends the bond held between other warcasters and their myrmidons, a culmination of her scientific mind and an in-depth understanding of the inner workings of the machines at her disposal. A gifted arcane engineer even by the standards of her house, Helynna has dedicated her life to the utilization and advancement of myrmidon technology.

In addition to being a skilled engineer, Helynna is also an idealist, often willing to look past the traditions and prejudices held by the more conventional members

of House Shyeel. As such, she has made efforts to incorporate technologies and

ideas

of rival houses with those of her own in the name of scientific advancement, even when it draws the ire of more conservative voices within House Shyeel. If Helynna has taken notice of such criticisms, she has shown no sign of it, and she has made no secret of her budding relationship with Ossyan, Lord Arcanist of House Vyre. By the same token, Helynna is a true believer in the Retribution's cause and has taken the goals of the splinter sect to heart. Her loathing and disdain for humanity extends to their crude engineering, as she finds Iosan arcanika superior in every respect.

Excerpt from Solidarity by Douglas Seacat

She forced the myrmidon to remain still, lest the nearest humans finish it. The combat swirled around her as she appraised the extent of the damage. She sent her mind into it and along its frame, sensing more than she could see with her naked eyes. She was certain she could get the machine back on its feet, though doing so would require time and concentration. After glancing beyond its bulk to confirm her soldiers had the foe engaged, she decided to take the risk.

Helynna knew every detail of House Shyeel's myrmidons, having spent years engineering their components, and quickly deduced she must restore power and stability to the Manticore's legs and lower field generators. Still touching the machine, she focused her will and mentally took hold of its intricate inner workings to reconnect severed conduits, align gears, and straighten bent piston rods. A lesser arcanist might have required specialized tools, but not Helynna. She could re-create the contours of any tool she required by mentally evoking sculpted planes of kinetic force, and she could twist thick pieces of torn metal and flatten them into proper configuration with her mind.

As she worked, part of her mind remained connected to her Griffon and Chimera myrmidons, which battled along the perimeter. She directed them to targets, guiding the strikes of the Griffon's halberd and the glaives set into the Chimera's arms.



The history of the trollkin stretches back to the earliest days of Caen, shed from the great troll kings created

from Dhunia and the Devourer Wurm. Much that has happened since has been forgotten in the fog of time, but there are still those who strive to remember. Ragnor Skysplitter has dedicated his life to the preservation of the ancient lore of the kriels, especially knowledge of the power of earth. Through his power, he is connected to the body and bones of Caen, able to shield his allies in stone or turn the ground against their enemies. His search for knowledge has taken him far and wide, to the

most remote caves and peaks, in the attempt to locate and preserve the sacred sites of long-lost kriels, some facing the threat of destruction. Nothing rouses his anger more than those who would despoil the ancient krielstones and their irreplaceable writings. Ragnor greatly prefers the company of such stones and his troll beasts to his fellow trollkin, earning him the reputation of a temperamental hermit.

With the recent departure of many trollkin from western Immoren and the survival of those who have stayed behind less certain, Ragnor has abandoned his solitude to fight alongside others of his kin. His gathered knowledge serves as a weapon he can wield against his foes, as deadly as his bone-shattering hammer.

Excerpt from Keeper of the Stones by Aeryn Rudel

Teshar said, "We have heard the tales of your battles, of your power over earth and stone. We know you command our full-blood troll cousins. With your strength and theirs we could—"

"No," Ragnor said. "I like my solitude and am not seeking a fight."

"But the Nyss have set up a camp in the valley beyond our village and are raiding almost daily, dragging the bodies away for—"

"Wait," Ragnor said and stepped toward her. "Which valley?"

Teshar's brow furrowed in confusion. "South of our village, at the Teeth of Horrum."

Anger kindled in Ragnor's belly. The Teeth of Horrum were five ancient krielstones that dated back to the first runes ever carved by trollkin on stone. It was their proximity, and that of several other sites, that had drawn Ragnor to settle here. They were sacred, part of the first bond between Dhunia, the stones that were her body, and her favored children.

The thought of blight-infected monstrosities befouling them churned his stomach. "I will deal with them,"

Teshar inclined her head. "Thank you, Skysplitter." She recovered her axe and shield under the watching eye of Crag. "I will gather my warriors at once."

Ragnor shook his head. "You would only get in the way and imperil the stones. Keep your warriors where they are needed—protecting your village. I will deal with this foe myself."



The true face of the natural world can often prove brutal and unyielding, its dark underbelly filled with predators that lack the burdens of morality or reason. So it is with those members of the Circle Orboros who embrace the darkest instincts of nature. One of the foremost enforcers among the Circle Orboros, Tanith the Feral Song has developed a reputation for handling unsavory tasks some young blackclads are loath to do. Training under her master, Vernor the Nightbringer, transformed her from a child into a cunning weapon capable of carrying out the most brutal orders without a moment's hesitation. Tanith never leaves an appointed task unfinished, be it striking a settlement that threatens to encroach on the Circle's borders or punishing former allies for acts of incompetence or outright rebellion.

Unlike most blackclads, Tanith reveres the Devourer Wurm as more than just a font of primal power.

Like her master, she has pushed the limits of what others dare and draws her strength from the divide between life and death. From Verner she has learned dark rites of the Wurm forgotten by many among her order, and from this ancient well of knowledge, she draws the power to carry out her grim tasks.

Excerpt from Clear-Cut by Matt Goetz

Tanith's breath steamed in the night air as she surveyed the place the Khadoran trespassers would die. The young druid's argus padded up to her side. One of the dog's two broad heads panted as it examined its surroundings; the other pressed into her palm as if asking her to pet it. She did not. Others might view a warbeast as a companion, but to her it was a hunter's arrow, to be loosed at her prey. Much the way her master Vernor the Nightbringer must view her, she thought.

Her eyes hardened as she saw a pair of men with rifles walking the perimeter of the camp, the collars of their fur-lined coats pulled up against the chill. She signaled, and shadows detached from the gloom behind her as her soldiers crept forward. Wearing bronze armor and heavy furs, the Wolves of Orboros the tribal men and women sworn to serve her, awaited her orders. Behind them came Karul, her pureblood warpwolf, towering above the humans. The top of his head brushed the high branches, and he moved with a grace that seemed unnatural for a creature so massive and strong.

Karul looked down to the warriors. He growled a few syllables that his wolf-like muzzle rendered difficult to comprehend, but Tanith could hear the hunger in his voice and feel his eagerness through the bond they shared. "Do we strike?"

She watched the soldiers vanish around the southern corner of the compound on their patrol. "Now," she said. The Wolves of Orboros rushed forward, barely making a sound.



The fires of war often reforge those who wage it, burning away weakness to create warriors reborn with a

new worldview and sense of self. Beast Master Xekaar knows better than most what it is to return from the brink of death and to be transformed. Disfigured beyond recognition and left for dead after an explosive blast, Xekaar persisted through will alone, wielding the power of skorne mortitheurgy to sustain his life. The beast master had to rebuild himself, recovering from crippling

injury and finding new power amid his own ceaseless pain. Some of his injuries may never heal, but he has reached an accord with his agony, viewing his travails as a challenge from the ancestors and confirmation that he is intended for greatness.

Only through the frequent application of salves and poultices does Xekaar prevent his skin from cracking and peeling from his body. Yet the beast master has taken his understanding of pain and applied it to his mastery of warbeasts, wielding them with a skill that is the envy of other paingivers. For Xekaar, the ability to endure pain is to be respected, and it is for this reason that he holds those beasts under his command in high regard, though he would never dream of sparing them the lash.

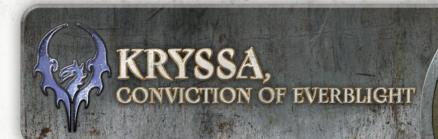
Excerpt from In Agony Reborn by Aeryn Rudel

Finally he came to Asura, the largest and most powerful of his titans. The huge beast was a smoldering cauldron of rage, a multi-ton avalanche of flesh and steel aching to be released upon the enemy. Xekaar was more careful as he examined Asura's armor and pain hooks, and he devoted more of his will to keeping the beast calm. They had gone through this ritual a dozen times, but caution was always needed when dealing with the veteran warbeast—improperly managed, Asura's strength and rage could be as dangerous to Xekaar as to the enemy.

"Soon," Xekaar whispered to the beast. "Soon you will take the pain I have given you and unleash it upon the enemy." He twisted a pain hook beneath one of Asura's primary arms, and the mountainous body jerked, rage growing in the creature's mind like a firestorm. Xekaar left his hand on the pain hook, feeling the titan's body quivering. "Pain is the fire of rebirth," he said. "It changes us, makes us stronger than our enemies." He knew most paingivers saw their beasts as little more than tools, but to him, each was a vessel for his pain. Each time he sent one into battle, it was his pain that drove it, strengthened it, him by the trollkin warrior years ago.

The blast of a war trumpet sounded over the low din of the camp. Asura raised his tusked head and bellowed a war cry in response. Xekaar smiled, the motion pulling at the tight, cracked skin on his cheeks and sending a jolt of pain down his body.

It had begun.



Once a member of the ryssovass who guarded the mountain passes leading into the Shard Spires, Kryssa was among the first to be corrupted when the ice witch Vayl sought to subvert the Nyss in the name of Everblight. For Kryssa, the change in loyalties came as an awakening, and she took to serving the dragon with the same conviction with which she had served her own people. After spilling the blood of those who resisted, she joined the ranks of the dragon's legion with a new sense of pride, willing to sacrifice her life for his glory.

Not chosen as the dragon's other warlocks had been, Kryssa obtained her own athanc shard under unusual circumstances. Upon witnessing a dragon slay a young warlock apprenticing under Vayl, Kryssa acted quickly to

recover the athanc shard. Seeing no other way to preserve it, she thrust the shard into her own heart and fled. When she returned

to Thagrosh, she expected the Messiah to reclaim the shard for someone more worthy and thought her corpse would be discarded. Instead, she was honored for her act of valor and became one of the dragon's warlocks—a fate she still grapples with.

Excerpt from The Chosen by Aeryn Rudel

"You have done well," Thagrosh said.

"The victory belongs to my warriors, my lord," she said. "It was they who crushed the losans for the glory of Everblight."

"You led them. We all saw the battle." The dragon was in all of Everblight's warlocks, and what they did was shared. "I saw you destroy the two enemy machines. I saw you use the strength of your warbeasts with the precision of a ryssovass wielding his blade. I saw you prevail."

"I regret the loss of so many warriors, my lord," she said. "I might have preserved more of them."

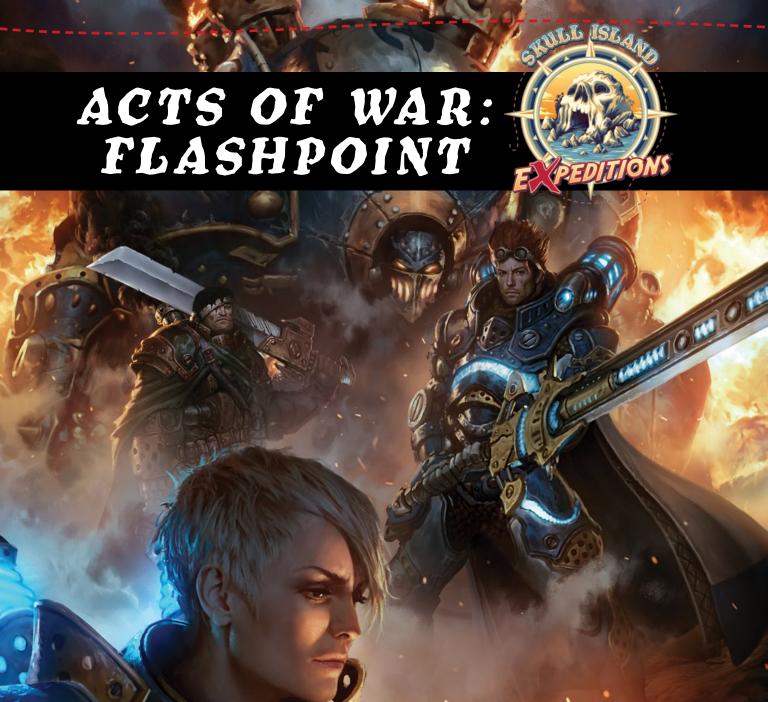
"Casualties are inevitable," Thagrosh said. "None of the others could have avoided them. The athanc shard in your chest shows Everblight's faith in you. So I ask again: who destroyed the enemy machines?"

Kryssa was uncomfortable taking credit for this victory, though part of her knew all would have been lost without her. "I did," she said.

"Who defeated the enemy for the glory of Everblight?" Thagrosh said, leaning forward, his eyes glowing with balefire.

"I did," she said. "I defeated the enemy."

Thagrosh nodded. "Do not doubt yourself. Do not doubt the dragon. Our individual strengths make him even more potent."



By Aeryn Rudel

This chapter of Acts of War: Flashpoint is written from the point of view of Asheth Magnus. The chapter details the aftermath of a clandestine mission to locate one of two living heirs to the Llaelese throne, and we see the Magnus we've come to know so well over the last ten years: the hardened mercenary plying his trade in some of the most dangerous places in the Iron Kingdoms. Of course, Magnus is more than just a simple mercenary, and this chapter hints at his much larger role in the events of Flashpoint.

As this is the first Magnus viewpoint chapter in the book, I felt it was important to give the reader a strong sense of how Magnus perceives the world, especially since it is such a sharp contrast to the point of view of *Flashpoint*'s main character, Coleman Stryker. This chapter also gave me an opportunity to introduce Magnus' crew of mercenaries, a handful of important secondary characters who follow the warcaster for love of coin or carnage, both of which he provides in ample measure.

Before reading further, here is an excerpt from the prologue of *The Blood of Kings*, the Skull Island novel that lays the foundation for events in *Flashpoint*.

Rebald waved Caine closer, not wanting to speak above a whisper even though he felt certain they were unobserved. "I have been investigating a matter of grave importance to the safety and security of Cygnar. It has come to my attention that Vinter sired a bastard son before he was deposed." Caine's eyes widened at that, his insolence vanishing. Rebald continued, "I wasn't certain until today. I had thought perhaps the child was being raised by the Church of Morrow, which would have been a thorny problem. But they think he's dead, crisped in a fire. The only explanation that fits the facts is that the Inquisition captured Vinter's bastard and hid him away somewhere. The boy who burned was an imposter."

Now, check out the two scenes from Flashpoint, which will be available in print and digital formats in June 2016.

FIVE FINGERS, ORD

Trineus 7th, 611 AR

Asheth Magnus sat at a low table, resting the heavy bulk of his prosthetic mechanika arm across it. Around him in the squalid but spacious riverside room was a gathering of hard-looking men, mercenaries all, armed and ready to fight and kill at his command. The worst of these men—or the best, depending on how you looked at it—waited in a small adjoining room across from Magnus' table.

"What's taking him so long?" A gaunt, bird-like Ordsman named Xavius Marlowe asked from where he stood next to the room's only window, likely to escape the reek of Magnus' warcaster armor. Magnus had turned the boiler down to its lowest setting, but the trickle of smoke coming from the stack on his back had filled the room with a smoky haze. Magnus smiled; the smell from the dockside street below couldn't be much better.

"Harrow knows his business," Magnus said. "Let him work."

Xavius' lips curled in irritation, and he turned back to the window. He was a former member of the Order of the Golden Crucible, a well-respected group of alchemists and arcanists. But he had fled his order, largely due to his obsession with poisons and explosives and his willingness to test them on the townsfolk in the Ordic city of Corbhen. He was irritating, erratic, and very, very skilled, so Magnus tolerated him. In fact, most of the men in this room were deeply flawed and dangerous, the kind of men who followed strength and had no place for compassion or even real loyalty.

The door across from Magnus opened, and Sebastian Harrow emerged. The other mercs in the room were dangerous, but Harrow was the only real killer among them. He was gaunt and ugly, his face a network of scars from which shone two ice-blue eyes. He wore a heavy pistol holstered on one hip and a saber on the other. He wiped his hands on a bit of cloth; the cloth came away stained crimson.

"I'll give those Section Three bastards credit; they're tough," he said.

"Did he give you anything?" Magnus asked.

Harrow smiled, showing a mouthful of straight white teeth, a predator's gape. "Some," he said. "The prince is dead, and they dumped his body in a 'jack forge."

Magnus grimaced. They had hoped to save the Llaelese heir, who had been hiding for years under an assumed name in the Ordic Navy. "Does he know about the girl?"

Harrow shrugged. "Couldn't get that out of him. And believe me, I tried."

Magnus saw the man closest to Harrow, a former Steelhead named Silus, shudder. They'd all seen Harrow interrogate a prisoner, and his methods were brutally effective.

"Do you think the prince knew about her?" Silus asked. "She was his cousin, right?"

"Hard to say," Magnus said. "The royal family has been so fractured. Either way, he likely thought her dead along with the rest of his kin."

"Then I say we operate under the assumption that *he* did know and that he told these Khadoran whoresons before they killed him," Harrow said.

Magnus considered this for a moment. It made sense. The man who'd sent him on this mission had assured him no one in the Khadoran government knew about the princess. What he didn't and couldn't know was if someone outside of Khador's intelligence agency—someone *not* looking for a Llaelese heir—knew about her. The most likely person to know would be someone in her family: her cousin Lyan de le Martyn, recently slain by Khadoran operatives. Since Magnus couldn't speak to Lyan, he had to agree with Harrow and assume the dead man had given the Khadorans information about Princess Kaetlyn de le Martyn, who now appeared to be the sole living heir to the throne of Llael.

"I concur," Magnus said at last. "We have to assume they know, but we have to make sure that information doesn't leave this city." They still had a problem, though, he realized. There were supposed to be six Section Three operatives. They'd captured one, but where were the others?

"I do have *some* good news," Harrow said, smiling. "He told me where the others are holed up. They spooked when we grabbed Ivan." He cocked a thumb back toward the darkened room from which he'd just come. "They're likely looking for a ship to get them out."

"Then we don't have much time," Magnus said. He let his consciousness drift down into the empty warehouse below them, to the slumbering cortex of the light warjack they'd brought with them. It was one of Magnus' own designs, cobbled together from pieces of other warjacks, though no less deadly for its composite construction. He could sense a small spark within the cold darkness of its mind, a spark he would soon fan into a roaring flame.

"Is this a capture or a kill mission?" Silus asked. He didn't look like either would bother him much.

"We're tying up loose ends," Magnus said and pulled the short blunderbuss from its holster at his hip. He checked the load and then put it away. "So, what do you think?"

"A kill mission then," Harrow said. "You'll get no complaints out of me. Simpler that way. What about our guest?"

Magnus glanced over the merc's shoulder at the room behind him. A slight whimper or maybe a gasp drifted out from the darkness.

"Loose end," he said.

Harrow grinned.

"Make it quick, Harrow," Magnus said, then added, "and painless."

Harrow drew his saber. The blade made a menacing hiss as it scraped the metal throat of the scabbard. "He won't feel a thing."

The merc walked into the room behind him. After a moment of grim silence, Magnus heard a sudden outburst of Khadoran in a wavering, terrified voice. He understood the language: the man was pleading for his life.

The soft hum of a blade slicing the air cut short the Khadoran's pleading. Magnus heard a solid thump, as if someone had dropped something heavy onto the floor. Seconds later, Harrow emerged again, this time wiping blood from his saber. "Tied it up in a nice little bow," he said.

The ship was called *The Sea Raven*, and it was an old Ordic trader that sat low in the water. It was moored in the Captain's Prow District of Captain's Island, which catered to merchant vessels. Magnus was pleased to see it was the only ship in its berth—they would have the isolation they needed. That was not to say they were alone; you were never alone on Five Fingers. Even in the dead of night on a pier at the ass-end of Captain's Island, there were people going about their business. Of course, that business, like Magnus' own, was the kind best done in the dark anyway. None of the few figures they passed let their eyes linger

long on the four armored men and the looming form of the Renegade, its upper half cloaked in a tarp to hide that it wasn't a simple laborjack. Its shredder saw jutted from beneath the shroud, and this would occasionally whir to life as the warjack's impatience grew. It wanted to fight. Magnus clamped down on these urges; it wouldn't help their mission if the Renegade sawed a passerby in half.

"Why this ship?" Xavius asked as they approached *The Sea Raven*. The former alchemist wore a brace of alchemical grenades around his chest, and everyone was giving him a wide berth because of it.

"It's a small merchant ship," Magnus said. "Not the kind of thing anyone would look for."

They were coming at it from between two big warehouses, hidden from the lookouts—likely hired guns—the Khadoran spies had on deck. It wasn't as if they could simply call in military support; they were a kill squad, intentionally cut off from any military backup in order to promote plausible deniability. They were cornered, and it would only make them more dangerous.

The sailors aboard *The Sea Raven* were preparing to cast off. Likely the remaining Section Three operatives had decided their wayward member was not returning, and it was time to flee without him.

They were still thirty yards from the ship when they stopped in the shadows between buildings. "My guess is they'll be in the hold," Harrow said. "Are we fighting our way through all these men to get there?"

Magnus shook his head. "No, we're taking a more direct route." He turned to Silus, who was carrying a long rifle, hidden under a heavy cloak. "I want you and Harrow to keep the men on deck occupied while Xavius and I make a hole."

Harrows eyes widened, and then he grinned. He knew what Magnus was planning. "That's gonna make a lot of noise, and the watch, even in Five Fingers, is likely to notice."

"Then we'll be quick," Magnus said.

Harrow nodded. "You ready, Silus?"

The former Steelhead nodded and put his rifle to his shoulder. "There's two on deck that are obviously gunmen," he said. "See 'em?"

"I do," Harrow said and drew his heavy repeating pistol. "I've got the one near the forecastle. You take the one near the port gunwale."

"Xavius, you're with me," Magnus said and summoned his magic. He turned away from the ship so his body would shield the circle of runes forming around his left hand. The runes winked out, and the Renegade became insubstantial, its outline blurring. That, the dark, and Magnus and Xavius' natural abilities to conceal themselves would make them hard to spot or shoot.

"Go," Magnus said, and he and Xavius sprinted from between the buildings. Magnus urged the Renegade to follow, and it cast aside its tarp and followed eagerly.

They were halfway to the ship when they were spotted, and cries from the deck of *The Sea Raven* rang out, followed by a pair of gunshots from behind Magnus. Two of the men above, both aiming rifles at the Renegade, jerked and crumpled to the deck.

Magnus and Xavius ran toward the pier, crossing the remaining distance in a few seconds. More shots rang out, but Magnus couldn't tell if they were coming from the ship or from his own men. They reached the side of *The Sea Raven*, a wall of slatted wood, and Magnus urged the Renegade closer. A bullet ricocheted off its hull, and Magnus was thankful for the power field his warcaster armor generated.

"Xavius, get down," Magnus said, squatting on the pier, his head down. The Ordsman did the same, and Magnus ordered the Renegade to use its most potent weapon, the obliterator rocket attached to its left arm. A surge of glee flowed back through his link with the machine, and he heard the deep whine of the rocket launcher priming to fire. A bullet hit Magnus' power field, throwing sparks, and the slug bounced off the iron plating across his back harmlessly, robbed of its kinetic energy.

The obliterator rocket was ready, and Magnus let himself see through the Renegade's eyes, choosing the spot on *The Sea Raven's* hull.

Fire.

The rocket went off with a thunderous roar and a bright yellow flash. A burst of white-hot energy struck *The Sea Raven* and blasted a hole nearly six feet in diameter into her side.

Magnus surged to his feet, pulling Xavius up next to him. "Grenades!"

The alchemist looked stunned, but it quickly faded. He plucked a pair of metal cylinders from the bandolier across his chest, thumbed their clockwork triggers, and tossed them into the hole the Renegade had made.

Magnus caught movement within the belly of the ship just as both grenades went off, double blasts of noise and light. More gunshots rang out from behind him and overhead. Magnus ignored them. He leaped from the pier and into the hole in the side of the ship.

He landed in an abattoir. Bodies and pieces of bodies were scattered across the hold, and the walls had been painted a garish crimson. He saw two of the Section Three operatives immediately, or what was left of them.

Two more.

The hold was low ceilinged, roughly twenty feet wide and thirty feet long. Stairs leading up to the deck stood at the far end. It was dark and smoky, but he saw movement near the stairs.

Magnus drew his sword, the mechanika blade he'd named Foecleaver, and its rune plate filled the hold with an eerie blue glow. The figures near the stairs became clearer: three men in dark clothing. All were still reeling from the concussive blast of the grenades. He couldn't give them time to recover. Magnus moved away from the hole in the side of *The Sea Raven* and summoned the Renegade. The leap from the pier into the ship was dangerous; if the Renegade missed and fell into the bay, its boiler would be doused and it would sink straight to the bottom.

The Renegade leaped, guided by Magnus' will, and landed inside the hold of the ship hard enough to make the boat rock. Its saw whirred to life, a frantic metallic scream that heralded destruction.

Gunfire erupted from the other side of the hold, and bullets struck the hull of the Renegade, igniting a surge of rage within it. Then the hold lit up with fell blue light, and Magnus saw the telltale sign of magic as runes formed around the outstretched hand of one of the men, who had stepped behind his compatriots. He could see the spellcaster clearly now—tall, sharp-featured, with thinning black hair. He held a heavy single-bitted war axe in one hand. But this man was not a Section Three operative. He was something much more dangerous: a Greylord, one of the infamous Khadoran ice sorcerers and seekers of ancient magic.

The spell went off before Magnus could get out of the way, and a blast of chilling frost arced across the hold. Most of it struck the Renegade, and Magnus could feel the damage to some of its internal systems as they seized up beneath the icy spell.

His power field and armor protected him from the worst of it, but he clenched his teeth in agony as the cold sent what felt like daggers of ice into his exposed flesh.

"Go," Magnus said through clenched teeth, ordering the damaged Renegade forward. It barreled through the hold, its saw howling in the gloom. Magnus pulled his blunderbuss and aimed at one of the men trying to climb the stairs to the upper deck. He pulled the trigger and poured his will into the shot, guiding the heavy slug's trajectory. The man, likely one of the Section Three operatives, took the bullet in the back and toppled over backward.

The Renegade had reached the other side of the hold. Its saw licked out, punching through one man's midsection and out his back, spraying the walls with fresh blood. The Greylord stepped back, and another spell formed around his right hand as the Renegade yanked its weapon free of the dead man and turned toward him.

Ice and rime appeared on the hull and limbs of the Renegade, and it stopped moving, held immobile in a thin cage of ice.

Magnus charged, flinging his blunderbuss away and taking a two-handed grip on Foecleaver. The Greylord saw him coming and brought his axe up. Blue runes flashed across the axe's blade as Magnus brought Foecleaver down in a powerful cut.

The Greylord was a skilled fighter. He managed to turn Magnus' sword aside, but the force of the blow staggered him back against the wall of the hold. He recovered instantly and launched himself forward, swinging the axe in a wide swiping cut.

He was faster than Magnus had anticipated—he couldn't get Foecleaver down in time to intercept the blow. The axe, enchanted with powerful runes, cut through Magnus' power field in a shower of sparks and into his breastplate and the flesh beneath. He gasped as the icy metal cut his skin, but the axe had become lodged in his armor. And then the Greylord made a crucial mistake.

He tried to pull it free.

The split second of effort left him with no defenses, and Magnus swept Foecleaver through the Grelyord's neck. His head came away from his body in a gout of blood, and his corpse toppled backward to join the others.

Magnus wrenched the axe free from the body, and a stream of blood ran down his armor. He grimaced, not with the pain of his wound, but at the fact that his source had not told him the Section Three operatives were working with a Greylord. Maybe he hadn't known—but maybe he had.

Xavius had come through the hole now. The Ordsman wasn't much use in a standup fight. He had a sheaf of papers in one hand and was looking from them to the corpses on the ground. These were sketches of the Section Three operatives' faces so they could be easily identified.

"Bloody hell, this one doesn't even have any face left," he said. "I think it's one of the red bastards. This one definitely." He pointed to a corpse missing both arms and one leg, though its face was perfectly intact.

"Come here and look at these two," Magnus said. "Quickly." He turned his attention to the Renegade as Xavius moved to join him. He channeled more of his magic through the machine's cortex, breaking the spell that held it in place. Anger, hot and fierce, flowed back through his connection with the warjack. It had been cheated out of a kill.

"Yes, these are the remaining two," Xavius said. "Who's this one?" He pointed at the headless Greylord.

"A complication," Magnus said and grunted in pain. The wound might be a bit deeper than he thought. Gunfire was still echoing outside the hold. "We're done here. Let's go before Harrow kills the whole damn crew."



By Mike Vaillancourt -

Over the years, each edition of WARMACHINE and HORDES has had a new visual identity. It's probably easiest to spot the differences in each edition's graphic design, but what you might not notice is how the illustrations have evolved in style, complexity, and even artistic mediums. Establishing a new visual direction for the new editions of WARMACHINE and HORDES was both a fun and challenging task.

Development for the new editions was already underway when I started at Privateer Press in June 2012, but it wasn't until spring of 2014 that Creative Director Ed Bourelle and I really started thinking about the illustration needs. Before there was even a content list for WARMACHINE: Prime and HORDES: Primal, I sat down at my desk with two pads of sticky notes and a stack of expansion books. My task was to assess what art should be kept and what should be updated. After realizing a pretty high volume of art was being flagged, I resorted to tearing sticky notes in half to double my supply. When I shared my findings with Ed, his immediate reaction to the mess of sticky notes was something along the lines of, "There's no way we need that much new art." I conceded that it would be good to whittle down the list more. Our final count was 127 new illustrations for Prime and Primal. And on top of that, the Force books would require an additional 170 pieces of new art!

Over the last few years, I've been updating old illustrations with new pieces in preparation for the new editions. Some of this updated art has appeared in *No Quarter*, the *Iron Kingdoms Roleplaying Game*, Skull Island eXpeditions, and *High Command*. This way, we could update

the art over a larger span of time instead of trying to do it all at once. Although it was a great idea and we were able to generate a bunch of new art, it hardly put a dent in the total volume needed!

Prime created a unique challenge: the design team could only create the new page borders, stat blocks, and layouts after a majority of the illustrations had been completed. As a result, there were several instances in which the new art didn't fit into the new layout. Luckily, we have a very talented crew of designers who used some Photoshop wizardry to complete the edges of the pieces that otherwise would have been abruptly cut off. I'm sorry Laine, Richard, Matt F., Jessy, and Ainsley! Once the master pages were finished, Graphic Designer Richard Anderson created an illustration template that showed illustrators where our live area (the important parts of the art) should go in order to avoid being covered by text, stat blocks, or border elements. This was incredibly helpful for Primal and saved the design team a lot of time compared to the guesswork that went into Prime.

Now that I've given you a brief glimpse into the logistical work that goes into art direction, I'm going to discuss the aesthetics for new illustrations. The first entries are for units and attachments. My visual checklist for them is:

- Characters interact inside an environment.
- Established location or action. Even if the location is generic, it should still feel like there's a battle of some sort that is either about to start, underway, or just wrapped up.
- Atmosphere or mood.

There's a fine line to walk with this checklist. Full-blown scenes can be time-consuming and resource-intensive. My primary concern while managing the complexity was to make sure the work matched or exceeded the quality of our existing illustrations. Below is the new command attachment illustration for the Temple Flameguard side-by-side with the original.

The one thing I knew I wanted captured in this illustration is the way the Officer and Standard would stand on the battlefield alongside the Flameguard troops. Also note that the fire of the flame spears is much more apparent in the updated piece. Based on space limitations, it's difficult to squeeze in too much environment, but we can discern that they're about to engage in combat in the desert around midday. Overall, I'm very happy with the work that Oscar Cafaro did here, and I can also say that the new Protectorate warjack illustrations he did are equally cool.



MK II Temple Flameguard Officer and Standard Imaginary Friends Studios



New Edition Temple Flameguard Officer and Standard Oscar Cafaro

Speaking of warjacks, they also deserved some special treatment. Like the unit illustrations, the 'jacks should be shown participating in combat, not mulling around in an abstract location. When they're depicted on the field of battle, the viewer can get a sense of what they're like in action. For added depth and variety, we also made sure to show the warjacks in the aftermath of combat for several of the new pieces. In the piece below, we get a sample of how the Deathrippers look on the battlefield.



Outside of the model entries, there was also a demand for some custom marketing art to show WARMACHINE and HORDES together. In that light, we wanted to showcase battlegroups for two of our new generals, Lord Kazlov, Viscount of Skarsgrad, and Ragnor Skysplitter, the Runemaster. In this illustration, the Glacier King and Conquest show how varied the scale of war is in the Iron Kingdoms as they prepare to trade blows while their respective support clashes below.



This stunning new collaboration between Andrea Uderzo and Nestor Ossandón showcases Andrea's incredible line art and Nestor's insane rendering! At Lock & Load last year, I had just completed art-directing the Hammerfall Siege Crawler, our first experiment with teaming them up. Thankfully, it worked out beautifully and led to the cover for *Iron Kingdoms Unleashed* and a handful of model entries for *Primal*.

Speaking of new warcasters like Kozlov, I'd like to go through the visual development process for Captain Allison Jakes. Every concept always starts with a written description.

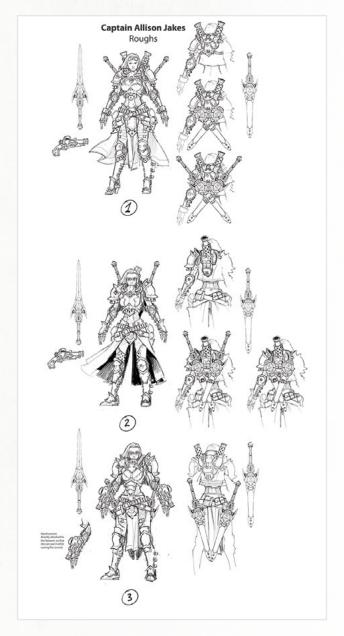
In this case, our description was:

- This is the second incarnation of Allison Jakes, now a full warcaster.
- Jakes is armed with two hand cannons (heavy pistols) and two swords
- Jakes should have a captain's insignia on her shoulder.
- Her armor should be heavier but retain her sleek profile.
- Jakes should have a fluid pose fitting an acrobatic duelist.

Our baseline for the first incarnation of Jakes was designed by Whitemoon Dreams' Todd Harris. I wanted Andrea Uderzo to take on this incarnation, as I knew he would knock it out of the park with minimal coaching.

These are Andrea's rough sketches, and I directed the final look from a mashup of elements from each sketch. Typically, my feedback comes in bullet point format, so my notes were:

- Head 1 (goggles up).
- Shoulder pads need to be trimmed down, as they're too bulky. (I kno w this comment may be a shocker for you.)
- Arms of #2 look great.
- Chest of 2 with the caveat to change the breastplate so that it's one large panel and not individual breast armor.
- Hips and legs of 1.
- Love the skirting flow from #2 with the loincloth and crotch armor of 1.
- Smoke stacks from #3.



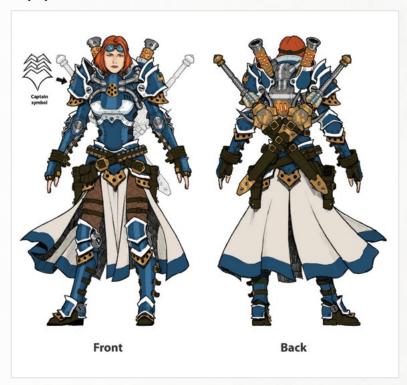
From that information, I received this from Andrea:
The choices for this one were easy.

- Shoulder pads of #4.
- The pistol looks fantastic, go with it! (We updated her pistol because her previous one looked too sci-fi.)
- Sword looks great, go with it!





Looking at how close we were to a final, all that was left was designing her two poses and coming up with the color concept. What you may not know about our design process is that all concept art is developed in black and white. Once the black-and-white orthographic has been approved, it's given to the sculptor. The sculptor then uses the concept art to create our 3D model. All models follow the concept art very closely with minor alterations to proportions for translation in 32 mm.



The second-to-last phase of my contribution on the 2D side is to digitally color the concept art so that it's ready to be used as reference for illustration and miniature painting. This process is done in conjunction with our studio painters for feedback. With established models like Jakes, it's a lot easier to nail the color pass on the first try, and in this instance, that's exactly what happened.

The color doesn't have to be fancy; it just needs to communicate the basic palette to the illustrator and the studio painter. Now, I needed to come up with an illustration description, and this one was easy.



Description: Captain Allison Jakes is surrounded by mechanithralls that she is eliminating with extreme prejudice. This scene takes place in a shallow area of a swamp at night. A full moon illuminates the scene.

The artist for this piece is Jeremy Chong. You may have seen his Harrier illustration in the Privateer Insider blog. He had done such a fantastic job—and his portfolio showed so much merit—that I thought he was more than capable of delivering an awesome warcaster illustration. I wanted to help him get started and give him a feel for our standard compositions, so I did a quick sketch to eliminate any guesswork.

This may look like a mess to you, but it's an easily decipherable mess to the seasoned illustrator. In the center of the illustration, we have Jakes swinging her swords, one of which is decapitating a mechanithrall. Surrounding her, we see other mechanithralls ready to attack, and there's a little chicken scratch tree on the right doodled in for environment information. From here, Jeremy sent me the following draft.



Ed Bourelle and I chose C as the clear winner. I will spare you the mechanithrall anatomy adjustments, color shifts, and environment effects and skip straight to the final.

I hope you've enjoyed this little peek into the 2D visual development for *Prime*. Stay tuned next issue for a peek behind the curtain of *Primal* and, as always, keep checking privateerpress.com for additional Insider blogs about the visual development process for concept art, illustrations, and miniatures!





By JR Godwin

Lock & Load GameFest always brings exciting special releases, and with new editions of WARMACHINE & HORDES on the horizon, Lock & Load GameFest 2016 certainly sets a high bar for new offerings. This year, Lock & Load provides the first opportunity for our players to get their hands on the fruits of our last few years of work.

In order to play a game, you need to know the rules. For the collectors out there, Lock & Load will offer Privateer Exclusive limited-edition collector's versions of WARMACHINE: Prime and HORDES: Primal. The collector's edition of WARMACHINE: Prime includes

the hardcover 388-page tome of knowledge with a special full-art variant cover, silver-gilded pages, and integrated bookmark ribbon. But we didn't stop there. The collector's set also includes two highly detailed bookends featuring a pair of warjack heads—an Ironclad and a Juggernaut—perfect for displaying your WARMACHINE and HORDES or *No Quarter* collections. *HORDES: Primal* also gets the royal treatment with a 344 gold-gilded page hardcover featuring its own full-art variant cover. The HORDES collector's set also includes two incredible bookends, this one with the heads of a Dire Troll Bomber and a Woldwarden.







For those members of the community who love the world of Caen above and beyond the mayhem of the tabletop, we will have some choice offerings for you as well. This year at Lock & Load, we will be debuting no fewer than *eighteen* new Privateer Pins, including a limited-edition Chibi Pendrake pin that you can only get by trading with staff members at Lock & Load! This pin will not be available anywhere else, so if you love our pins or know someone who collects them, come ready to trade!

Our first plushie, the fearsome and friendly Shredder, made its way into our hearts last year. At Lock & Load 2016, it gains a new friend to chew on: the cute and cuddly living embodiment of pain, the Agonizer. This sad

little fatty is sure to delight people of all ages. Each fourarmed friend comes with care and feeding instructions, ensuring you take proper care of it. After all, you wouldn't

want to accidentally feed it after midnight—or maybe don't feed it at all.

The first book in the new *Acts of War* series will be released at Lock & Load as well, giving our readers an opportunity to see the changing world and new conflicts of western



Immoren through the eyes of some of its most iconic characters. Walk alongside legends such as Lord General Coleman Stryker of Cygnar and the infamous mercenary commander Asheth Magnus as they travel the wartorn lands of Llael in the novel *Flashpoint*, where their actions and choices will set the stage for the future of the Iron Kingdoms. Many of the Skull Island eXpeditions authors will be at Lock & Load, so if you've ever wanted to meet the people who pen the lore and mythology of WARMACHINE and HORDES and get a signed copy of your favorite Skull Island novel, here's your chance!

These exciting releases are just a small part of the reason why this year's Lock & Load promises to be the best one yet. From die-hard battlefield veterans to new recruits, from swag collectors to the most avid readers of our stories, there's something for everyone. See you there!

By Will Hungerford

The new editions of WARMACHINE and HORDES usher in an exciting time for tabletop gamers all across the globe. Whether you play with your friends at home or at a local store, these new editions promise countless hours of entertainment with your collection of models. It's up to you how you wage war with friends old and new and make the experience your own.

One of the most common ways to experience WARMACHINE and HORDES is by participating in one of the many different Organized Play events held at hobby stores and game clubs. Privateer Press' extensive library of Organized Play events ensures that no matter how you choose to experience the game-whether it's casually, competitively, or as a hobbyist—there is an event format for you.

When the new editions launch at Lock & Load GameFest 2016, the new face of Organized Play will be fully revealed. New formats, updated rules to existing formats, and a treasure trove of new prizes will all be unleashed very soon, so here's a sneak peek at what you can expect to see.

JOURNEYMAN

Journeyman leagues are the best way for new players to begin collecting their army while also learning the deep rules of WARMACHINE and HORDES. This six-week slow-grow league takes players all the way from their first fights with their chosen Battlegroup Starter Box to a full-sized army. While primarily designed for new players, Journeyman leagues are also a great way for veteran players to begin collecting a new army while meeting some of the new blood in their community.

The Journeyman rules have been completely rewritten and streamlined to be easier than ever to understand. Say goodbye to complicated tables with different league point values based on game size or painting models of different sizes. Instead, tracking progress through the league will be easy and intuitive for players and event organizers.

Players who sign up to participate in a Journeyman league will receive their first patch, the centerpiece of a much larger design. For every two weeks that a player participates in the league, that player earns a chevron. Each player can earn up to three chevrons to add to their centerpiece.

Finally, the league contains three different championship patches that will be awarded to a single player throughout the league. These championship patches will recognize the Best Player, Best Painter, and Best Sport. The rules to determine Best Player aren't complicated at all: each week, the player who earns the most game victories is awarded a destroyer point. At the end of the league, the player with the most destroyer points wins the Best Player award. This means that players can't frontload their points by playing a ton of games in the first weeks and then not show up. It will take continued participation (and victory) each week to claim the Best Player award.

Just as exciting as the Best Player award are the Best Painter and Best Sport awards, which reward the talented hobbyists and players who are just great fun to play against. There are two options for determining the winner of each of these two awards: letting the event organizer decide or letting all league participants vote for the winner. Again, keeping things simple is vitally important for giving new players a smooth transition into their new community.

In addition to the new prizes and the new ways to win them, Journeyman features three unique scenarios and two special event formats. The new scenarios are designed to introduce players to the concept of alternate victory conditions (over just 'caster assassination) while also introducing some key features that can be found in Steamroller. This will help prep the new players who would like to play in tournaments and other competitive events by giving them the core knowledge of how scenarios are used in Organized Play events.

also Journeyman features optional rules for running a casual, battlegrouponly tournament and an end-of-event tournament where players battle using the final iteration of their army. These events can be run as part of a larger league or as separate, single-day events for a more laidback tournament experience.



FULL STEAM

Full Steam is the celebratory launch event of the new editions. Like past book release events, Full Steam is a casual Organized Play event with players battling not only to secure victory over their opponents but also to meet special achievement goals.

In years past, book release events were held "Iron Arena" style, as free-play events without any round structure. But this has changed based on feedback received from the community. Now, Full Steam will introduce a pairing structure to ensure that everyone who participates gets in a good day's worth of games. This will also guarantee that some players don't score too many points by playing games too quickly throughout the day.

While these paired rounds are timed at two hours per round, individual players are not timed using chess clocks. Given that Full Steam is meant to celebrate the release of the new editions of *Prime* and *Primal*, the event scenarios are actually very easy to find—they are the exact same ones found in those books! As Full Steam will be one of the first events many venues host after the release of the new editions, it was important to keep the format rules very simple. After all, players will have enough on their minds learning the ins-andouts of the new editions. Full Steam provides the perfect first glimpse of what playing games of WARMACHINE and HORDES is like in this new era.

There are three championship prizes available in Full Steam, and if you've read the section above on Journeyman leagues, these prize categories won't be a surprise to you. There will be a special medallion available for the Best Player, the Best Painter, and, of course, the Best Sport.



STEAMROLLER

Steamroller is the standard tournament format for WARMACHINE and HORDES, designed with modular variants to ensure that each event can be customized to the needs of the local community. Whether a group is looking for serious Masters practice or a more relaxed introduction into tournament play, Steamroller can easily accommodate.

Steamroller 2016 is an interesting mix of some *major* shake-ups and a bit of the status quo. Over the last several years, Steamroller has been fine-tuned to provide the best tournament experience possible, and the new editions meant that some changes were going to need to be made in

order to accommodate the new face of WARMACHINE and HORDES.

When designing Steamroller 2016, we were careful not to change it up *too* much, as players were going to need to spend the majority of their time processing the new rules and all of the changes made to their existing models. By keeping Steamroller as unchanged as possible, it gives players a constant, something familiar to test the new capabilities of their model collection against.

The structure of Steamroller that you've come to know over the years will remain the same: timed turns, scenario-driven play, multiple army list selection, and many other facets; however, *some* key features are changing. But there's no doubt that many veteran players will find these changes to be extremely interesting.

For starters, character restrictions are gone! Now that every model in the new editions has been completely rebalanced, there isn't a need for character restrictions in the tournament structure. No single model should be so good that it's considered an auto-include in every list, and in Mk II, many of the models that were considered auto-includes weren't even characters anyway (e.g., Squire, Choir, Skarlock, etc.). It just doesn't make sense to tell players that they can only bring Dirty Meg in one list but a Squire in every list. So, gone are the days of character restrictions . . . with *one* exception, of course. In tournaments where players bring multiple lists to choose from, each list must be led by a different warcaster/warlock from their chosen faction, with different versions of the same named character counting as a different 'caster for these purposes. For example, a player could choose to have Kreoss 1 *and* Kreoss 2 lead two lists respectively, but Kreoss 1 could not lead both.

Terrain placement in scenarios has also been completely overhauled to make it easier for event organizers and players. Restricted terrain can now be placed within zones and near flags or objectives, and there will be certain guidelines in place to ensure that a scenario element doesn't get completely walled off from models. Not only that, but the amount of terrain required per table has increased from six to eight pieces, ensuring that giant, open "killing fields" will not be something you encounter at a Steamroller event.

Half of the scenarios from Steamroller 2015 are returning, and the other half are new creations for this year. Several of these new scenarios are specifically designed to mix things up in fairly drastic ways, ensuring that no single type of army list (attrition, assassination, gun line, etc.) gains a major advantage throughout an event. In addition to these new scenarios, all six of the Steamroller objectives have been completely redone for the new editions and will provide interesting benefits to a wide variety of army types.

Standard Steamroller scenarios aren't the only type of scenario change coming, though. In fact, a whole new way to play WARMACHINE and HORDES is on the horizon. Rumble introduces a variant style of gameplay for those with limited table space. This unique variant allows players to battle on a 30" x 30" table instead of the standard 48" x 48" table and comes with rules and scenarios unique to Rumble to maintain game balance on a smaller table. This exciting new set of rules brings the idea of "kitchen table" WARMACHINE to life, allowing players to throw down for a great game without needing a large battlefield.

There are many more small details and updates not discussed here that you'll discover in the upcoming Steamroller 2016 release, but we think you'll find that like fine wine and aged cheese, Steamroller is the perfect pairing for the new editions of WARMACHINE and HORDES.

CHAMPIONS, MASTERS, AND IRON GAUNTLET

Champions, Masters, and the Iron Gauntlet World Championship are the three premier competitive formats for players seeking the ultimate tournament challenge. Each format is intended for large-scale events, such as conventions, where hundreds of WARMACHINE and HORDES players compete for the top spot. Each format uses Steamroller 2016 as its foundation but adds special format rules to foster different strategic environments between the three. What is an amazing list in Masters may not even be a viable choice in Champions!

Masters and Champions both share some similarities in their overall structure, but each has its own unique meta due to their clear and divergent interactions with the Active Duty Roster (ADR). Both formats use the same Steamroller scenarios, objectives, scoring methods, and timing methods, and both can be run as either a two-list event (known as a Dyad) or a three-list event (known as a Trinity). The number of lists players are required to bring to the event is announced by the event organizer in advance, so players going to a Masters Trinity event know they need to bring three army lists. Similarly, a player going to a Champions Dyad event would bring two army lists.

Both Masters and Champions use the Active Duty Roster, a rotating cast of four warcasters/warlocks per faction that changes roughly every six months. In Masters events, if every warcaster or warlock in a player's army lists comes from the ADR, the player receives a benefit known as the Vanguard. This benefit gives players a sizable pool of extra models called Specialists that they can swap into their army lists before each game begins, after knowing what their opponent will be bringing to the table.

In Champions, the ADR isn't a potential benefit—it's a requirement! The only warcasters or warlocks a player can bring to a Champions event are those currently on the ADR, and there is no Vanguard benefit to be had. This means that Champions will have one of the most unique and fastest changing metas in competitive play, as a new cast of heroes and villains will take to the battlefield every six months.

The ADR interaction isn't the only major difference, though. Masters will remain an event that does not require players to bring painted models (but why wouldn't you?), while Champions *does* require a fully painted army. Additionally, the prizes between these two formats are different. Masters now has new awards for the top players who finish first through third in each event, whereas Champions has a special set of awards for First Place Finish, Best Painted, Most Control Points Scored, and Most Army Points Destroyed. This means that even if you suffer an early-round loss, you can still fight to win another great award in Champions!

The ultimate prize for any competitive WARMACHINE and HORDES player is to win the annual Iron Gauntlet World Championship. As in years past, global qualifier events will be held between Lock & Load 2016 and Lock & Load 2017 with players earning qualifier points based on their final placement in the top sixteen. The rules for Iron Gauntlet events—specifically, the top four single-elimination cut and the Gauntlet Rounds—are receiving minor tweaks we believe many players will enjoy!

First off, the Gauntlet Rounds require players to build the same size army as the Preliminary Rounds. That means that when a player is practicing with one of their intended Gauntlet Round builds, it won't

be a larger-size game than they are used to playing. In years past, once the top four players were determined, the remaining players in the tournament didn't engage in another round. So, if you didn't make top four, you didn't get a chance at playing a Gauntlet Round. This is changing as well!

The tournament will still "cut" to top four, and only those four players can place between first and fourth, but for the semi-final round, all players in the event play one Gauntlet Round. That means players who were fifth and lower get one more shot to raise their rank up to a max of fifth place and land in the top sixteen in order to score some qualifier points. Most important, it guarantees that if you play in an Iron Gauntlet qualifier, you'll get a taste of the Gauntlet Round magic!



CROSSROADS OF COURAGE

This September kicks off the beginning of our first yearlong narrative league after the launch of the new editions, and it is going to be a doozy. Crossroads of Courage is this title for this narrative league, which is broken down into four separate seasons, each lasting about four weeks.

This narrative league focuses on a young soldier named Holden and the choices he makes during his harrowing journey through the Iron Kingdoms. Each season, the narrative fiction will feature Holden's journeys—his adventures, his victories, and his defeats—as he walks a fine line between being a hero and a coward. Ultimately, Holden's tale is one of fate and karma for one's actions. Of course, those actions will be determined by the players' participation in each league season, and as for Holden's ultimate fate . . . well, that's also up to the players.

You see, after the league finale at Lock & Load 2017, Holden will be released as a real model for WARMACHINE & HORDES. There is more than one version of Holden, however, so his final form is in the hands of the league players. Will Holden be a shining paragon, a vicious soldier, a cunning assassin, a sneaky coward, or some other possible outcome? We won't know until the players decide.

League play is casual with a strong narrative emphasis. While there is a scoring method to determine various champions in the league, the prizes available in each season kit are participation prizes that all players will be able to receive. First are two model cards that represent two different versions of Holden: Courageous or Cowardly. At the beginning of each season, all players receive these two cards. Each week of the league, players can participate in an online quiz called the Crossroads that informs them which version of Holden (Courageous or Cowardly) they are allowed to use that week. And yes, Holden will work for anyone's army.

Players who participate in at least one game each week of the season will get a second participation prize: the Coin of Fate. Each of these coins has unique designs that, when pieced together, will help unravel the mystery of the forces behind Holden's journey. The Coin of Fate from one season will also be used in the next season in special ways during specific scenarios, with the fourth season's Coin of Fate being reserved for . . . something secret.

Each league season is packed with special scenarios, unique achievements, and terrain guides known as battlefields, not to mention the chance to play one of two versions of Holden.

So, keep an eye out for more information about the Crossroads of Courage and your chance to determine the ultimate fate of an upcoming WARMACHINE & HORDES model!





Journeyman Painting

Painting the New Battlegroup Starter Boxes

With the arrival of the new editions of WARMACHINE and HORDES, and with it the arrival of all-new Battlegroup Starter Boxes, it's equally tempting to veteran players and people new to the hobby to start playing a new faction. No matter which group you belong to, you may want to get your new army on the table as quickly and easily as possible. If so, this guide is for you. We've gone back to basics to help new painters get a good start, so they can conquer more advanced techniques down the road. And even if this isn't your first time painting a model, this guide gives you a solid paint scheme that can get your models ready for battle in no time at all.

Painting Terminology

Basecoat

The initial coat of paint on which everything else will be built. It is important that the basecoat is very clean and every color is where it should be. Base coats should be thin, and several layers may be needed to achieve proper coverage. Your shades and highlights will coordinate with the basecoat and main color choices.

Drybrushing

The quick way to highlight a textured surface. Use a lighter color but remove most of the paint from your brush by stroking the bristles on a paper towel until the paint is almost gone. Then, carefully and quickly move the brush back and forth across the surface of the miniature.

Prep Work

NEEDED TOOLS

P3 Hobby Knife

Formula P3 Glue

P3 Files

Formula P3 Black &

P3 Clippers

White Primer

Clean Models

Using files, clippers, and a hobby knife, begin to clean the miniature. Carefully remove the mold line with a file and the hobby knife. The mold line is the fine line wrapping around the miniature that's created when the two halves of the mold come together during the casting process. Clean off any slivers and small chunks of metal with the clippers, a little at a time.

Glue & Assemble Models

When you're confident the model is clean, fix the parts together using super glue and glue the model to its base. Don't use too much glue, and be careful not to glue your fingers together!

Prime Models

After the miniature is cleaned and assembled, it's time to prime it for painting. This step may not seem as exciting as applying color, but it's necessary: the primer provides a surface coat for the acrylic Formula P3 paint to adhere to. This is a simple process; just secure the model to the outside of a box with masking tape and go outside or to a well-ventilated area to spray it with primer. Be sure to follow the directions on the primer can. Spray from several angles so that the primer covers the entire model, but be sure to spray lightly so that the model details are preserved. You have the choice of black or white primer. In general, if the miniature is going to be dark overall with a lot metal, it's best to prime it in black. If the miniature is going to be painted in brighter colors, prime it in white.

Allow the primer to dry for a couple of hours. You can speed this up with a hair dryer if you want to, but use low heat with plastic models so they don't bend or warp. When the primer is dry, it's time to paint.

Prep Summary

- 1. Clean the model using the Formula P3 Hobby Knife and Files.
- Glue and assemble the model with Formula P3 Glue.
- Apply Formula P3 Black Primer. In the case of Retribution, Formula P3 White Primer will be used.



Painting Cygnar

Cold Steel

Rhulic Gold

Cygnar Blue Base

Hearth Fire

Cygnus Yellow



1. Paint all metal areas with a solid basecoat of Cold Steel. Use a drybrush method to paint the metal areas if you prefer.



2. On top of the metal area you just painted, paint the gold trim with a solid layer of Rhulic Gold.



3. Paint all of the blue plates in 4. Dot the eyes with Hearth Fire Cygnar Blue Base.



and paint the Cygnus on the shield Cygnus Yellow.



Painting Khador

Pig Iron

Rhulic Gold

Khador Red Base

Hearth Fire



1. Paint all metal areas with a basecoat of Pig Iron. Use a drybrush method to paint the metal areas if you prefer.



2. On top of the metal areas you just painted, paint any areas that should be gold with a solid layer of Rhulic Gold.



armor sections.



3. Apply Khador Red Base to the 4. Dot the eyes with Hearth Fire.

Painting Protectorate of Menoth





drybrush method to paint the metal areas if you prefer.



1. Paint all metal areas with 2. On top of the metal area you a basecoat of Pig Iron. Use a just painted, paint any areas that should be gold with a solid layer of Rhulic Gold.



3. Paint the sections of cloth 4. Paint the armor plates with material and armor trim with Menoth White Base and dot the Sanguine Base.



eyes with Hearth Fire.



Painting Cryx

Pig Iron

Blighted Gold

Cryx Bane Base

Necrotite Green



a basecoat of Pig Iron. Use a drybrush method to paint the metal areas if you prefer.



1. Paint all the metal areas with 2. On top of the metal area you just painted, paint any brass areas with a solid layer of Blighted Gold.



3. Basecoat with Cryx Bane Base.



4. Apply glow as needed with Necrotite Green.



Painting Retribution of Scyrah

Cold Steel

Arcane Blue



1. Prime the model with Formula 2. Paint all metal areas with a P3 White Primer.



basecoat of Cold Steel.



3. Apply glow as needed with Arcane Blue.



Painting Trollbloods

Pig Iron

Trollblood Base

Bootstrap Leather

Skorne Red

'Jack Bone



1. Paint all armor in Pig Iron. Use 2. Paint the skin using Trollblood a drybrush method to paint the metal areas if you prefer.





3. Paint the leather and weapon haft in Bootstrap Leather.



4. Paint the quills Skorne Red and the teeth and nails 'Jack Bone.



Painting Legion of Everblight

Pig Iron

Frostbite

Gun Corps Brown

Carnal Pink

'Jack Bone



1. Paint the armor and weapon Pig Iron. Use a drybrush method to paint the metal areas if you prefer.



2. Paint the skin with Frostbite.



3. Paint the teeth, nails, and 4. Paint the chitin and quiver claws using 'Jack Bone.



with Gun Corps Brown. Paint the insides of the mouths and gums with Carnal Pink.



Painting Circle Orboros

Beast Hide

Rhulic Gold

Bootstrap Leather

Green Ink

'Jack Bone



1. Paint the skin with Beast Hide.



2. Paint the armor sections with Rhulic Gold.



3. Paint the leather areas with 4. Paint the inside of the armor Bootstrap Leather.



plates with Green Ink.



claws using 'Jack Bone.



5. Paint the teeth, nails, and 6. Dot the eyes with 'Jack Bone.

Painting Skorne





Pig Iron

Menoth White Highlight

1. Basecoat the armor in Skorne Red.

2. Drybrush the armor with Rhulic Gold.

3. Paint the Titan's skin with Bastion Grey.



4. Paint the ropes, tusk, teeth, and nails in 'Jack Bone.



5. Paint the metal surfaces with Pig Iron.



6. Dot the eyes with Menoth White Highlight.

Basing Your Model

The base of a miniature is like a painting's frame: it ties everything together and presents your hard work as a finished piece. The amount of time you put into your bases is completely up to you, but you'll be surprised by how even simple and quick basing methods can make the model pop on the table.



1. Apply a layer of Formula P3 Mixing Medium or thinned-down white glue to the base.



2. Cover the base in ballast or gravel and let it dry completey.

3. Add several small dots of Formula P3 dry completey.

Mixing Medium to the gravel and attach



3. Add several small dots of Formula P3 Mixing Medium to the gravel and attach small tufts of static grass. Paint the rim of the base with Thamar Black if necessary.

Conclusion

After following along, you should have one warjack or warbeast completed from your faction's new Battlegroup Starter Box. You can apply this process and use the same colors on your other models to complete your battlegroup.



All New Editions, All New War Room

The new editions of WARMACHINE and HORDES are bringing a wholly updated and refined version of the WARMACHINE and HORDES utility app War Room to your tablets and mobile devices.

More than a simple content update, the new version of War Room is truly a 2.0, rebuilt from the ground up to be faster, stronger, and better than ever before. In order to get the low-down on what to expect from the new app, we sat down with Privateer Press Executive Director William Shick and Tinkerhouse Games Lead Developer Lane Daughtry to find out exactly what to expect.

No Quarter: Thanks for sitting down with us today. So to start, can you give us some background on War Room 2.0?

William Shick: War Room 2.0 is something that has been in the works for quite some time now. When we began working on the new editions for WARMACHINE and HORDES about three years ago, War Room was part of the conversation and thinking right from the beginning. And honestly, I think that is what makes me so excited about War Room 2.0—it really has been rebuilt and optimized for the new editions. Of course, Lane and THG were already spearheading many of the improvements to War Room 2.0 even before we revealed the new editions to them. They've done incredible work on completely rebuilding the app UI from the ground up.

NQ: So, War Room 2.0 is an entirely new app?

Lane Daughtry: Well, it is, and it isn't. As Will pointed out, my team and I were already working on a major revision to War Room's core foundation. As many people are likely aware, War Room was built using Unity, a widely used app development platform. In the last two years, major improvements have been made to Unity's UI engine. We were most excited about the improvements directly related to the end user experience (UX). So, working with Privateer, we developed a plan to tear down the old system using our evaluations of what worked and what didn't. We then rebuilt War Room using the new tools provided by Unity 5 and the knowledge that came from community feedback.

NQ: So, what exactly do War Room 2.0 and the new Unity engine offer users of War Room 2.0?

LD: The first and most noticeable difference is that the new UI system grants both significant memory savings and better performance at runtime. It really is a win-win on that front.

WS: Basically, War Room is faster and more responsive than ever before. Many users have already experienced these improvements since THG first launched the beta program to test the new Unity enhancements late last year.

LD: In addition to the app's general performance, there are also many examples of improvements made in the UX workflows. A nice, succinct example is the change in deleting cards or armies. Instead of bringing up a dialog box in a new spot, a tiny confirmation overlay appears over the card or army in question. It's simple and quick. That may seem small, but lots of small improvements like that quickly add up and create a much better experience.



Another one I like is the navigation bar (the bar that used to sit at the top of War Room) location change for improved accessibility. On 4:3 aspect ratio devices (iPads), we moved the navigation bar to the bottom of the screen, where it's easier to reach. For wider aspect ratios (most Android tablets), we've moved the navigation bar to the side of the screen, which not only improved the user's ability to access it but also maximized vertical screen usage—that means we could really take more advantage of how things fit on the screen, making it easier to read text and interact with the application.

We've also made the UI scalable as a settings preference. User feedback and testing made it clear that one button size does not fit all—especially in a world that has 7-inch to 12-inch tablets—so, we gave users the ability to select their UI size preference.

Finally, we made big improvements to the help system to make the application easy to learn. Now it does a better job highlighting how to use War Room as you encounter features for the first time.

WS: Another big thing I think people will be talking about is that we've completely changed how the Rules Reference feature works. Previously, it simply allowed users to search for specific rules excerpts. With the core rules for WARMACHINE and HORDES being available for free, we figured it made more sense to put them in War Room. So War Room 2.0 features a fully searchable PDF of the WARMACHINE and HORDES core rules, meaning that you'll be able to quickly resolve a rules question if one comes up during a game.

NQ: I've heard a lot of buzz from staff beta testers about the new in-game Fight Mode improvements. What can you tell our readers about that?

WS: While the Card Library and Army Building War Room features have always been important, I personally always thought the digital cards were the coolest thing War Room offered. I've never been a fan of cards. They clutter the table, and in the high-pressure, timed nature of



a tournament, I can never seem to find the exact card I need, because try as I might, I just can't keep those loose cards organized in the heat of battle. So, I couldn't wait to see all of the improvements we made to the new Fight Mode, which is now more aptly named Go to War!

The most noticeable improvement is that everything on a model's stat card is accessible from the basic fight screen. From stats and spells to special abilities and feats, you never have to leave your army overview screen during a game.

LD: Another major revision to the Go to War UX is the new damage entry screen. We did away with some of the old visuals and enlarged everything to make entering damage easier. There are many workflow improvements, like the ability to double-tap a box to fill it, or to reset the card back to its starting health.

And now you can even add multiple armies to a local match. That means if you're in a place with poor connectivity or just playing a friend at home, you and your opponent can both create and play with your armies using one device.





NQ: The new hot seat functionality is really cool. Are there any other changes to multiplayer we can expect?

WS: Definitely!

LD: When we first built War Room, there weren't any accessible multiplayer services for a project of that scope. That's changed now. The most widely used multiplayer service for Unity developers is Photon Networking. It is a socket-based multiplayer service. What that means is when you join a match with another player, you'll both be able to see each other's changes update in real-time from your own device. No more manually telling War Room to grab the latest changes. Both armies in a match will be shown up-to-date at all times for the duration that they're connected.

NQ: We've covered a lot of stuff so far. Is there anything else you think our readers should know about?

WS: Making sure Organized Play is a first class consideration has been a big part of our goals with War Room 2.0. To that end, you'll be seeing a new and completely revised match and turn timer in Go to War in addition to some very cool integration with League and Tournament support. Things like Objective Cards and League-

specific model cards are easily toggled on and off, and so are options for Steamroller-specific rules like Specialists. Our Organized Play Developer William Hungerford is working very closely with Lane and the THG team to make sure everything he dreams up will be integrated into the War Room experience.

NQ: So now, the big question: when will War Room 2.0 be available?

WS: We will be releasing War Room 2.0 Beta on June 12, following the pre-release of the new editions at Lock and Load 2016. In celebration of the new editions and as a thank you to our great community, which has had such a profound hand in helping shape the new version of War Room, we will be offering a special Founder's Discount on the new edition decks. More details will be revealed in the War Room 2.0 FAQ at http://privateerpress.com/war-room-faq.

Get ready to enhance your game with digital power like never before, and be one of the first to have all of the rules for the new editions of WARMACHINE and HORDES with War Room 2.0. Available for download on the Apple, Android, and Amazon app stores June 12, 2016!





Living with an All New War

BY MATT GOETZ • ART BY GRANT GRIFFIN & NÉSTOR OSSADÓN

The newest editions of WARMACHINE and HORDES bring the world of the Iron Kingdoms forward to 611 AR, three years after the date established in Iron Kingdoms Full Metal Roleplaying Fantasy Game. Game Masters interested in advancing the timeline of their own games can use some of the following material to help bring the world of their games forward.

The early days of 611 AR are an excellent point to set games of the Iron Kingdoms RPG. Like 608 AR, there is a moment of respite from the constant warfare that scars western Immoren, but it is a precarious peace that the Iron Kingdoms find themselves in. Almost anything could be the spark that once again sets the fires of open war.

In this time of fragile peace, the stories of heroic men and women adventuring in the Iron Kingdoms is set against a backdrop of impending doom. Perhaps the PCs will be responsible for renewed conflict, or maybe they will be the voice of reason that keeps the coming war at bay for one more day.





CHARACTER BACKGROUNDS

Characters in the Iron Kingdoms Roleplaying Game begin with a whole suite of skills, abilities, and connections that suggest an interesting life prior to the start of the game. This hidden backstory to a player character is what that character did before he or she decided to set out for an adventuring life, and it can have a major part in determining the kind of person the character is.

RULES

Character backgrounds are a new, optional rule for player characters that help inject a bit of extra story into a new player character and tie that character to the recent events that have occurred in the Iron Kingdoms. A background can modify how a character gains things like abilities, skills, connections, and even Archetype benefits to reflect that character's personal history. Any character meeting a background's prerequisites can select that background during character creation. A character can choose only one background, and that background cannot be changed under any circumstances.

Characters who use backgrounds are still valid options for adventuring companies and career options. So, a Trencher character with the Civil War Veteran background could be a part of the Unorthodox Engagement Team adventuring company if he wanted to, or he could use that same background as a Trencher Commando instead of as a normal Trencher.

If the Game Master decides to use backgrounds in the game, he should inform the players that backgrounds are available and specify which are permitted. The Game Master has final say on if a specific background is appropriate for the game: due to the precarious situation that some nations find themselves in, these backgrounds could lead to internal strife among characters who all come from the same nation!

CYGNAR

No nation has gone through as much turmoil as Cygnar in recent years. From the treachery of Khador's attacks following the temporary alliance of 609 AR to the open civil war fought for possession of the kingdom's throne to a historic clash of dragons in her skies, the Jewel of the Iron Kingdoms has only recently begun to recover from the chaos.

From that tribulation, though, the people of Cygnar find strength. Every conflict and disaster has given rise to heroic individuals. With the threat of war looming on the horizon, Cygnar will need all the heroes she can find for the uncertain days ahead.

DRAGON-MARKED

When the dragons clashed over the skies of Cygnar, their blighted blood rained down. Much of it fell on the wild places between cities, but not every place was so fortunate. Those who were in cities showered with blight or exposed to its lingering presence in the wild have suffered greatly in recent years.

Some of the afflicted, whose bodies were marred and wracked with pain, have abandoned their former lives. They live now as social outcasts, subject to the incredible pain of their affliction. A few have resolved to use what life they have left to accumulate wealth as mercenaries, either trying to build finances for those they will soon leave behind or earn enough to live a life of excess before they pass.

Some enterprising individuals have taken note of these dragonmarked and offered a proposition: accept tasks that border on suicidal in return for exorbitant compensation. Some work for heartless criminal organizations or unscrupulous groups like the Mercarian League, while others are approached directly by elements of the Cygnaran military.

A character with this background is forever marked by the dragon's conflict and must struggle to find a new place in a land where he or she may no longer fit in. These characters' homes are likely destroyed or tainted with dragon blight, they have lost friends and family, and they are living reminders of a wound that the nation must bear for generations to come.

Prerequisite: Cygnaran character.

A character who chooses this background gains the following:

- Blight Scarred: The character suffers from dragon blight that makes other injuries pale in comparison. At character creation, the character may select the Tough archetype benefit regardless of the character's archetype. Additionally, the character gains +1 to Intimidation skill rolls.
- Nothing Scares Me Anymore: After facing the horror of the dragons, few things can frighten the character anymore. The character rolls an additional die to resist Terror, and any time another character attempts to use Intimidation, treat this character as having the higher stat + Intimidation total.

CIVIL WAR VETERAN

In recent years, Cygnar endured its second Civil war. Unlike the previous one, which was fought over matters of faith, this war was for control of the throne itself. Armies loyal to Vinter Raelthorne IV clashed with those who fought for King Leto in the heartland of the nation, setting the stage for the future of Cygnar.

The men and women who fought against Vinter's loyalists helped preserve the land from a return to Vinter's tyranny. Those who endured the terror of the exile's first reign are grateful to these warriors for preventing a second. The veterans of Leto's armies are hailed as victors in nearly every drinking house they enter, and true Cygnaran patriots treat them as the heroes they are.

A character with this background fought in one or more of the major conflicts of the recent civil war (on the winning side). The character likely has one or more service badges from this conflict, which can help prove the part the character played in the conflict—though not all veterans of this war fought and endured as much as others.

There are many charlatans who wish to cash in on the good will the citizens of Cygnar give veterans. These imposters will go to great lengths to inflate the part they played in the war, and some even go as far as to pretend to have fought at places like the Battle of Fharin.

Prerequisite: Cygnaran character with at least one of the following careers: Field Mechanik, Gun Mage, Knight, Man-at-Arms, Military Officer, Priest of Morrow, Rifleman, Storm Caller, Stormblade, Soldier, Trencher, Warcaster, or any Cygnaran career option.

A character who chooses this background gains the following:

- Considered a Hero: While interacting with patriotic Cygnaran citizens, this character gains +1 to non-Intimidation social rolls.
- Decorated Veteran: The character has either received commendations for his actions during the Second Cygnaran Civil war or an impressive collection of scars that serve the same function.
- War Stories: This character adds Oratory 3 to his career's list of potential Occupational skills.

VANQUISHED SOLDIER

Every war has victors, and every war has the vanquished. The men and women who marched under the banner of Vinter Raelthorne IV during the Second Cygnaran Civil war were forced to watch their cause crumble under the thrust of a sword. Many chose to lay down their arms and surrender to the victorious enemy, while others abandoned their uniforms and fled to far-flung cities to hide among the populace. Some of the surrendering Vinter loyalists were given full reprieve for their actions—mostly the members of the rank and file, but their officers and leadership had to pay for their treason.

The cells of Bloodshore Island and other fortress-prisons across Cygnar have held the most influential and strategically important loyalists for years, leaving them in harsh conditions and with little hope for release; however, as the rumors of war begin to spread anew, many of these individuals are being released and returned to reformed units. Marred by their treasonous reputations, these units are given some of the hardest, most dangerous tasks in the hope of spending prisoners' lives to preserve those of loyal soldiers.

A character with this background fought for the cause of Vinter during the civil war and was forced to pay for his actions. Either living as a criminal in hiding or enduring in some dank prison cell, the character was forced to leave everything behind. Now, the only contacts the character can trust are those made while on the run or behind bars.

Still, not all hope is lost. Those willing to sign up for dangerous missions in the coming days are given the prospect of a full pardon for their actions. By once again donning the blue uniform of Cygnar and taking up arms against her enemies, these once-vanquished men and women have the opportunity to rebuild their lives.

Prerequisite: Cygnaran character with at least one of the following careers: Field Mechanik, Gun Mage, Knight, Man-at-Arms, Military Officer, Priest of Morrow, Rifleman, Storm Caller, Stormblade, Soldier, Trencher, Warcaster, or any Cygnaran career option.

A character who chooses this background gains the following:

- Black Reputation: If the character's past is revealed, it can be a problem. This character suffers a -1 penalty on non-Intimidation social rolls involving any patriotic Cygnaran NPC who learns of this character's background. Conversely, this character gains +1 to Intimidation rolls involving patriotic Cygnaran NPCs who learn of this character's background.
- Prison Contacts: This character adds Connections: Criminal to his career list of potential connections. Other than the character's starting Connections, this is the only Connection a character with this background may have. This Connection either represents contacts the character made while in military prison or during his or her time at
- War Hardens a Man: Thanks to the hardships of warfollowed quickly by the hardships of prison life or a life on the run from authorities—this character has learned to endure tribulations. The character begins the game with 2 additional damage circles in his Physique life spiral aspect.

KHADOR

Khador's ambitious plans have paid off but not everywhere the nation had hoped. Its assault against Cygnar and Ord helped to secure the controversial territory of Umbrey in formerly Llaelese lands, but Khador was unable to maintain the momentum necessary to claim all of the empire's former holdings. Khador had expected the Cygnaran civil war to be a greater drain on the nation's fighting spirit and did not expect the grim determination of the soldiers who faced them at the border. The most cunning plans of the empress are still subject to the uncertainties of war, and even the empire suffers setbacks—from time to time.

HAMMER VETERAN

The men and women of the Hammer, Khador's 2nd Army, have fought in the Thornwood Forest for years. They were the first to claim the territory from its soft Cygnaran inhabitants, then fought against the nightmarish legions of undead spawned from Cryxian necrofactoriums, and finally against the Cygnarans once more. These long years of combat created a weary but experienced fighting force that was familiar with one of the dangerous wild places of western Immoren.

Following the destruction of the Cryxian necrofactorium in the heart of the Thornwood, elements of the 2nd Army launched a campaign against the southerners to expand Khador's holdings and weaken the empire's traditional enemy. Unfortunately, members of the army's leadership were unable to handle the task set before them, and they failed to capitalize on Cygnar's moment of weakness during its civil war. The army's soldiers were forced into a pointless battle in the forest, all while being beset by the vicious Circle Orboros and their Tharn allies. Eventually, the empire withdrew these forces from the forest but not before suffering appreciable losses.

Now, the soldiers of the Hammer have learned not to trust their superior officers, preferring to defer to the wisdom of veterans

within their own units. New officers find these Hammer veterans intractable and difficult to manage. The most vocal members of the army have been rotated out to other units in order to dissipate their anti-officer sentiments, but those who fought in the Thornwood still have a long to go before they will trust such men and women again.

Prerequisite: Any non-Military Officer Khadoran character.

A character who chooses this background gains the following:

- Distrust of Superiors: Due to the failings of the Hammer's officers, this character suffers a -1 penalty on all non-Intimidation social rolls involving officers, including characters with the Military Officer career.
- Veteran Wisdom: Having instructed fellow officers in combat, this character gains +2" to his command range and a +1 bonus to social rolls involving other soldiers.
- Will to Survive: This character adds Survival 2 to his career's list of potential Occupational skills.

LORD OF UMBREY

Harkening back to the days of Old Umbrey, the lords of Umbrey ride in the company of Great Prince Vladimir Tzepesci. Having battled the Protectorate of Menoth's warriors in Khador's occupied lands, the undead throng plaguing the heart of the Thornwood, and the Cygnaran dogs at the battle of Stonebridge, there are few opponents that the lords of Umbrey have not faced. In each battle, they have honed their already impressive skills and tallied kills in the name of their lord, the Great Prince and imperial consort.

Prerequisite: Khadoran character with at least one of the following careers: Aristocrat, Horseman, Iron Fang, Knight, Man-O-War, and Khadoran career options.

A character who chooses this background gains the following:

- Air of Authority: A lord of Umbrey commands respect for the nobility of his blood and the strength of his deeds. While in Umbrean lands, the character can expect hospitality from local authorities and nobles who recognize his authority, including but not limited to a safe place to stay and the best food and drink available for himself and his men. The character likely has some symbol of authority to reflect his nobility, such as a signet ring, an item bearing his family crest, or an ancestral relic in the form of a weapon or suit of armor.
- Knowledge of the Old Ways: The character adds Etiquette 3 and Lore (history) 3 to his career's list of potential occupation skills.
- Superior Horseflesh: The character owns and can ride the great warhorses of Old Umbrey. The character begins the game with either a Karpathan destrier or Pozdyov warhorse and the appropriate Trained Rider skill, if necessary.

'JACK IN ACTION

Changes to the way warjacks operate in the new edition of Prime bring them back to where they belong: front and center of the battlefield. While not every rule change or point rebalance

of WARMACHINE translates to the Iron Kingdoms Full Metal Fantasy Roleplaying Game, there are certainly ways to help give steamjacks a boost in the RPG.

Steamjacks are multi-ton creations of steel, brass, and iron that hulk over even the largest man. Feeling no fear and no pain, they are the most devastating weapons in any nation's arsenal. Even the simple laborjacks found in the cities of western Immoren are more than a match for most fighters, making them desired by every mercenary company and criminal gang in the Iron Kingdoms.

Game Masters interested in increasing the effectiveness of 'jacks in their own games have a few options to make these potent constructs even more impressive. Including one or more of the following optional rules can give 'jacks a bigger punch and better staying power in battle, forcing the players to be more inventive when dealing with the threat of a single steamjack. Rather than just hammering a 'jack



into submission, players may start to invent new strategies to deal with the present danger of a rampaging steamjack.

The following optional rules make steamjacks of all stripes a greater threat to the health and safety of those who fight them. If a Game Master chooses to use one or more of these rules, it is advisable to proceed with caution!

HULL VALUE

One way to increase the effectiveness of steamjacks is to give them extra staying power. The Hull Value rule gives 'jacks a bit of extra durability while ensuring that characters still have a chance to deal a little bit of damage in the fight.

If the Game Master chooses to include this optional rule, all steamjacks gain a Hull Value. All light steamjacks gain Hull 3. All heavy steamjack gain Hull 5.

Unless an attack is magical or the P+S of the attack is equal to or greater than the ARM of the 'jack, the 'jack ignores damage points dealt equal to its Hull Value, to a minimum of 1. Other steamjack weapons, weapons that use the light or heavy artillery skill, and magical damage ignore a steamjack's Hull Value.

Rather than simply increasing ARM, using the Hull Value rule doesn't mean that characters will cause no damage to a steamjackthey will just cause less damage, at least under most circumstances.

THICKER HULLS

Another option to give steamjacks more staying power in the roleplaying game is to give them the ability to withstand a greater amount of damage.

To represent the thick armor that protects a steamjack's vulnerable internal systems, the Thicker Hulls optional rule grants a steamjack additional damage boxes in excess of its damage grid, a bit like the boxes of a warcaster's power field.

Light steamjacks gain 6 damage boxes to represent their additional hull protection. Heavy steamjacks gain 12 damage boxes. Damage boxes gained by the Thicker Hulls rule do not gain the benefit of the Ironclad special rule.

These damage boxes cannot be repaired unless the 'jack is in a mechanik's workshop and the damaged portions are fully replaced. Replacing damaged hull points costs one quarter the cost of the steamjack's chassis, and these points are regained at the normal rate (see: "Repairing Damage," IKRPG Core Rules p. 319).



MECHANIKS AND STEAMJACKS

Characters who know how 'jacks work are able to target their vulnerable points to cause a bit of damage regardless of its armor's thickness. If the Game Master chooses to use either the Hull Value or Thicker Hulls optional rules, it is advisable to include the following special rule:

A character who observes a 'jack in action for at least one round can make an INT + Mechanikal Engineering roll against a target of 13. If the roll succeeds, the character's next attack against that 'jack causes d3 damage if the damage roll fails to exceed the ARM of the 'jack.

POWER UP

Warcasters have the ability to grant their 'jacks additional focus in the new edition of WARMACHINE, thanks to the Power Up rule. Game Masters can choose to include this rule in their RPG experience if they want warcasters and their 'jacks to play a more prominent role in the game.

POWER UP RULE

A warcaster who has reached the Veteran level gains the Power Up rule. While a steamjack that is bonded to a warcaster with the Power Up rule is in his control range, it can power up. After replenishing focus, the bonded steamjack gains 1 focus point.

To power up, a steamjack must have a functional cortex. A steamjack suffering the Reduced Power catastrophic damage result cannot power up.

WRECKING BALL

Steamjacks are massive, heavy, and a lot less vulnerable than flesh and blood. The Wrecking Ball optional rule lets 'jacks feel bigger and hit harder in the roleplaying game.

WRECKING BALL RULE

In a game that uses this optional rule, all steamjacks gain the ability to knock back opponents with every swing of their fists.

When a steamjack hits a target with an equal or smaller sized base, after the attack is resolved, the target must make a contested STR roll against the steamjack. If the target wins, nothing happens. If the steamjack wins, the target is knocked down. If the steamjack has a larger base than its target, it instead pushes the target d3" directly away and the target is knocked down.

POWER ATTACK: STOMP

One of the steamjack's greatest weapons is its incredible weight. With this optional rule, any steamjack can perform the Stomp power attack against a knocked down target.

The steamjack brings its heavy metal foot down to pulverize a target on the ground. The steamjack makes a melee attack against a knocked down target. The target suffers a damage roll with a POW equal to the steamjack's current STR. Add an additional die to the damage roll.

PLAYER GALLERY

PAINT OR BUST

No Quarter #65 challenged you to paint and submit your best Queen of the Broken Coast bust. Boy, did you answer the call! We received many beautiful entries, and here are the judges' top picks.



GOLD CHRIS SUHRE

Chris Suhre's dark and atmospheric interpretation of the Queen of the Broken Coast captured the judges' eyes with its painterly style and ambiance. The subtle freehand worked quite well on the jacket and armor. Good job, Chris!



SILVER ELIZABETH BECKLEY

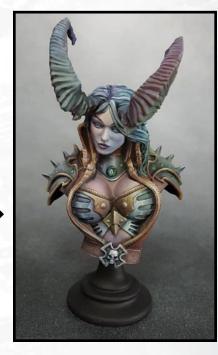
Red hair and dangerous eyes . . . That is what makes Elizabeth's Skarre stand out from the rest. Her expression reads with intent and the gems pop with that extra bit of color.

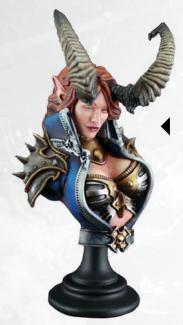
Nice work, Elizabeth.

SILVER MARK MAXEY

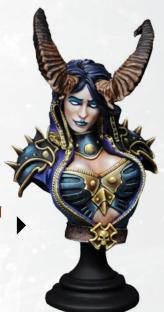
A subtle palette, interesting skin tones, and clean style. What more can you say about Mark's work on our favorite pirate? He was even able to paint the Cryx faction logo onto the central gem.

Very impressive.

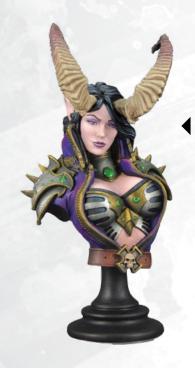




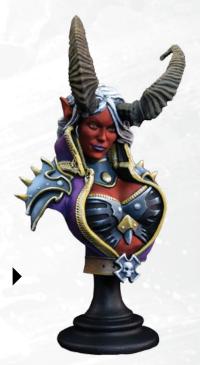
HONORABLE MENTION MAXIME CROTEAU



HONORABLE MENTION RAFAL MAJ



HONORABLE MENTION LAUREN FAHEY



HONORABLE MENTION FRANK KAHSAR

NO QUARTER PAINTING CHALLENGE

The *No Quarter* Painting Challenge encompasses a single theme and broadens 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 Kruzie 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.



OLD GUARD

This issue's theme:

MK II BATTLEGROUP STARTER BOX WARCASTERS AND WARLOCKS

With the new editions inbound, the warcasters and warlocks that appeared in Battlegroup Starter Boxes are being replaced with a new generation. Nevertheless, these iconic champions still fight on. Honor the old guard with your best painting effort!

Send us pictures of your favorite Mk II Battlegroup Starter Box warcaster or warlock, with or without her battlegroup. The thrill of victory, the accolades of your peers, and a shot at a *No Quarter* Painting Challenge Coin await you!

To submit your entry:

- Read the submission guidelines at privateerpress.com/no-quarter/no-quarter-challenges
- Fill out a submission form
- Email submission form and digital photographs of your model to submissions@privateerpress.com



JUNE 19, 2016

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