Privateer Press

NO QUARTER MAGAZINE

ISSUE Nº 39
Nov. 2011

ON THE HORIZON

EXCITING THINGS COMING YOUR WAY IN 2012!

GEN CON 2011

PRIVATEER PRESS AT GEN CON 2011

FORCES OF DISTINCTION VI

NEW THEME FORCES FOR KHADOR AND SKORNE

THE WONDERFUL WORLD OF WOLDS

WOLDS IN GUTS & GEARS

WARMACHINE

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ON THE COVER

HORDES: Domination by Andrea Uderzo

Andrea Uderzo is a rising star in the game industry. He lives in Italy, where he works as a freelance illustrator collaborating with several major game companies, including Privateer Press. Andrea loves to collect books on illustration and listen to movie soundtracks. View more of his artwork at http://andreauderzo.deviantart.com/gallery.

A FOND FAREWELL

No Quarter #39 marks a sad occasion. This is the last time the work of hobby manager Rob Hawkins will appear in the pages of *No Quarter Magazine*…at least as an employee of Privateer Press. However, even though Rob has moved back to the urban paradise of New Jersey, he has promised to keep contributing his vast knowledge of all things hobby-related to *No Quarter*. He'll just get paid to do it now. Check out Terrain Building on page 20 to see Rob's swan song.

Goodbye, Rob. Thanks for all your great contributions to *No Quarter Magazine*.

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OPENING SALVO

ON THE HORIZON

The convention season in 2011 was a busy one for Privateer Press. Besides being filled with the usual activity—staffing the booth, running events, and meeting tons of enthusiastic players—this year saw several big announcements about future Privateer Press products. Lock & Load and Gen Con both generated some incredibly exciting news about what's headed your way in 2012. Well, the time has come to pull back the curtain a bit and showcase some of the products coming out in the near future.

No Quarter #39 features some tantalizing nuggets of information about WARMACHINE, HORDES, Bodgers, the new Iron Kingdoms RPG, and of course, LEVEL 7. I sat down with director of business development Will Shick and creative director Ed Bourelle and fired off some hard-hitting questions about the new products coming down the pipe in the next year. Be sure to check out the On the Horizon interview for some exciting sneak peeks at the new epic models for WARMACHINE and HORDES plus new art from the IK RPG and LEVEL 7.

Of course, this being the November issue, there's also a ton of Gen Con coverage. First, you get all the tournament results from Hardcore and Masters, featuring interviews with the winners and a close look at their winning lists. Next up is the Formula P3 Grandmaster Painting competition, and we devote over ten pages to the piles of gorgeous models entered by our very talented hobby community.

If, for some reason, Gen Con and more news about the IK RPG and LEVEL 7 aren't enough to get you excited, not to worry! *No Quarter* #39 still has all the classic *No Quarter* goodness you'd expect. Interested in new Theme Forces? We've got you covered with Forces of Distinction VI, which introduces new Theme Forces for Khador and Skorne. How about some more information on everyone's favorite constructs, the wolds? Guts & Gears gives you a ton of details on these powerful warbeasts, with fiction, tactics, and an awesome painting tutorial on lava wolds. (Yeah, that's right—I said lava wolds.)

If all that isn't enough, how about a Power Progression article written by a tournament pro with scads of Hardcore and Masters experience? Tournament veteran Jason Watt managed to compress his vast store of Skorne knowledge into a ten-page article packed with clever tricks and devastating combos sure to make you the envy of dominars everywhere.

Finally, we're happy to present an original short story written by Privateer Press lead writer Doug Seacat. This story, titled "Immortal Remains," focuses on the newest Legion of Everblight warlock Kallus, Wrath of Everblight. Doug's tale picks up where the *HORDES: Domination* narrative left off and offers some intriguing information about Everblight's newest athanc-bearer.

There you have it: awesome previews, exciting tournament coverage, and the great articles you expect from *No Quarter Magazine*. What are you waiting for? Turn the page.

Aeryn Rudel
Editor-in-Chief

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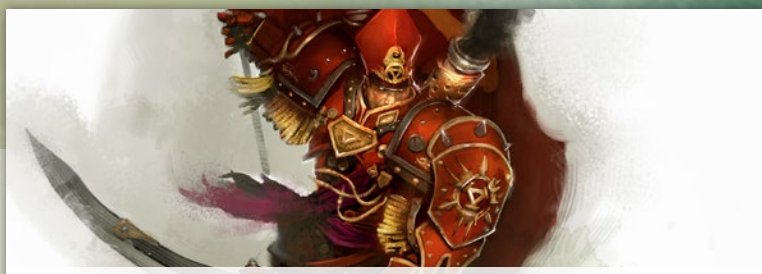

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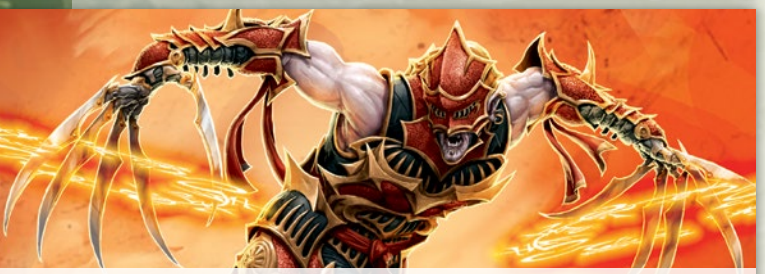

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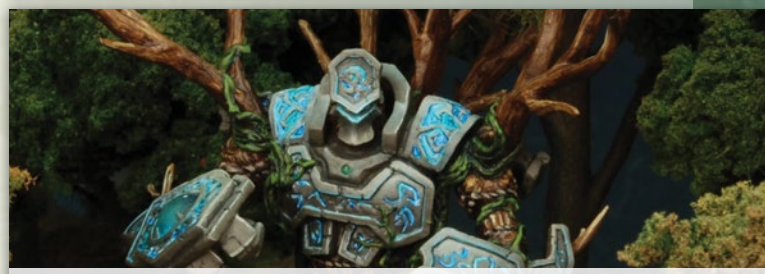

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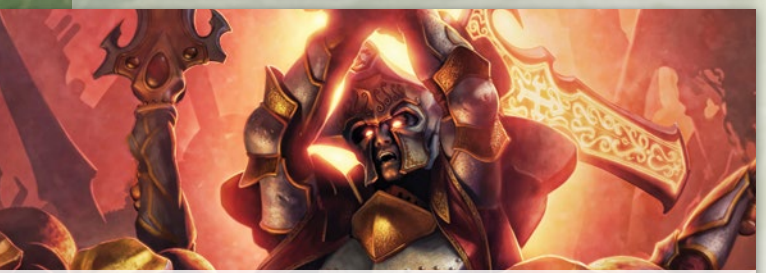

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THE CRUCIBLE 2012

By Chris Cuevas

February 10th, 2012 will see the launch of the first annual CRUCIBLE, an epic conflict held in sunny Orlando, Florida. As the only event of its kind in the Southeast, attendees will be treated to a jam-packed weekend of WARMACHINE and HORDES tournament play right in the middle of the world's #1 tourist destination!

Located minutes from some of the most popular theme parks in the country, it's a great excuse to bring the whole family with you. Let them ride the rides and see the shows while you sweat, bleed, and battle your peers for custom-made trophies and a spot in the championship and a shot at the grand prize—a **Pro-Painted 35-point Army** of your choice!

Friday evening kicks things off fast and furious with a 25-point Hardcore-style tournament designed to get boilers running hot and blood pumping. However, if you would rather ease into things, the ballroom will be open until midnight for open gaming and socializing as well.

Saturday, the fun really starts with two qualifier tournaments: a 35-point Steamroller in the morning and a 50-point Steamroller in the evening. The top players from these two tournaments will gain entrance on Sunday to the championship round.

Sunday finishes off the weekend with two simultaneous tournaments. While qualifying players battle each other in the championship, the remaining event attendees will be playing for their own awards in a Random Battle Box tournament.

Painting is not required to play, but painting awards will be given for Best Army and Best Small and Large Models, so if you like it, put some paint on it!

Great care and time has gone into providing every table with professional boards and scenery, and Privateer Press has graciously donated lots of swag for giveaways, including a *HORDES: Domination* poster signed by the staff. Come test your mettle against a diverse field of competitors and see how you stack up against the best players in the largest event of its kind in the Southeast.

For more info and updates, as well as a full calendar of events and hotel details, visit us on Facebook or at crucible-orl.blogspot.com. You can also email us at crucible.orl@gmail.com.

Friday

2:00 p.m.
- Room opens for setup and registration

6:00 p.m. – 11:00 p.m. Red Skies at Night
- 25-point Hardcore
- Open registration to all participants

3:00 p.m. – Close
- Open gaming

Midnight
- Gaming room closes

Saturday

9:00 a.m. – 6:00 p.m. Reveille
- 35-point SR 2012
- Open registration to all participants
- Round 4 will be culled to qualifiers only
- Top finishers qualify for the Crucible on Sunday

6:00 p.m. – 11:00 p.m. Taps
- 50-point SR 2012
- Registration limited to non-qualifiers only
- Top finishers qualify for the Crucible on Sunday

Midnight
- Gaming room closes

Sunday

9:00 a.m. – 3:00 p.m. The Gibbet
- Random Battlegroup Box Set Tournament
- Open to non-qualifiers only
- All models will be supplied

10:00 a.m. – 3:00 p.m. The Crucible
- 35-point Masters SR 2012
- 3 Casters/One use only
- Open to qualifiers only

THE AFGHAN-E-PIGS

Yann Folange, A.K.A., DevilSquid

At the beginning of this year, I knew I was going to be deployed to Afghanistan. I wanted to take models with me to work on, but I wasn't sure what my work schedule would be like. Once we got settled on our base in country, I found that I had some free time, so I decided to gather my paints and models to pass the time with painting. Through the kindness of many people (you all ROCK!), I was able to collect a large Thornfall Alliance force. I chose the farrow because 1) I love their theme, 2) the song "War Pigs," and 3) they felt like the right force to do in a desert.

For a color palette, I looked to the Marines I had deployed with (Navy myself, hence the DevilSquid). The khaki cloth is from our uniforms, the olive green accent cloth is from our undershirts/shorts, the tan armor is from the color of the MAT-V and MRAP (the vehicles we convoy with in country), and the weapons are black for our M16/M4/M9s. The sand on the base is to represent Afghanistan, and the rocks on the base are from Iwo Jima.

The names on the bases were a matter of circumstance. One evening, my boss and I were on duty, and we went to the emergency hospital for an incoming wounded. Six Marines had been shot; one was DOA, one was operated on and passed away, and the other four had various gunshot wounds and injuries. I felt helpless standing there in the emergency room, watching the organized chaos and knowing there wasn't anything I could do. I took out my notebook and jotted down the names of the two Marines who died that night, wanting to remember them. It wasn't till the next day, when I was working on my models, that I thought about putting their names on the bases of my farrow. I would collect the names of those who passed that impacted me, either from being there when they died, attending a memorial, or supporting a fellow PG in a time of loss.

It is my hope that the warrior spirits of those who died serving their country receive a little respite on our imaginary fields of battle.

Privateer Press would like to take this opportunity to offer thanks to all the men and women serving our country domestically and overseas.

News from the Front brings you recaps and advance information about WARMACHINE- and HORDES-related events from around the world. Is there a cool event taking place in your area?
Tell us about it at: *submissions@privateerpress.com*.

NEW RELEASES

HORDES: Domination

Unleash the Fury of War!

Within the shadows of the wilds, events are set in motion that will bring the area's powers into a desperate clash by which their fates in the west will be determined. As a returned hero prepares to enact an ancient ritual to foil the plots of dragons, the Skorne Empire resumes its march for conquest and the beleaguered United Kriels must outfox old enemies in their continued fight for the survival of their race.

PIP 1047 • $32.99 (Softcover)
PIP 1048 • $42.99 (Hardcover)

Legion of Everblight Epic Warlock Vayl, Consul of Everblight
Sculptor: Jeff Grace
PIP 73059 • $15.99

Skorne Epic Warlock Lord Arbiter Hexeris
Sculptor: Bob Ridolfi
PIP 74059 • $19.99

Minion Warlock Sturm & Drang
Sculptor: Stephane Nguyen Van Gioi
PIP 75033 • $23.99

Circle Orboros Epic Warlock Baldur the Stonesoul
Sculptor: Steve Saunders
PIP 72059 • $14.99

Classic WARMACHINE & HORDES
MODELS NOW AVAILABLE IN FULL-SIZE UNITS

Cryx
Satyxis Raiders - November
PIP 34099 • $59.99

Cygnar
Precursor Knights - November
PIP 42013 • $69.99

Minion
Gatorman Posse - November
PIP 75041 • $49.99

Legion of Everblight
Warmongers - December
PIP 73069 • $64.99

Trollblood Epic Warlock Grissel Bloodsong, Marshal of the Kriels
Sculptor: Steve Saunders
PIP 71060 • $16.99

Circle Orboros Celestial Fulcrum Battle Engine
Sculptors: Sean Bullough & Edgar Ramos
PIP 72064 • $84.99

WARMACHINE Objective Markers
Sculptor: Sean Bullough
PIP 91067 • $14.99

Khador Man-O-War Shocktroopers (plastic)
Sculptor: Ben Misenar
PIP 33084 • $44.99

BODGE BIN

Got the bodger's knack? Here are just a few parts from our massive online catalog perfect for your next inspired creation.

HORTHOL'S LONG RIDERS

An excellent idea for modifications is to represent an elite cadre. This Trollkin Long Rider is shown with choice gear and weapons, representing his status as the chosen of Horthol. His heavily armored mount is prepared to batter the opposing lines to smithereens, and his double-edged cavalry axe can cut down any foe standing in his way.

Horthol Buffalox Left Half

Long Rider Body

Long Rider Axe

Thumper Wheel

Horthol Buffalox Right Half

Cyclops Savage Spike

Long Rider Troop Mount Head

Runeshaper Axe

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store.privateerpress.com

ON THE

PRIVATEER PRESS IN 2012

This year at Lock & Load and Gen Con, Privateer Press made a number of exciting announcements about the new products coming in 2012. However, many of those announcements, while certainly tantalizing, left Privateer Press players with a lot of questions. Well, *No Quarter Magazine*, the official source for all things Privateer Press, sat down with director of business development **Will Shick** and creative director **Ed Bourelle** to get you a bit more information about the awesome new products coming your way in the next year.

HORIZON

WARMACHINE & HORDES

NQ: The last two years have been incredibly exciting for WARMACHINE and HORDES players. What can players expect in 2012?

WS: We've got plenty of goodness on the way for WARMACHINE and HORDES in 2012. First and foremost are the follow-up volumes to *WARMACHINE: Wrath* and *HORDES: Domination*. The next books continue the climactic narrative arcs begun in the previous books and also introduce the first double epic warcasters and warlocks. And these aren't just your standard epics with new poses and new armor and weapons; these are epics like you've never seen them before.

Beyond the new books and new models, there are plenty of exciting things happening in terms of how we produce our models. The triumphant arrival of battle engines has opened up opportunities to use new materials going forward. By using resin and metal in hybrid kits like the battle engines and Bane Thrall resculpts, we can better control our prices over the long term while still providing the highest quality miniatures. In 2012 Privateer Press will release several more plastic kits, including the long-anticipated HORDES battlegroup boxes and heavy warbeast kits for each of the four main factions.

NQ: As you mentioned, an exciting announcement for WARMACHINE and HORDES this year was definitely the continuation of character story lines with new epic models. We know that Asphyxious and Lylyth are getting another epic incarnation. Care to let us in on another?

WS: That's quite the question! I suppose I'll bite and give away the one I'm most looking forward to fielding. It has to be, without a doubt, Cygnar's resident genius Sebastian Nemo.

EB: Instead of dropping another name, I would like to say that the new epic models will be either multi-model kits or very big; in other words, they will have much more *presence* on the tabletop. Asphyxious, for instance, will not be alone on the battlefield in his new incarnation.

NQ: How about battle engines? Can we expect to see more of these juggernauts on the battlefield?

WS: Absolutely! I don't think there is any doubt we will see more of these goliaths in the future. *Wrath* and *Domination* provided the foundation for this exciting new model type and opened a whole world of possibilities to explore and expand the armies of WARMACHINE and HORDES. In addition, they've really let our artists, sculptors, and painters showcase their amazing talents in crafting gorgeous centerpiece models that provide a truly wonderful experience for any hobbyist or miniatures enthusiast.

EB: We definitely have more on the horizon, and we are really pushing the envelope on their design and development. Battle engines have opened up a new avenue in WARMACHINE and HORDES that is letting us explore areas that were previously prohibitive because of the 50 mm base restriction.

NQ: You mentioned there would be more models available in plastic and resin. Can you tell us which models are slated to be re-released in the new materials?

WS: Sure. As I said before, resin and plastic have become important materials to our production process and each has benefits and limitations. In addition to seeing more plastic kits, including the HORDES battlegroup boxes and warbeast kits, we will be expanding the number of resin-and-metal hybrid kits in our line as well. The first of these is the Titan Bronzeback, but more are on their way, including several of the Mk I character warjacks.

IRON KINGDOMS ROLEPLAYING GAME

NQ: Of course, a much-anticipated bit of news to come from Lock & Load was the announcement of the new Iron Kingdoms RPG. Can you give us some idea of the format and release schedule for the RPG?

WS: The Iron Kingdoms RPG is set to release in the summer of 2012. The first release will be the core rulebook, which will provide the basis for adventuring in the Iron Kingdoms. A three-volume Iron Kingdoms World Guide will complete the initial release cycle. Each book will focus on a different aspect of the Iron Kingdoms, allowing us to expand upon and explore the rich history and background of all the nations, peoples, creatures, and dangers of the western Immoren like never before!

NQ: Obviously, since the name of the game is the Iron Kingdoms RPG, it will be set in western Immoren. However, how closely will the RPG follow the narrative and timeline established in WARMACHINE and HORDES?

WS: The setting of the RPG is in 608 AR, right before the events in *WARMACHINE: Wrath*. Hierarch Voyle is dead and Severius has been elevated to Hierarch, but full hostilities between Cygnar and Khador along the Dragon's Tongue River have not yet resumed.

NQ: One question we hear a lot from fans of the old RPG is what the rules system for the new game will look like. I think it's safe to say it will not be a d20-based system, but can you give us a basic idea of what IK RPG game play will look like?

EB: The new Iron Kingdoms RPG will be based on a proprietary system very familiar to current players of WARMACHINE and HORDES. This new system will allow us to really present adventuring in the Iron Kingdoms in a truer sense than the previous edition allowed. The system will maintain the rich depth necessary for exploring and interacting with this awe-inspiring world, while still being accessible and fun for both new and veteran role players.

NQ: How about classes? Can I play a warcaster or warlock in the new RPG?

WS: Of course you can! What would the Iron Kingdoms be without warcasters and warlocks?! This is another huge benefit to creating our own unique system. We are able to create mechanics that allow players to begin their adventures right away as these iconic characters, without overshadowing people who want to play a gun mage or an arcane mechanik. The Iron Kingdoms is a rich and diverse place, and our goal is to allow players to play the types of characters they want while still maintaining a fun and balanced gaming experience.

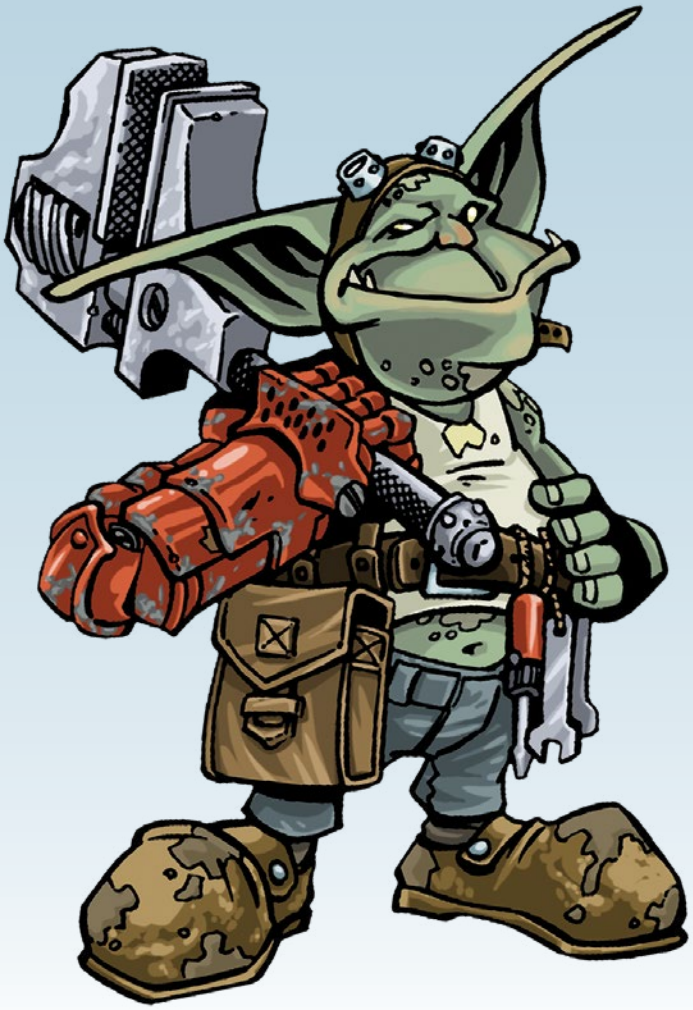
BODGERS

NQ: More great news out of Lock & Load was the imminent release of the newest Bodgers game, *Heap*. Can you tell us a little about this new game? Does it share anything in common with its siblings *Infernal Contraption* and *Scrappers*?

EB: One of the main cornerstones of Bodgers is fast-paced game play with a significant dose of zany, tongue-in-cheek antics. *Heap*, the latest game in the Bodgers line, is a fast-paced card game that revolves around players fighting it out over a wasteland scrap heap and bodging together a fleet of rag-tag vehicles in an attempt to claim victory in the final pileup.

NQ: Many Bodgers players were overjoyed at the news that *Infernal Contraption* would be re-released. When can players expect to get their hands on a shiny new copy of this classic Privateer Press game?

WS: The new edition of *Infernal Contraption* will be making its way back onto shelves next spring. Not only does the new edition feature streamlined rules and cards, it also contains cards from *Infernal Contraption 2: Sabotage*, giving players the opportunity to throw a wrench into their opponents' best laid plans right from the start!



LEVEL 7

NQ: Now on to the dim, mysterious future and the enigmatic announcement of Privateer Press' upcoming science fiction property, LEVEL 7. Can you pull the curtain back a bit and give us a little more information on this new product line?

WS: LEVEL *7* is an all new world setting that has been created and developed by Matthew D. Wilson as part of a larger multi-media project. While I can't give away too much yet, LEVEL *7* is a contemporary science fiction setting. As such, it feels very familiar to anyone living today, but beneath that familiarity lies a dark and terrifying secret. You won't see lasers or high-tech armored suits, but if you are brave enough to enter the world of LEVEL *7*, you'll certainly wish you had them.

NQ: What types of products can we expect for LEVEL 7?

WS: The world of LEVEL *7* will be explored through a variety of different products, some of which are types we really haven't done before. Each of these different products will provide new play experiences and exciting new insights into the realm of survival and horror in a not too-distant future.

That's all for now, but keep an eye on future issues of *No Quarter Magazine* for more information and previews of all the awesome products coming your way in the very near future.

FORCES OF DISTINCTION VI

By Simon Berman, David "DC" Carl, and Ron Kruzie,
Art by Imaginary Friends Studio, Michael Phillippi, Andrea Uderzo, and Matthew D. Wilson

NEW THEME FORCES FOR HORDES AND WARMACHINE

Theme Forces offer players the opportunity to play thematic armies that spotlight particular aspects of a warcaster or warlock's character or history. From time to time, Privateer Press will introduce new Theme Forces in the pages of *No Quarter Magazine*. These Theme Forces are "fair game" upon publication and usable in our organized play events.

The Abyssal Fortress, once the seat of rulership for the Skorne Empire, is manned by the most veteran cohorts of the Bloodstone Sabaoth. The warriors who defend this vital fortification are immediately recognizable for the lacquered black armor unique to their ranks. Few among the armies of the skorne know the mettle of these cohorts as well as Tyrant Xerxis, who was honored by Archdomina Makeda with the task of leading the vanguard in her attack against the Abyssal Fortress in the overthrow of the Conqueror. Xerxis personally led the charge against their defenses.

TYRANT XERXIS
THE ABYSSAL COHORT

By Ron Kruzie with Simon Berman

WARBEASTS: Skorne non-character warbeasts

UNITS: Paingiver Beast Handlers, Skorne units with Shield Wall (Order), Tyrant Commander & Standard Bearer

SOLOS: Ancestral Guardians, Extoller solos

TIER 1

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

Benefit: Add up to three Venator Reiver models to any unit with Shield Wall (Order) for 1 point per model. These models are considered to be weapon attachments. These Reiver models do gain the benefits of Shield Wall.

TIER 2

Requirements: The army includes two or more Praetorian Karax units.

Benefit: Praetorian Karax units can be deployed anywhere within 20" of the rear table edge of your deployment zone but cannot advance during your first turn.

TIER 3

Requirements: The army includes two or more solos.

Benefit: Friendly models/units can begin the game affected by Xerxis' upkeep spells. These spells and their targets must be declared before either player sets up models. Xerxis does not pay fury to upkeep these spells during your first turn.

TIER 4

Requirements: Xerxis' battlegroup includes two or more Titan Gladiator warbeasts.

Benefit: Reduce the cost of Titan warbeasts in Xerxis' battlegroup by 1.

Though Tyrant Xerxis slew many of their number, he was filled with admiration and respect for the defenders of the fortress. A lesser student of *hoksune* might have disdained his defeated foes, but Xerxis recognized them as superb warriors devoted to a cause to which they had fully committed themselves. Their discipline and resolve in the service of the man they believed to be the Reborn earned them honor. Xerxis personally decimated the ranks of their officers before ending the life of Dominar Xamskaa, their commander. The surviving remnants of the force would have fought to the last warrior had Xerxis and the Supreme Archdomina not convinced them of Makeda's right to rule.

In the aftermath of that battle, Xerxis took command of the Abyssal Fortress and was given the right to choose among the surviving members of the Bloodstone Sabaoth to add to his retinue. To ensure their loyalty, the supreme archdomina had many tried-and-tested veterans integrated into their ranks. Building on their already formidable training in close-quarters combat and defensive formations, Xerxis fashioned them into an unbreakable army, prepared to sell their lives in any operation tasked to them. Praetorian karax and Cataphract cetratii make up the core of this force, supported by Venator reivers and slinger auxiliaries with whom they have closely trained.

Xerxis occasionally takes personal command of the cohort created from the veteran survivors. When called by Xerxis, the warriors of the Abyssal Cohort know that the most harrowing battles await them, a reality not missed by the extollers of the Army of the Western Reaches. They flock like crows to the black-armored cohort, knowing that among these warriors are some of the greatest heroes of the skorne and that they will meet glorious deaths in battles where they face insurmountable odds.

Battle Mechanik Officer Radomir Torizov hunkered down behind the supply cart as much as his bulky steam armor would allow. He winced each time a bullet struck the precious cargo, but better a spare piston or rune plate take the hit than one of his men. Following the double report of the pistol wraith's twin guns, Radomir heard the far more reassuring sound of half a dozen shocktrooper shield cannons discharging as one. One of the heavy projectiles found its mark, reducing the last green-limned terror to a cloud of dust and rags.

Radomir instinctively checked the position and status of each of his men before peering out over the supply cart—all present and accounted for.

The scene surrounding the armored supply column was one of utter devastation. Shield cannons and Gun Carriage cannons had reduced the immediate area of the Thornwood to splinters, and the bodies of dozens of thralls littered the ground beyond their hastily

SUPREME KOMMANDANT IRUSK
HEAVY ARMOR BATTALION

By David "DC" Carl

WARJACKS: Khador non-character warjacks with one or more Open Fist, Khador character warjacks with one or more Open Fist.

UNITS: Battle Mechaniks, Light Artillery units, Iron Fang units, Man-O-War units

SOLOS: Iron Fang solos, Man-O-War solos

BATTLE ENGINES: Gun Carriage

TIER 1

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

Benefit: Increase the FA of Battle Mechanik units and unit attachments by 1.

TIER 2

Requirements: The army includes two or more Battle Mechanik units.

Benefit: For each Battle Mechanik unit, place one trench template anywhere within 20″ of the back edge of Irusk's deployment zone after terrain has been placed but before either player deploys his or her army. Trench templates cannot be placed within 3″ of a terrain feature but can be placed within 3″ of each other.

TIER 3

Requirements: The army includes one or more Gun Carriage battle engines.

Benefit: Reduce the point cost of each Gun Carriage by 1.

TIER 4

Requirements: The army includes two or more warjacks.

Benefit: Your deployment zone is extended 2″ forward.

fortified position. Though one of the Gun Carriages at the head of the column had suffered severe damage and several supply carts had been destroyed, not a single member of the kompany had been killed in the ambush.

"I guess it's good you lads stayed up so late last night repairing Maryana's Favor," called out Man-O-War Kapitan Filipp Svoboda, grinning through his thick beard. "Too bad the Northguard Gatecrashers look nearly as bad now as Maryana did yesterday. Someone really needs to tell the skulls this is all part of the Motherland now."

Radomir hazarded a glance towards the Gatecrasher and groaned as he mentally tallied the time various repairs would take.

"Do not worry, my friend," Filipp said, placing a heavy, metal-clad hand on his shoulder, "if we stick together and keep our heads, we will reach the rest of the battalion by nightfall."

A young mechanik by the name of Vadik kicked at the damaged supply cart's wheels. "Easy for you to say in that giant tin can," he sulked. "I should have stayed in the foundry in Korsk."

Radomir glared at his unit's youngest member. "None of that," he said. "We stick with Filipp's 'troopers, we reach the battalion in one piece, and we return home only after we write many more tales of glory for the Empress."

Vadik reddened as he followed his commanding officer back towards the front of the column, hoping these dangerous woods were done with them for the day.

By the time dusk fell, the soldiers knew they were only an hour away from their rendezvous with their sister kompanies. Just a few miles from their destination, a deep bellow pierced the forest, and the

shadows between the trees in front of the column erupted with blue-skinned warriors in brightly colored kilts and brandishing an assortment of crude weapons.

"Brace shields!" Filipp screamed over the din of the charging trollkin and their battle chief's fell call. "Form a wedge and protect the mechaniks!"

The Man-O-War shocktroopers responded instinctively to Filipp's command, setting themselves to absorb the oncoming charge and firing their shield cannons at will. Radomir took up a position directly behind Filipp, his heavy wrench at the ready. It could crush a trollkin skull as easily as it could bend a dented plate to keep a shocktrooper in the fight.

The first wave of the attack went well for the Khadorans as the disorganized trollkin charge fell before the booming Man-O-War and Gun Carriage cannons even as the few surviving trollkin attacks glanced off heavy red-painted steel. The second wave was more organized, however, and better armed. Radomir had never seen so many trollkin with pistols and rifles. He prayed silently to Morrow that these weapons had been lifted from Cygnar forces to the south and not a Khadoran supply convoy like his own.

The fell caller led the fusillade with a mighty shout that buffeted the leading shocktroopers and Radomir behind them with a wave of sonic power. Radomir planted his feet firmly and braced himself against the men before him to help them keep their footing. Following the mighty shout, the trollkin opened fire in a coordinated hail of lead.

Vadik yelped as a ricochet off a Man-O-War breastplate grazed his left shoulder. He fled from the front of the column but didn't make it far. Two ragged, red holes blossomed on his back, and he pitched forward to lie silent and still on the cold ground.

Radomir cursed under his breath and ordered his mechaniks to hold as he patched a ruptured steam pipe on the shocktrooper to his right. The quick fix would need to be fully repaired later, but it was enough to restore motion to the trooper's shield arm. A slight nod was the only thanks Radomir received, but knowing that man stood between him and death was thanks enough.

As the trollkin took aim for another volley and additional blue-skinned warriors emerged from the woods west of their position, Radomir prayed for his family and hoped some survivor would be able to warn the battalion. The ground before him erupted in multiple explosions, and he was surprised to hear Filipp's hearty laugh. "Kapitan Malkovich!" the shocktrooper called over the tumult. "Good to see more of the column catching up to our little party."

Amid the continuing percussion of Man-O-War bombardier blasts, the trollkin fled from the men of iron. For a brief moment, Radomir enjoyed the victory and allowed himself a small smile. Then his smile turned into a scowl as he subconsciously tallied the man-hours it would take to get the kompany back to fighting trim.

TERRAIN BUILDING

TAKE COVER!

IRON KINGDOMS-THEMED LINEAR OBSTACLES

By Rob Hawkins, Hobby Manager

Scenery plays an important role in creating a narrative for your battlefield environment. In *No Quarter Magazine* #36, we discussed how to make Iron Kingdoms-themed hills. This time around, we are going to cover linear obstacles.

Linear obstacles are a terrain element present on nearly every game table; they provide cover from ranged attacks and create physical boundaries in the landscape. Stone walls and hedges are very commonplace but become rather boring after a while and can even seem out of place in certain environments.

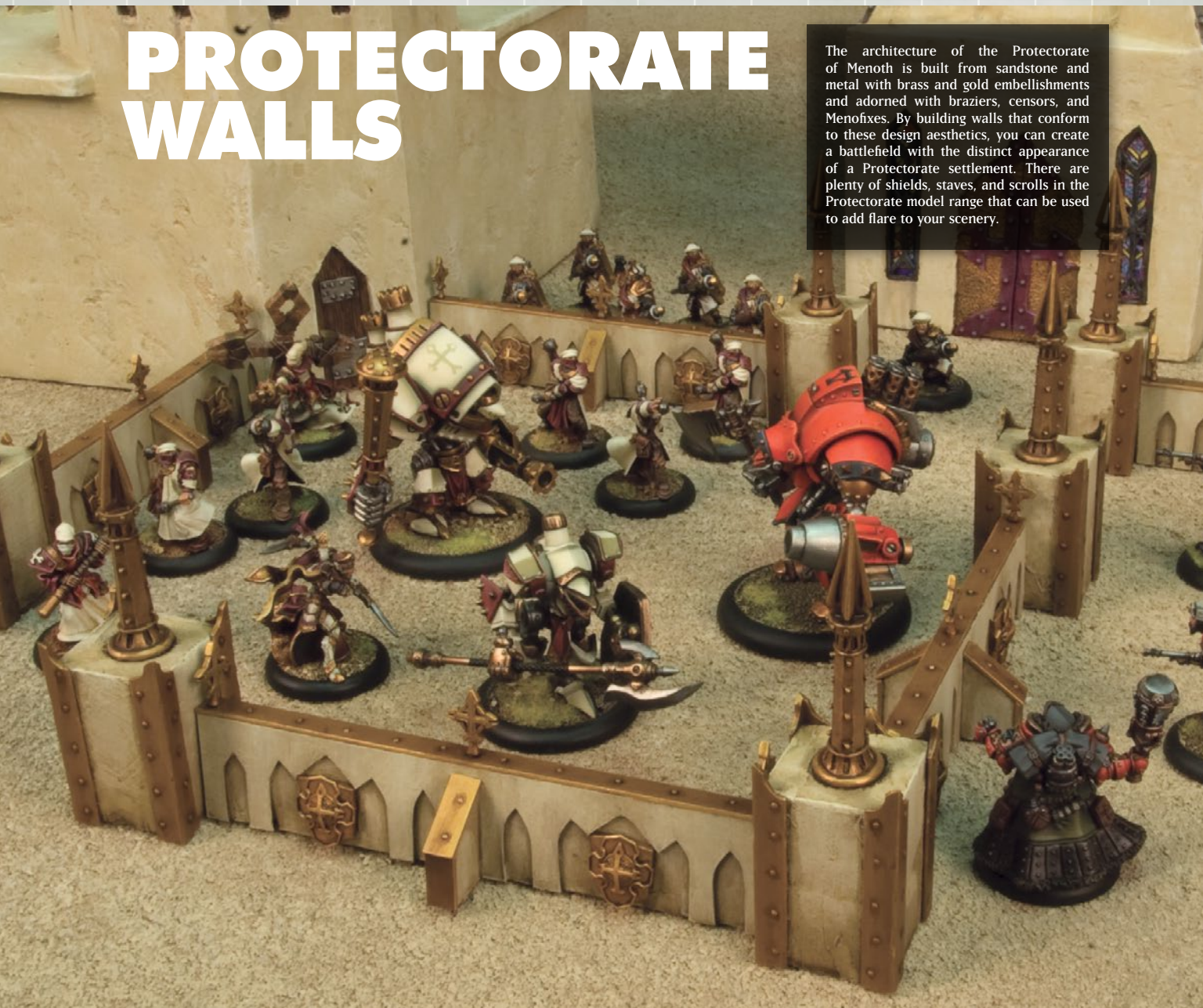
By modeling scenery and walls to match your army's faction, you can give your gaming table a "home turf" feel. When friends come over, you can provide them with the experience of sending their forces to battle in the heart of the Protectorate of Menoth or the frozen northern lands of Khador.

TOOLS NEEDED

- Construction adhesive
- Formula P3 Clippers
- Formula P3 Hobby Knife
- Formula P3 File Set
- Formula P3 Modeling Drill & Pinning Set
- Formula P3 Pinning Expansion: .85 mm
- Formula P3 Super Glue
- Formula P3 Modeling Putty
- Rotary hand sewing punch

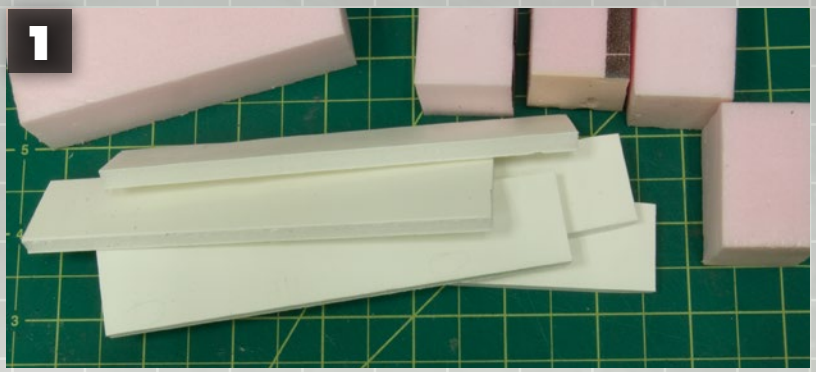
PROTECTORATE WALLS

The architecture of the Protectorate of Menoth is built from sandstone and metal with brass and gold embellishments and adorned with braziers, censors, and Menofixes. By building walls that conform to these design aesthetics, you can create a battlefield with the distinct appearance of a Protectorate settlement. There are plenty of shields, staves, and scrolls in the Protectorate model range that can be used to add flare to your scenery.



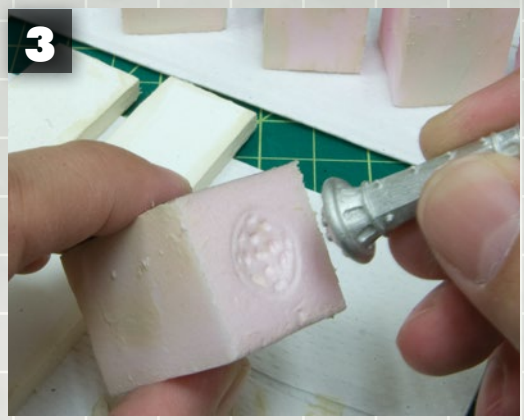
MATERIALS NEEDED

- 1/2″ foam core
- 1″ insulation foam
- Choir of Menoth Acolyte (1 body)
- Guardian flame pike tip
- Paladin of the Order of the Wall shield
- Reckoner right arm/consecrator
- Styrene strips
- Styrene L-strips
- Thick cardstock

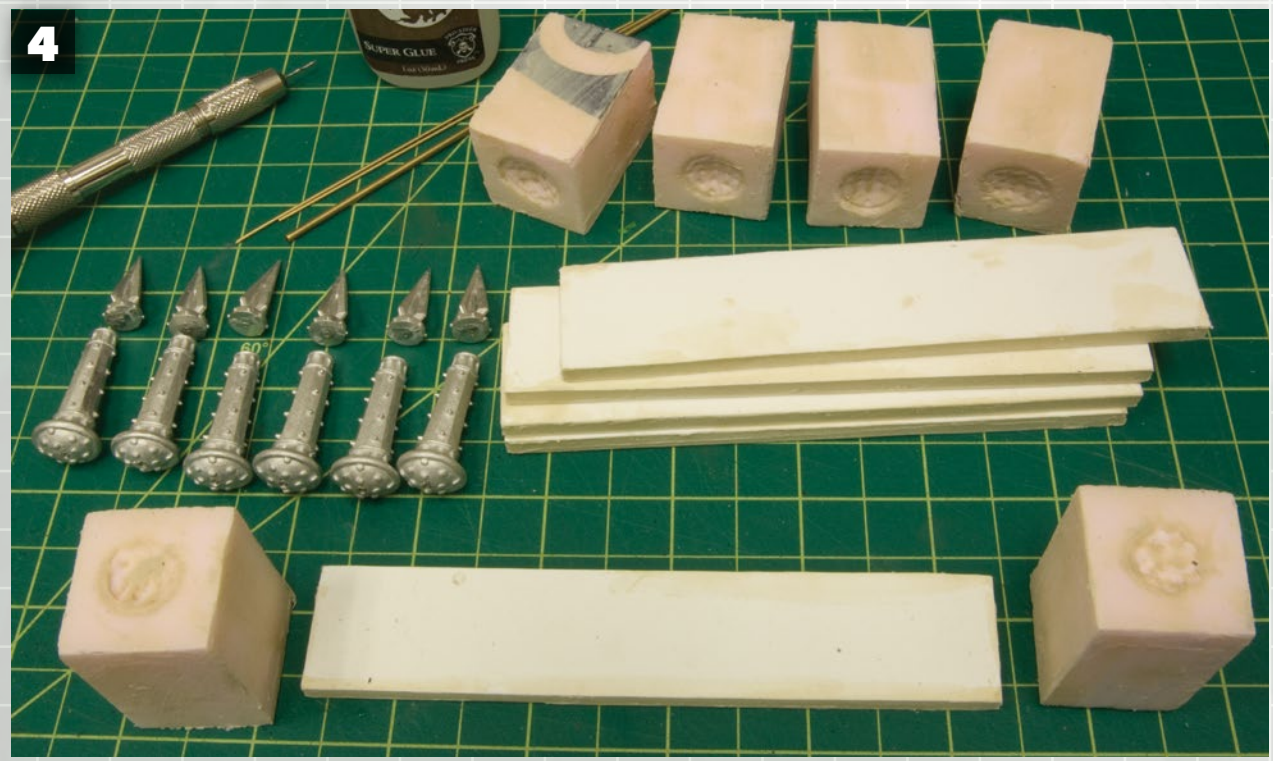


The Protectorate walls are designed to have ornamental segments with separate columns to form the end posts. Start by cutting strips of foam core 1″ x 5″ to form the walls. For the end columns, cut 1″ pink insulation foam to a 1″ x 1″ x 1.5″ sections.

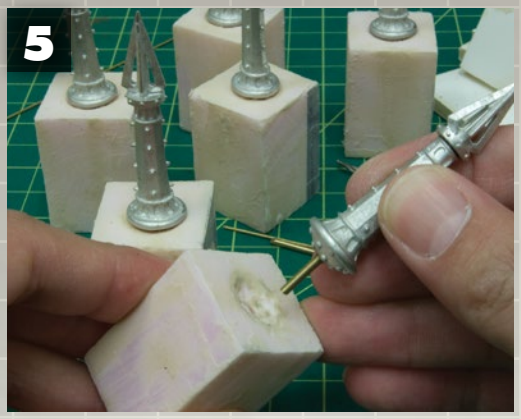
This image shows the model parts used in these walls. The red highlighted portions should be clipped away so you are left with the flame pike tip, Consecrator mace head, the Menofix from the head of the Acolyte's staff, and the ornate Menofix from the Paladin's shield.



Press the top of the Consecrator mace into the foam block to create an impression. Then, cover the post with a thin layer of construction adhesive. Cover the exposed foam edges of the foam core walls with construction adhesive. Once the adhesive dries, you will be able to super glue parts without damaging the foam.

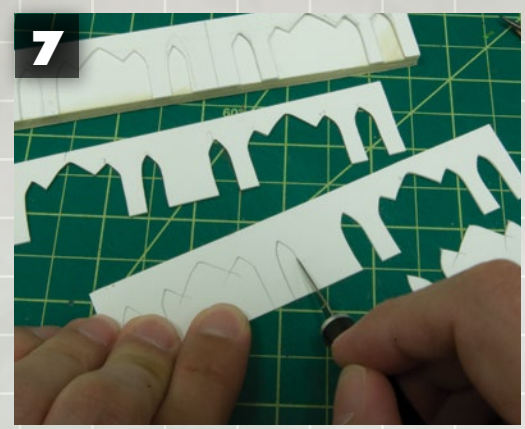


Lightly sand the dried construction adhesive to get rid of any bumps, but take care not to expose the covered foam. Here you can see the parts for the wall segments and the end posts.

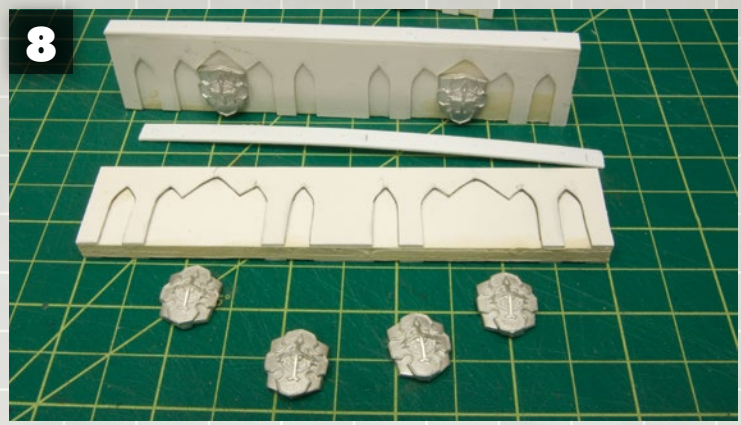


Attach the pike tip to the Consecrator mace. Add a thick pin to the bottom to help secure it to the foam block. Fit the bottom of the post into the recess you pressed earlier.

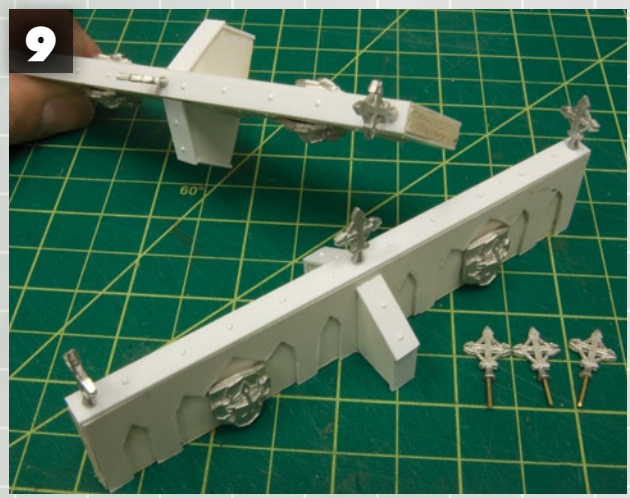
Cut L-shaped styrene strips to make the corner guards. Bevel and shape the top ends and press rivets into them with a rotary hand sewing punch. Glue the corner guards in place. This completes the end posts.



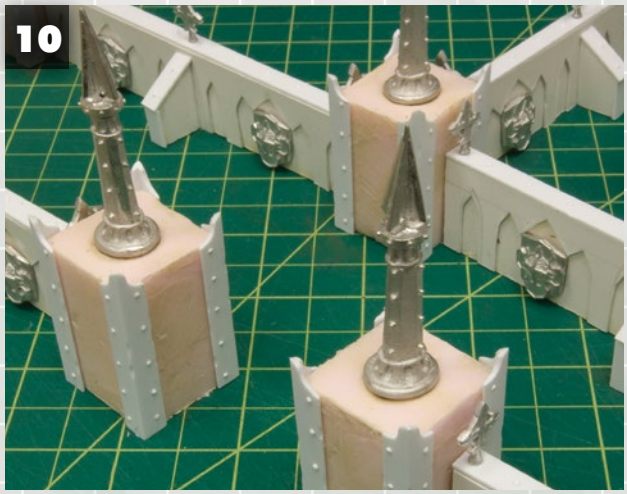
To create the pattern on the wall segments, cut a piece of thick card to the same dimensions as the wall. Draw a series of arches and cut them out with a sharp hobby knife. Use super-glue to attach the card to the wall.



Clip the bottom of the Paladin shields to create a uniform icon. Super-glue them in place on each side of the wall. Cut a styrene strip to match the length of the wall and mark the center and about 1/8" in from the ends. Rivet punch the strip but leave smooth spots in the places you marked. Those smooth spots will accommodate the Menofix embellishments in the next step.



Attach the Menofixes from the Choir Acolytes' staves to the top of the wall. Pin them in place with .85 mm brass rod for a secure join. Cut some small braces out of foam core and attach them in the center. Cover the edges of the braces with styrene strips. These braces allow the wall to stand without any need for a base.



The walls and end posts are complete! They can be arranged in any configuration, and since the design doesn't incorporate any basing, they look good on any game table. Paint the walls to look like sandstone with brass or gold metal trim.

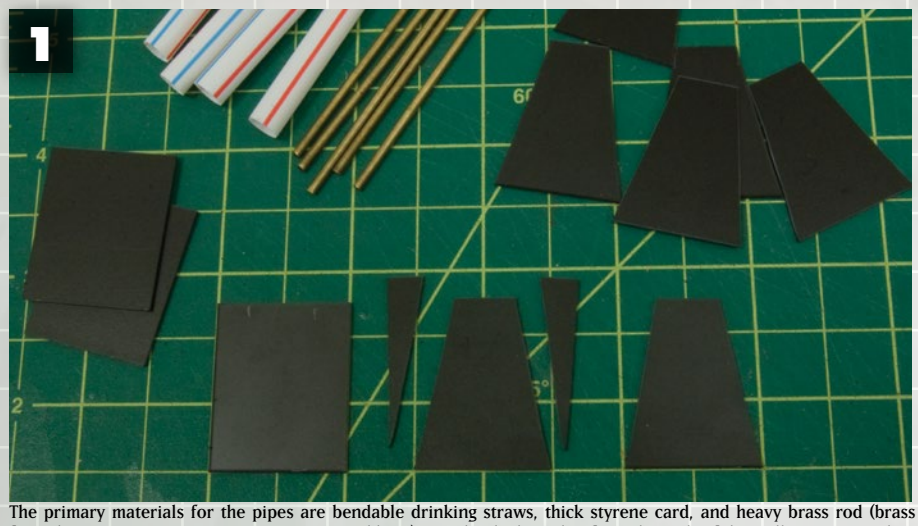
PIPE BARRIERS

Steam pipes are a staple of the Iron Kingdoms, so it seems logical to use them as linear obstacles. The challenge is making the pipes appear as though they have some practical function and aren't merely stuck into the ground for no apparent reason. By incorporating a boiler or two and some end caps for the lengths of pipe, you can create a convincing network of pipes that can be set up in a variety of configurations.

MATERIALS NEEDED

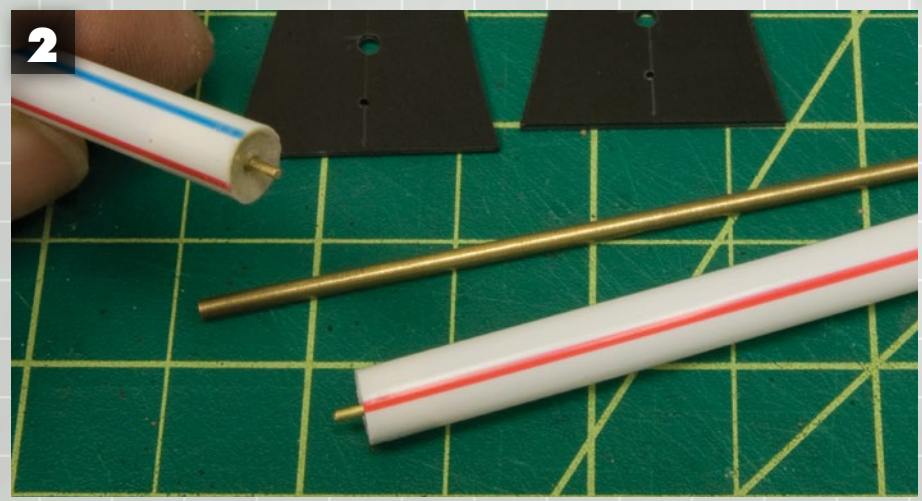
- 1/2″ foam core
- 30 mm bases
- Bendable drinking straws
- Empty Formula P3 dropper bottle
- Formula P3 Pinning Expansion: 1.90 mm
- Found watch parts
- Grundback Blaster Gun
- Mariner cannon
- Nomad boiler
- Nomad boiler top
- Thick sheet styrene
- Thin sheet styrene
- Thunderhead piston

1

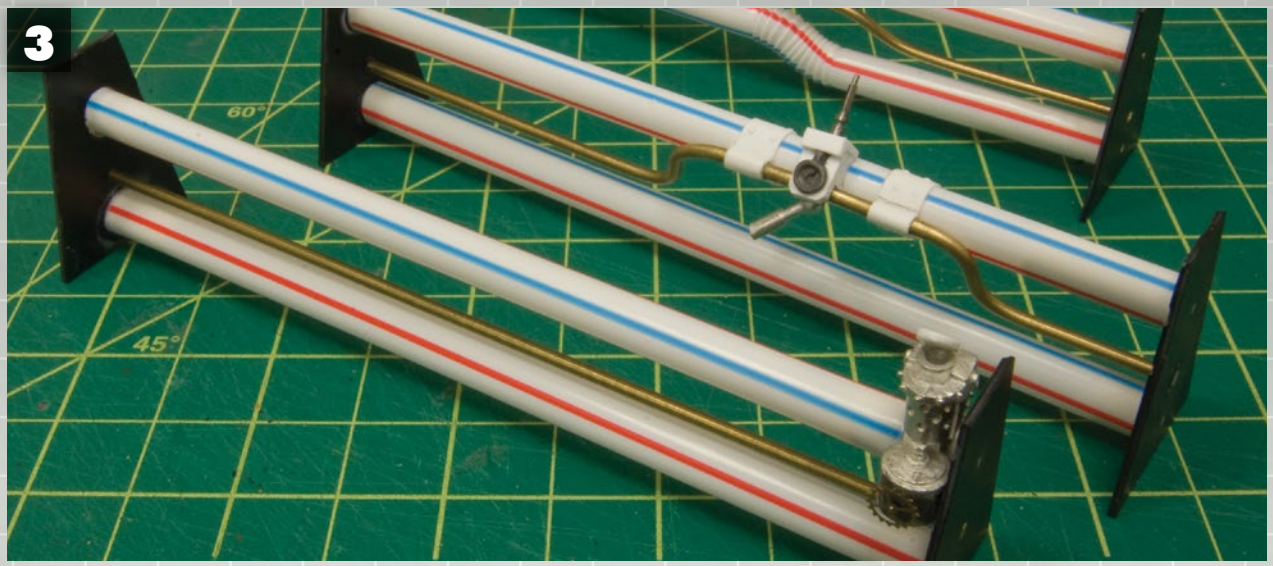


The primary materials for the pipes are bendable drinking straws, thick styrene card, and heavy brass rod (brass from the 1.90 mm P3 Pinning Expansion is used here). Use the thick card to form the ends of the wall segments. When butted together, they will appear as support frames for the pipes. Start by cutting the card into trapezoid shapes.

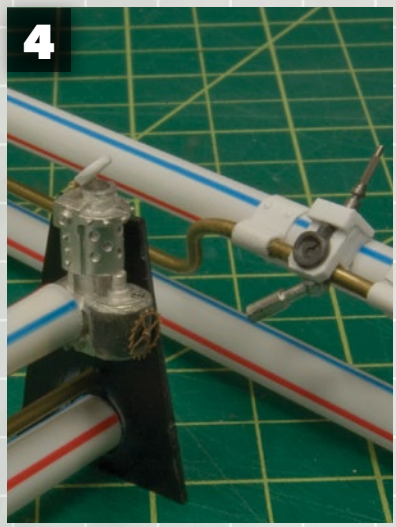
2



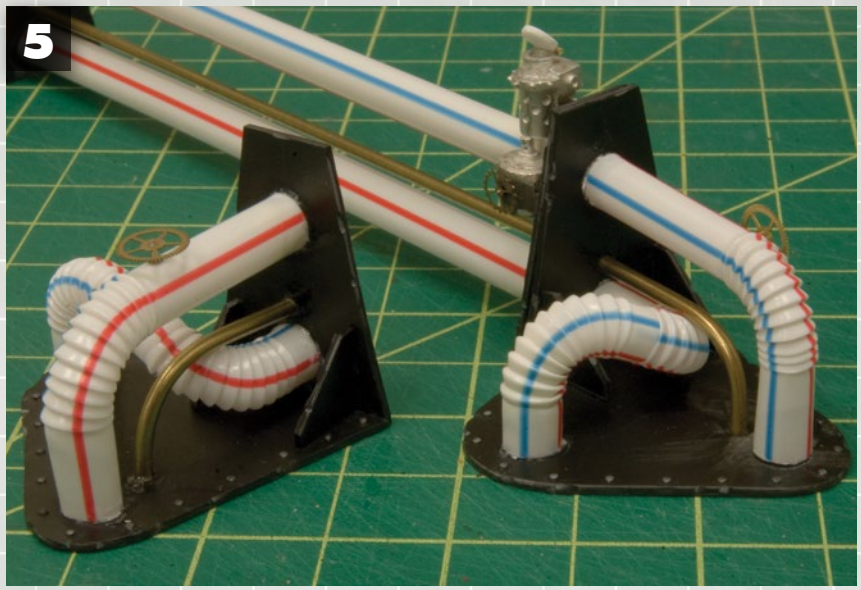
Cut the straws into 5″ lengths and fill the ends with construction adhesive or low-temperature hot glue. Once the adhesive dries, insert a brass pin into the end. On the card ends, mark the positions of the pipes and drill holes to accommodate the pins. The 1.90 mm brass rod will be used as a small pipe, running the length of the barrier.



Assemble the walls by super-gluing the straws and brass rod between the end supports. Clip off the excess brass rod on the ends. When positioning the pipes, be sure they line up at each end, so when they are strung together the sections appear to form a single pipe running through the supports.



Vary the details of each segment by bending the brass rod and adding details with plastic card, modeling putty, and parts from models and watches. These details represent pressure release valves, steam stacks, and such.



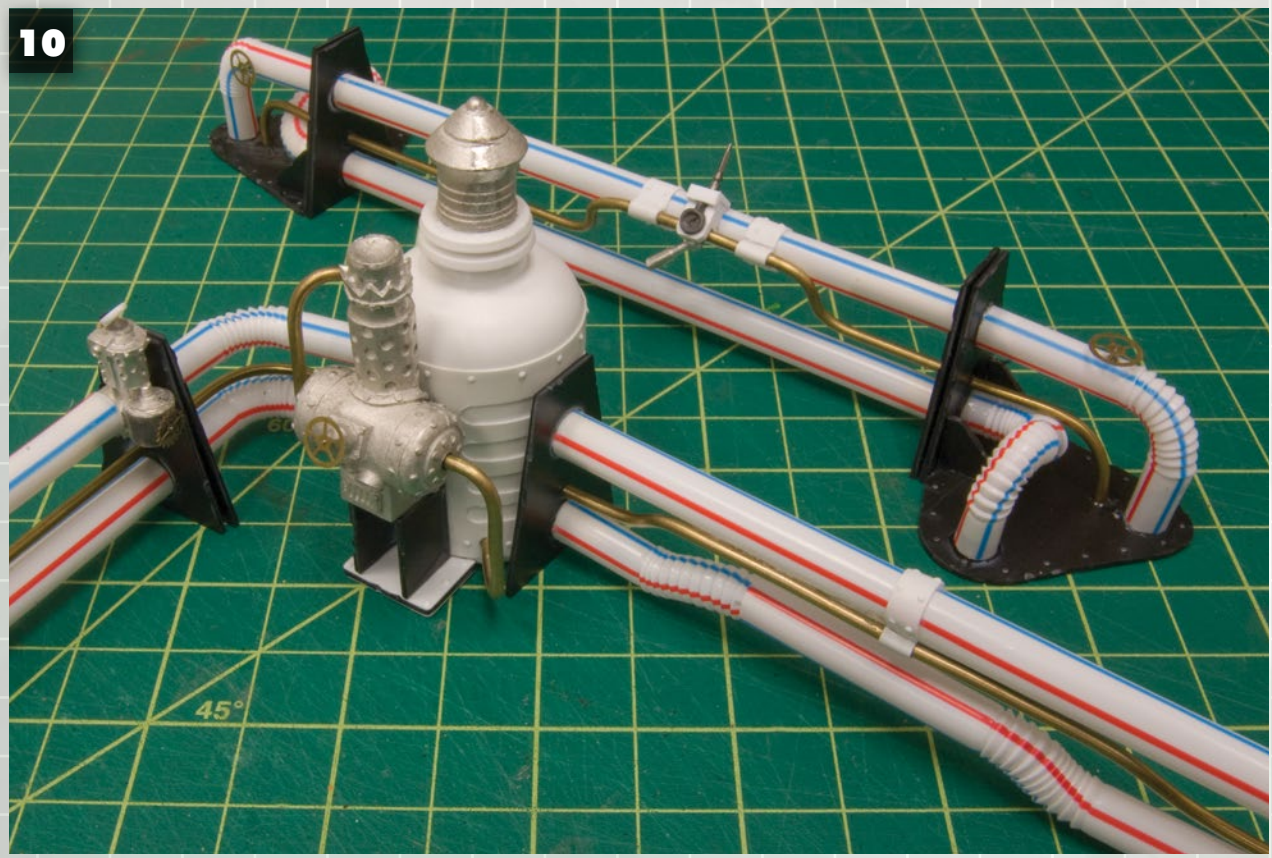
Rather than end posts, specific end caps will be needed. Build a flat bottom punched with rivets. Use the bendable parts of the straw to angle the pipes into the bottom where they feed underground.

To make the freestanding boiler, start with an empty Formula P3 dropper bottle, a Mariner's cannon, and a Nomad's boiler.

Clean and assemble the Nomad boiler and cut off the back of the Mariner cannon. Cut off the top of the dropper bottle and glue the end of the Mariner cannon onto the opening. Cut a thin piece of styrene card to wrap around the bottle. Add slits and rivets to the card, and then super-glue it in place.

Use modeling putty and plastic card to attach the Nomad boiler to the bottle.

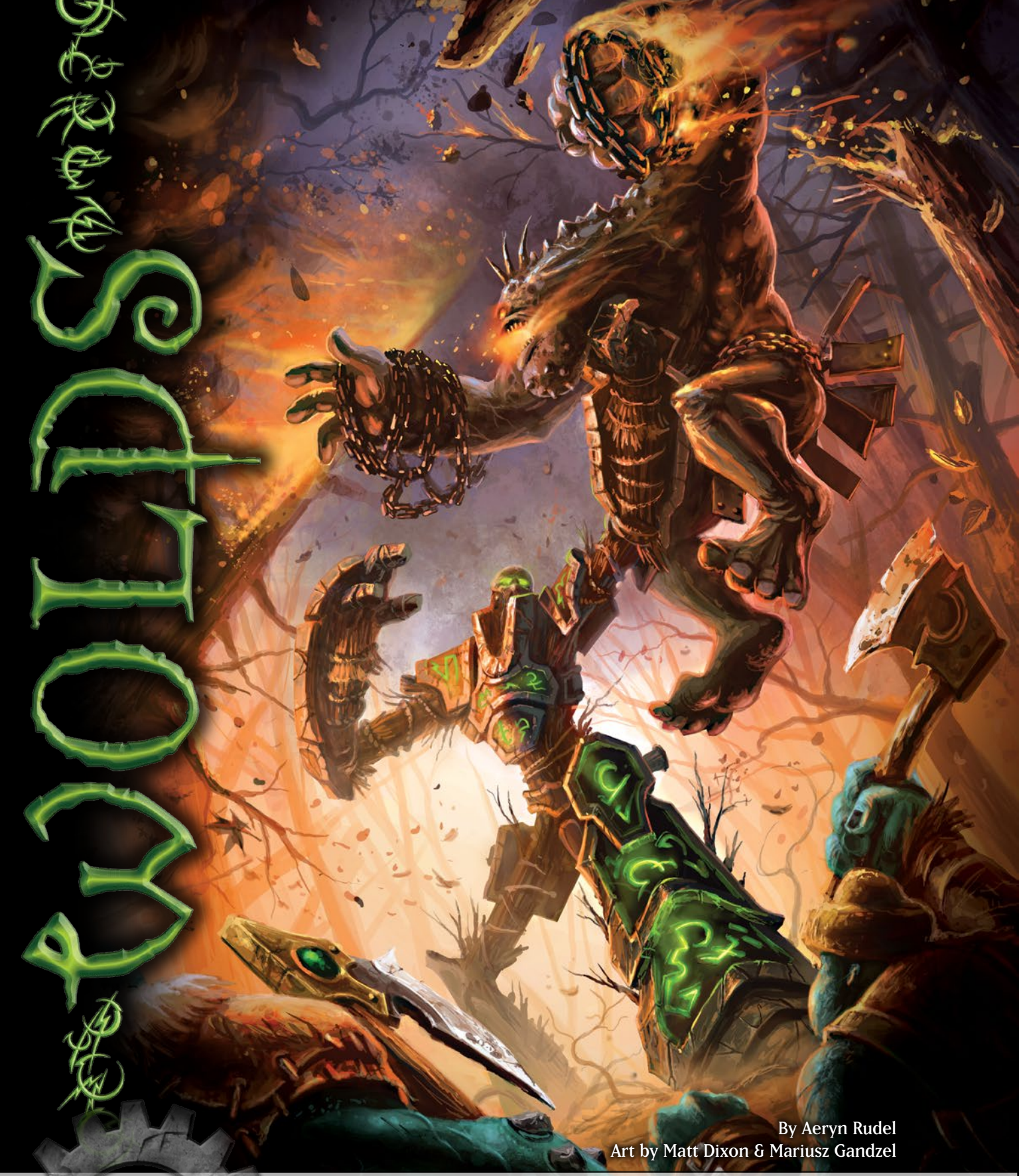
Attach some final details with brass rod and watch parts.



The pipe barriers are complete. With multiple pipe segments, end pieces, and corners, they can be arranged in different configurations. The boiler can be used as a corner piece, end piece, or as a stand-alone detail. Paint the boiler with Pig Iron and apply a rust wash of Bloodstone, Brown Ink, and a little Armor Wash to the pipes.

CONCLUSION

These are two great designs for linear obstacles that will make your WARMACHINE battlefield representative of the Iron Kingdoms. These designs could easily be adjusted to reflect the aesthetic of other factions. To make the pipes appear more Cryxian, add more rust, base them on swampy ground, or add a few burst pipes with Necrotite Green ooze leaking out. By changing the type of iconography on the wall and the parts used for the end posts, they can be made to look like Skorne, Cygnaran, or Khadoran architecture.



Guts & Gears

By Aeryn Rudel
Art by Matt Dixon & Mariusz Gandzel

Guts & Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

Those foolish enough to wander into the wild, untamed places of western Immoren face many perils. From ravening beasts to fierce tribes of savage warriors, the deep forests hide all manner of terrible dangers. Some dangers are not as obvious as others, and explorers who find themselves in a clear forest glade surrounded by moss-covered boulders may be in life-threatening jeopardy without even knowing it. Such places are often sacred to the druids of the Circle Orboros and are protected by some of their most potent guardians: the great constructs known as wolds.

Silent sentinels of stone and wood, the wold constructs of the Circle Orboros are some of the most efficient engines of destruction in western Immoren. All wolds are automatons crafted entirely of natural materials, and in appearance, most fall into two general categories. Wolds of the first type appear as huge man-shaped beings between eight and twelve feet in height and weighing many tons. Wolds of the second type—the woldwyrds and woldstalkers—are flitting, graceful constructs that resemble floating stone eyes. Both types are inscribed with various runes of power that provide animation and tap directly into the magical ley lines hidden within the earth.

Although all wolds are created from natural materials, the specific rock, wood, and vines that hold them together can vary greatly from one to another. This is largely due to the resources available in the environments where each is constructed. Forest-dwelling druids might craft a wold from moss-covered granite and the limbs of mighty elms and oaks, for example. Druids inhabiting a more arid landscape may construct a wold from sandstone lashed together with hardy desert plants toughened for the purpose. More exotic wolds have been crafted from glassy volcanic rock, their bodies seeming to glow with the intense heat that shaped their stony forms.

Wold construction goes far beyond simple engineering, however. There is a vital ritualistic component that imprints upon the wold a shadow of its master's will and grants it a limited echo of sentience. Wolds are almost always constructed near a congruence of ley lines, which allows the crafting druid to channel the power of Orboros into his construct rather than having to rely entirely on his personal energy to accomplish the task.

It must be noted that not all druids construct wolds, for the specialization requires both intense study and some inherent talent. Additionally, the construction of a wold represents more than the creation of a simple tool. It is the act of harnessing the power of Orboros into a contained and tangible form and therefore carries some spiritual significance for the constructing druid. Of course, some druids display a mastery of wold creation that far exceeds their peers'. Such is the case with Baldur the Stonecleaver, now called Baldur the Stonesoul, whose prodigious talent with the wolds is legendary. Not only has he demonstrated the ability to create these constructs more swiftly than any of his peers, but his creations are typically more flawless as well. The unique wold Megalith is a prime example of his genius; its frame is joined by trees and branches that are still alive, and it displays far more intelligence and self-will than other wolds. Indeed, its restorative powers helped bring Baldur back from the very brink of death when he was mortally injured by the arrows of the Legion of Everblight.

Although these constructs are animated by the energy of Orboros, wolds are not actually alive. They do not require sustenance and are as indefatigable as the stone and wood that makes up their mighty forms. In truth wolds are automatons bound to the druids of the Circle Orboros, and as such their goals and motivations are not their own. This is not to say they are completely without independence; wolds do display a limited intelligence that allows them to make simple decisions when a controlling druid is not present. This can considered to be an imprint left by the focused and concentrated intent of the primary crafting druid during the wold's construction, at which time its purpose is initially set. Some wolds are inherently simpler than others, which seems related both to volume and quality of materials utilized as well as the intent of the constructing druids. Woldstalkers, for example, were designed to be quickly built and disposable in battle and require the very direct supervision of their controlling stoneward.

The extent of intelligence the larger wolds possess is difficult to gauge and not well understood by those outside the ranks of the blackclads. Some scholars, such as Professor Viktor Pendrake, have theorized that a wold's intelligence is not true intelligence at all but is little more than a sympathetic echo of its creator's personality, which may not be far from the truth. Others believe wolds have mental faculties on par with that of warjacks, though the construction and evolution of warjack cortexes have little in common with the organic magic that animates a wold. Nonetheless, the two constructs do appear to serve a similar function in battle and to be adept at making limited choices related to that function, such as the vital task of differentiating between friends and foes. Given the diversity of allies employed by the Circle Orboros, succeeding at this task is in itself somewhat remarkable.

Even with their limited intellect and independence, wolds make for perfect guardians, and it was for this purpose they were originally constructed. Whereas the fearsome warbeasts that serve the blackclads are living embodiments of primal destruction, difficult to control and nearly impossible to contain, wolds are as patient and predictable as the stone from which they often are carved. A wold can stand motionless in a sacred grove for centuries on end, ready to serve its masters at a moment's notice or spring to sudden and lethal action to destroy interlopers. Because the wolds tap into the ley lines below Caen in a similar fashion as the Circle's great standing stones, this energy also permeates their vicinity. This allows skilled and experienced druids to employ them as anchors and energy conduits for powerful rituals keyed to celestial alignments or the spilling of blood. The greatest rites of the Circle Orboros often are conducted in specially prepared locations at ley line junctures at specific times of the year and accompanied by a number of powerful wolds serving not simply as guardians but as instruments of the rites themselves.

The Circle Orboros has increasingly had to call upon the sheer destructive power of the wolds in this time of escalating conflict. Forced to strike out at their encroaching enemies, blackclads have even begun crafting wolds for the express purpose of war. No longer do wolds wait quietly to destroy interlopers into sacred groves and other places touched by Orboros. Now they march to battle alongside high-ranking druids to batter enemy warbeasts and warjacks with their mighty fists or unleash upon them bolts of crackling elemental energy.

The wolds' transition from guardians to engines of war has been a natural progression of the constructs' capabilities. Indeed, wolds have proven so effective and versatile on the battlefield—not to mention incredibly reliable—they have become the chosen warbeasts for many Circle overseers and potents. What a wold lacks in imagination or raw power it makes up in predictability, allowing its controlling druid to focus on the battle at hand without fear of losing control of his most potent battlefield asset.

Although their use can vary depending on the needs of their masters, each wold fits neatly into a vital role, from scouting and reconnaissance to focused assaults on enemy troops and fortifications. Woldstalkers and woldwyrds maneuver effortlessly around the battlefield smiting enemies with blasts of primal energy. Woldwatchers stay close to their controlling druids, smashing enemies with their rune fists or unleashing bolts of elemental power. The larger wolds—the wold guardian and woldwarden—can take the fight directly to an enemy's most powerful battlefield assets, easily going toe-to-toe with warbeasts and warjacks. Requiring considerable time and materials to construct and therefore most often used to guard the Circle's greatest ley line nodes are the formidable hulking woldwraths, which are capable of summoning storms and unleashing torrents of lightning.

Despite their many advantages over living beasts, wolds also have their disadvantages. Their great stone forms are not easy to repair, and few blackclads can simply channel raw magic into a wold to mend its damage as he might seal the wounds of a living warbeast. A druid can draw upon the restorative power of shifting stones to mend minor cracks in a wold's stone, but more extensive repairs require a skilled hand and a supply of its base materials, and the restoration of vital runes is a lengthy process that cannot be performed in the middle of combat. As wolds are not truly independent creatures, tapping into their full powers usually requires the guiding will of a blackclad. Additionally, some druids have no affinity for the cold and distant minds of wolds and prefer to develop bonds only with living warbeasts.

As the Circle Orboros continues to battle myriad enemies the great wold constructs will undoubtedly remain a mainstay in druid arsenals, adding their silent strength to the claws and fangs of living warbeasts. Be it dragonspawn, the exotic beasts of the distant east, or the encroaching armies of the Iron Kingdoms they fight against, the mighty stone fists and elemental power of the wolds will exact a great and bloody toll from those who would challenge the Circle Orboros.

WOLD TACTICS

By Will Schoonover

The Circle Orboros stands apart from other HORDES factions with its two distinct options for warbeasts. A Circle general can choose either the speed and ferocity of living warbeasts or the solidness and reliability of the natural constructs known as wolds.

The Path of Earth

The wolds share many common concepts. The foremost of these is their Construct advantage. They are the only construct warbeasts in HORDES, and this makes them unlike any other warbeast in terms of game play. The most important aspect of Construct is that wolds don't frenzy. That means you are playing a different risk management game than with other beasts. There's no risk of excess fury ruining your battle plan by causing your beasts to activate when you don't want, but you do have to consider how much you'll want to force in the future. That fury isn't going anywhere unless you remove it somehow. There is also an additional price you have to pay for that stability. The wold warbeasts have a below-average Fury stat, and with few exceptions cannot be healed. However, since you'll have the capacity to run your beasts "hotter" than normal, it's also possible to take a larger battle group than would be advisable with more conventional warbeasts.

The next thing the wolds have in common is low DEF, high ARM, and above-average damage spirals. The Woldwatcher's ARM 17 is the highest of any Circle light warbeast, and its 24 damage boxes are the highest number available of any faction's light warbeasts. The Wold Guardian's ARM 20 is the highest base stat of any warbeast in the game. Few heavy warbeasts in any faction have more than 30 damage boxes; the Woldwarden has more than any other with 35.

All wolds are also inherently magical warbeasts. The rituals that animate them and the runes carved into their bodies imbue them magical abilities that range from the Magical Weapon advantage they all share to the Warden's power to cast its warlock's spells.

Lastly, all wolds have Pathfinder, which lessens the impact of terrain on their low SPD stat.

The Watcher in the Woods

The Woldwatcher can fulfill multiple roles in an army, and it is one of only three Advance Deployment warbeasts in the game and the only available to the Circle. That combined with its Stone Form ability and Earth's Blessing animus make it great for scenarios that involve holding an area. Stone Form raises the Woldwatcher's ARM to 21, and Earth's Blessing prevents it from being pushed, knocked down, or made stationary.

In a faction with very few ranged warbeast options, the Woldwatcher stands out even more. Its Elemental Strike has a threat range of 15", and both its ranged and melee weapons share the Fertilizer ability. When the watcher kills a living or undead model, a 3" AOE forests is centered on the boxed model. This ability can be very useful to disrupting your enemy's plans by putting rough terrain that blocks line of sight onto the table.

The Guardian of the Glade

The Wold Guardian focuses on two things: shrugging off enemy attacks and wrecking things. As stated earlier, it has the highest ARM of any warbeast. This impressive armor is further enhanced by the Flesh of Clay animus, which makes ranged attackers roll one less damage die against the wold. The Guardian also has the Girded ability, which prevents it and friendly models base-to-base with it from taking blast damage.

The Wold Guardian has the strongest melee weapons of any Circle warbeast, and few other beasts have stronger attacks than its two P+S 17 Ram Fists. The Ram Fists also knock down and push whatever they hit and allow the Wold Guardian to follow the pushed model.

This sturdy wold is also a good option for damage transfers. Not only does it have 30 damage boxes, its low Fury stat is less of a hindrance than the other wolds because it has Empathic Transference. Your warlock will still be able to transfer damage to a Wold Guardian even when it is full of fury.

The Warden of the Wilds

The Woldwarden stands out from other beasts because of its Geomancy ability. Being able to cast another spell during a turn can be very decisive and lets your warlock get more out of his own fury. It also gives the wold a way to attack enemies that it isn't able to engage in melee. Every Circle warlock has an offensive spell that fits into the requirements of Geomancy.

Like the Woldwatcher, the Woldwarden has the ability to create a forest, although it has a bit more control over these spontaneously generated glades. The Woldwarden doesn't need to destroy another model to generate a forest, and can simply use its Wild Growth animus to center a 4" AOE forest on itself. This creates a large space around the edge of the wold's base that makes it harder for your enemy to bypass the Woldwarden to get to the rest of your army. It also blocks line of sight to any targets behind the wold that you want to keep your opponent from shooting.

The Woldwarden has impressive staying power with its ARM 18 and 35 damage boxes. Your opponent will have to allocate a lot of his resources to take it out. That means you'll be able to put more pressure on him with the rest of your army.

The Wielders of the Wolds

When choosing a warlock and other models to field alongside your wolds, it is very important to think about how the unique aspects of these warbeasts interact with other models.

- Baldur is the master of the wolds. Not only does his Elemental Mastery make him the only warlock that can heal a construct warbeast, but it also allows those constructs to charge and make power attacks without being forced. Not gaining fury for charging lets you get more out of the low Fury stats of your wolds.

- Baldur also favors the Woldwarden for it's Wild Growth animus and the Woldwatcher for its Fertilizer ability. Since both of those rules allow you to place forests on the table, you'll have a lot more freedom to use Baldur's Forest Walk ability without relying on favorable terrain placement. In turn, your opponent will have to be careful when positioning his models to prevent Woldwatcher attacks from giving Baldur extra movement options.

- Kaya the Moonhunter's Muzzle spell cast by your Woldwardens can severely limit your opponent's options for moving his warbeasts. Her Shadow Pack spell gives all her wolds Stealth, which only adds to their impressive survivability.

- Krueger the Stormwrath's Chain Lightning spell gives your Woldwarden a way to deal with groups of enemies at range. His Lightning Tendrils spell gives the wolds Reach and makes them potent anti-unit beasts in melee, too.

- Krueger the Stormlord can cast one more Telekinesis or Gallows each turn for each Woldwarden in his army. More importantly, the spells can be spread out farther than Krueger could cast them himself. That amount of versatile positioning options makes it possible to set up lots of favorable positioning for your models.

- For Circle warlocks like Kaya and Morvahna that have high DEF but low ARM, the Wold Guardians Flesh of Clay animus can help a lot when faced with highly accurate enemy ranged attacks.

- Once you've chosen a warlock, always consider taking the Shifting Stones in armies with wolds. Their Serenity ability gives you a way to remove fury from wolds to get more out of that low Fury stat. Two of the Shifting Powers abilities also benefits armies with wolds. Healing Field is the best way to heal a construct beast in a non-Baldur army, and Teleportation keeps your wolds from falling too far behind your faster Circle forces.

- The Druid Wilder should also be considered in wold-centric armies for her Condition special action. She allows you to remove all fury from one wold, which can help with managing the unique aspects of wold fury.

PAINTING LAVA WOLDS

By Stuart Spengler

For the lava wolds, I wanted to create a volcanic appearance in both the stone and the runes. The stone was easy to visualize, as volcanic rocks such as basalt or obsidian have a deep black color that I thought would look good in contrast to "hot" reddish-orange and yellow runes. After using the Shifting Stones to test out some ideas and figure out how best to get the look I wanted, I ended up with a scheme that is rather quick to apply. However, due to the use of thinned mixing medium, it does take a fair amount of time to dry. With a bit of color swapping, the lava technique could be used to make different effects such as creepy Cryx radiance or conduits that glow with galvanic energy.

To convey the feeling of a volcanic environment, I gave these models cracked-earth bases. The cracked texture is created with Tim Holtz® Distress Crackle Paint, which is the only crackle medium or paint I have found that works effectively in an appropriate miniature scale. With the Woldwyrd and Wold Guardian, I made relatively flat bases, with a few skulls and bones added for visual interest. For the Shifting Stones, I built up the bases with scrap plasticard and putty to lend the impression that the Stones are "erupting" out of the earth.

FORMULA P3™

- Bloodstone
- Cygnus Yellow
- Ember Orange
- Greatcoat Grey
- Heartfire
- Ironhull Grey
- Khador Red Base
- Khador Red Highlight
- Morrow White
- Skorne Red
- Sulfuric Yellow
- Thamar Black
- Trollblood Highlight

Step 1 - Hot Lava

For the lava areas such as the inscribed runes and cracks, I found the best way to create the look I wanted was to use paint thinned with mixing medium and water. This creates a very thin wash that still has an intense color when it dries but doesn't create drying lines. As mixing medium and water is used so extensively, I actually made a small bottle of one part mixing medium and one part water as a shortcut. As the stone was going to be black, and the hot lava effect worked best working from dark to light, the model was primed black.

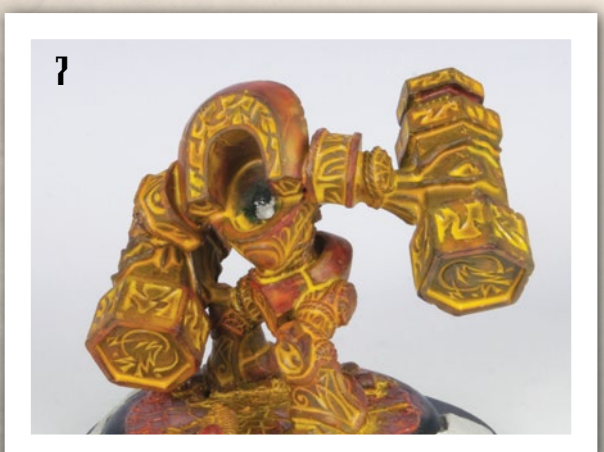
1. Wash the entirety of the model with a 1:1 mix of Bloodstone and mixing medium. Since this is a base color from which everything builds, the mix is thicker than subsequent mixes will be.
2. Wash the model with a 1:1:1 mix of Skorne Red, mixing medium, and water. Since the mixing medium and water extend the drying time of the paint, I found it easier to use two brushes to paint many of the washes. I used a larger brush to quickly apply the wash mix and a smaller brush to clean up areas that had too much paint.

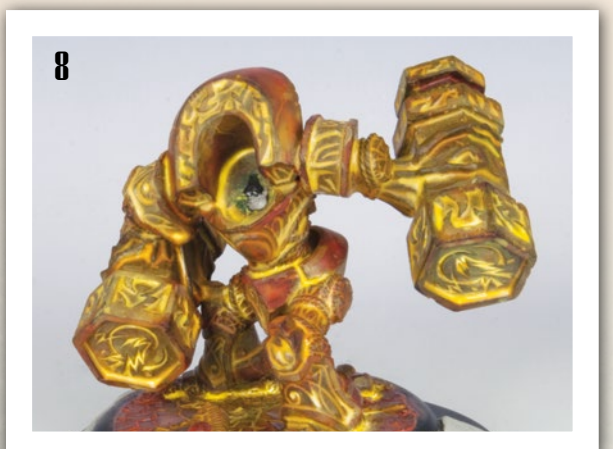
Hot Lava (Cont.)

3. Wash the model with a 1:1:1 mix of Khador Red Base, mixing medium, and water.
4. Wash the model with a 1:1:1 mix of Khador Red Highlight, mixing medium, and water. After the reds were washed, I started to think about how I wanted to apply the lighter colors. The areas I wanted to appear the hottest were places like runes, large cracks, the centers of the bases, and near the bases of the Shifting Stones and around the central gem on the Woldwyrd.
5. Wash the model with a 1:1:1 mix of Ember Orange, mixing medium, and water.
6. Wash the model with a 1:1:2 mix of Heartfire, mixing medium, and water. As the colors got lighter, I started thinning them with more water. If an area needed to be lighter, I could easily add more of the highlight color or go a bit heavier in the next pass.
7. Wash the model with a 1:1:2 mix of Cygnus Yellow, mixing medium, and water.
8. Wash the model with a 1:1:1:4 mix of Sulfuric Yellow, Morrow White, mixing medium, and water. This is an extremely thin mix that is only used in the "hottest" areas or where I wanted extra definition, such as runes, certain points of the bases, and the connection points of the models.

Colors Used:

Bloodstone, Cygnus Yellow, Ember Orange, Heartfire, Morrow White, Khador Red Base, Khador Red Highlight, Skorne Red, Sulfuric Yellow





Step 2 - Volcanic Stone

1. Drybrush the entire model with Thamar Black. I found it was better to lightly drybrush the model and then go back in with black to clean up areas where the wash did not belong.
2. Drybrush the entire model with Greatcoat Grey.
3. Lightly drybrush the entire model with Ironhull Grey. I concentrated on the edges of the stone and the outer edges of the base, leaving the interior areas darker to provide more contrast to the hotter lava.

Colors Used:

Greatcoat Grey, Ironhull Grey, Thamar Black

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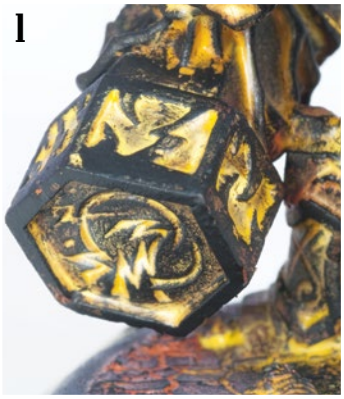

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Lava Wolds

Wold construction varies from druid to druid and is certainly influenced by the materials at hand. Blackclads who dwell within heat-scorched volcanic regions often craft their wolds from basalt and obsidian and infuse them with the searing power bubbling beneath the earth's crust.

Step 3 - Extra Details

1. The bones were part of the base, so I wanted them to look like they had been burnt, but they needed something more to get them to pop. To achieve this look, gradually mix Trollblood Highlight into Ironhull Grey and apply the mixture on the upper surfaces of the bones.
2. Rather than highlight the gems to appear like light is striking them from above, I wanted them to look like they were lit from within, so I applied the highlights in a central location. I thinned the paints with a bit of water to help them blend with the previous color. I cleaned up the gem with Thamar Black, then Bloodstone, Skorne Red, Khador Red Base, Khador Red Highlight, Ember Orange, and finally Heartfire to build up the highlight. A few small dots of Morrow White lend the impression that the gem has a glossy shine.

Colors Used:

Bones: Ironhull Grey, Trollblood Highlight
Gems: Bloodstone, Ember Orange, Heartfire, Khador Red Base, Khador Red Highlight, Morrow White, Skorne Red, Thamar Black

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GEN CON
WINNERS OF THE 2011 HARDCORE CHAMPIONSHIP

Hardcore: Skorne Style

The Hardcore Tournament at Gen Con is highly anticipated by players around the world and one of the most hotly contested tournaments of the year. Some of the community's top players are present at Gen Con, and they definitely bring their A-games to Hardcore. This year proved to be just as exciting as years past, and the final match was truly something to behold.

This year marked an exciting first for Gen Con Hardcore. Not only did the final match come down to two HORDES armies, it came down to two *Skorne* armies. The battle to decide who would claim the Vanquisher title involved two great players: Chuck Elswick and Jason Watt. In the end, Chuck Elswick's army led by Dominar Rasheth overcame Jason Watt's Tyrant Xerxis-led force.

WHAT IS HARDCORE?

- 50 points of WARMACHINE or HORDES models
- Any faction, including Mercenaries and Minions
- 7-minute turns with a 3-minute extension
- Assembled and fully painted models
- "Killbox" scenario
- Top 4 players qualify for Master's Tournament

HARDCORE AWARDS

Vanquisher Award
Most Games Won

Executioner Award
Most Enemy Army Points

Mage Hunter
Fastest Warcaster/Warlock Kill

Master Craftsman
Best Painted Army

VANQUISHER - CHUCK ELSWICK

CHUCK ELSWICK'S ARMY	
Model	**Point Cost**
Dominar Rasheth	+5 warbeast pts.
Basilisk Krea	4
Titan Cannoneer	8*
Titan Gladiator	7*
Titan Sentry	8*
Agonizer (2)	4 (2 each)
Cataphract Arcuarri (6)	9
Gatorman Posse (5)	9
Paingiver Beast Handlers (4)	2
Paingiver Task Master (2)	4 (2 each)
Total	**50**

*1-point discount from Theme Force benefit

JASON WATT'S ARMY	
Model	**Point Cost**
Tyrant Xerxis	+5 warbeast pts.
Basilisk Krea	4
Cyclops Shaman	5
Titan Sentry	9
Aptimus Marketh	3
Agonizer	2
Cataphract Cetrati (6)	11
Cataphract Cetrati (6)	11
Nihilators (10)	8
Paingiver Beast Handlers (4)	2
Total	**50**

Here's what Chuck had to say about his winning list:

My list was based on a 35-point Rasheth list I played in casual games at home. I just scaled it up to 50 points for Hardcore. I went with Rasheth because everyone expects you to play a caster that is all about the caster kill in Hardcore. I chose a warlock that could take some punishment and who had enough fury to transfer damage when I needed. Rasheth's feat allows you to get through heavy armor and keeps your opponent from counterstriking. I also picked models that could take a hit and survive long enough to retaliate.

Although Jason didn't pull out the win, he fought valiantly, and his excellent list deserves at least a small share of the limelight. Here's what Jason had to say about his Tyrant Xerxis list:

My list was a Xerxis "brick." I had double Cataphract Cetrati, full Nihilators, Paingiver Beast Handlers, An Agonizer, a Titan Sentry, and a Cyclops Shaman. It's designed to move slowly across the board in shield wall, and then punish the opponent once it gets there. I was surprised that the final battle was Skorne on Skorne, but I knew how Chuck played, and I felt I executed well against him.

EXECUTIONER - JASON FLANZER

JASON FLANZER'S ARMY	
Model	**Point Cost**
Hierarch Severius	+6 warjack pts.
Blessing of Vengeance	7
Templar (2)	14 (7 each*)
Vanquisher	8
Choir of Menoth (6)	3
Exemplar Bastions (3)	5
Exemplar Cinerators (5)	8
Covenant of Menoth	2
Hierophant	2
Vassal Mechanik (2)	2 (1 each)
Vassal of Menoth (2)	4 (2 each)
Wrack	1
Total	**50**

*1-point discount from Theme Force benefit

Tournament regular and consummate pro Jason Flanzer captured the Executioner award this year at Gen Con, racking up an incredible 249 army points with his Protectorate of Menoth force. Jason's Severius army performed well for its owner throughout the tournament, and Jason missed the finals by an eyelash.

MAGE HUNTER - MICHAEL WINTERS

MICHAEL WINTERS' ARMY	
Model	**Point Cost**
Captain Jeremiah Kraye	+6 warjack pts.
Centurion	9
Cyclone	9
Defender	9
Hunter	6
Sentinel	4
Stormclad	10
Squire	2
Black 13th Gun Mage Strike Team	4
Eiryss, Angel of Retribution	3
Total	**50**

So, who was quickest on the draw this year at Gen Con? That would be Michael Winters, with a lightning-fast caster kill of 7:21. How did Michael pull of this masterful assassination? With a metric ton of warjacks. That's how. Take a look at his deadly Captain Jeremiah Kraye list for more details.

MASTER CRAFTSMAN - TYSON KOCH

The Master Craftsman award at Gen Con this year went to Tyson Koch for his gorgeous Trollbloods army. The detail on these models is incredible, and I have no doubt that Mr. Koch won a game or two because his opponent was so distracted by his masterful painting.

GEN CON
PRIVATEER PRESS
MASTERS TOURNAMENT 2011

My Name Is Legion

For many, the pinnacle of WARMACHINE and HORDES competitive play is the Masters tournament at Gen Con. With a huge field of incredibly skilled competitors, only the best of the very best can hope to rise above the thronging hordes and claim the coveted title of champion. This year was no different; in fact, the final match was so hotly contested, we ended up closing down the convention hall as the last two contestants fought to an epic conclusion!

In the end, three players proved they had the mettle to make a run at Masters, and each displayed flawless skill with their chosen faction…well, near flawless, anyway. In Masters there is only one champion, and in 2011 that champion was Jake Van Meter and his unstoppable Legion of Everblight army.

No Quarter Magazine spoke briefly with Jake as well as the first two runners-up in the 2011 Gen Con Masters Tournament.

1ST CHAMPION - JAKE VAN METER

How does it feel to win Masters?
It feels amazing to win Masters! Last year, I made it into the final day but came up short in the semifinal round against Jason Flanzer, winner of Gen Con Masters 2010. The best part about winning masters this year is that this is the first HORDES Gen Con win!

Is this the faction you play most regularly? If not, which faction(s) do you normally play? And what helped you decide to run this army at Masters?
I only have one faction at the moment. I got into the game at the release of HORDES and picked Legion of Everblight because it wasn't being played at the store that day.

JAKE VAN METER'S WINNING LIST	
Model	**Point Cost**
Lylyth, Shadow of Everblight	+5 warbeast pts.
Carnivean	11
Nephilim Bolt Thrower (2)	12 (6 each)
Ravagore	10
Blighted Nyss Raptors (5)	10
Anyssa Ryvaal, Talon of Everblight	4
Strider Deathstalker (2)	4 (2 each)
Forsaken	2
Blighted Nyss Shepherd (2)	2 (1 each)
Total	**50**

What was your thought process in building your tournament lists? What were you trying to force your opponent to do based on your choice of models?
I built my three lists based on what I was most comfortable playing and based on what I expected to see at Gen Con. My Saeryn list in particular is geared towards winning small control area scenarios and being effective against Cryx.

In most games, I tried to force my opponent to commit to a lopsided trade. This generally happens when you're getting scenario points and forcing your opponent forward in order to win the scenario. When I used Vayl against other HORDES armies, I tried to force my opponent to keep important beasts back due to Rampager. I also made heavy use of Leash (on Typhon), plus Slip Stream and Incite to force my opponents to keep important models back.

What kind of tournament prep work did you do leading up to Gen Con?
I did my normal Tuesday night games at RIW Hobbies, which is my LGS. I also practiced against the Detroit crew and went to the occasional tourney in and out of state. Leading up to Gen Con, I began playing Saeryn more at tourneys to get a feel for playing her again.

Describe your playing style in five words or less
Aggressive. Smart. Attrition.

Who was your toughest opponent? What did he or she play that made your game challenging?
My toughest opponent was Josh Russell, winner of WARMACHINE Weekend 2010. I played him in both Rites of Passage and in the first round of Masters. In Masters, it was a rematch of our Rites of Passage game with the same warcaster and warlock: Wraith Witch Deneghra vs. Saeryn, Omen of Everblight. This time he went Incorporeal with Deneghra and then ran her at Saeryn, who was near the edge of the killbox. This forced me to do what you don't ever want to do in a game with two denial casters: use your feat first. However, if I hadn't used Saeryn's feat, I would have been hit with Deneghra's melee weapon, pushed outside of the killbox, and stuck in place thanks to Bind. That would have cost me the scenario. After using Saeryn's feat and

being forced to deal with Deneghra's feat, it looked grim. At the end of the game, I had only a badly wounded Angelius and a Shredder squaring off with Deneghra. I pulled it out, but it was the closest game I've played in a very long time!

Masters is all about mastering your faction. What advice would you have for players who hope to contend at Masters?
Honestly, I suggest digging in and really playing with all the warlocks, warbeasts, solos and infantry models at some point. Playing with as many models in your faction as possible will give you a better understanding of model interactions. If you use the "less popular" models in a tournament, you can catch people off guard since they aren't used to those model interactions.

Any thoughts on what you're planning on playing in 2012?
I am still playing Legion of Everblight, and I've started playing some of the newer warlocks, like Kallus, Wrath of Everblight.

2ND WILL PAGANI

Is this the faction you play most regularly? If no, which faction(s) do you normally play? What helped you decide to run this army at Masters? Circle Orboros is currently my main faction. I started playing the game in 2004 with Cryx. When Mk II came out, I took that as an opportunity to expand into other factions, but I ended up sticking with Circle. I currently own at least 50 points of every faction, and that really helps me wrap my head around a lot of the things people try to do in a tournament.

I chose to stick with Circle for several reasons. First, Circle was very under-represented in the competitive scene. I enjoy playing the underdog factions quite a bit. Second, I believe WARMACHINE and HORDES are games won by speed, and Circle is very mobile with SPD 6 heavy warbeasts, Shifting Stones, as well as the wide availability of spells like Sprint and Warpath. Thirdly, Circle has the most "how did that happen" factor, which I personally enjoy playing.

What was your thought process in building your tournament lists? What were you trying to force your opponent to do based on your choice of models? When I am planning to attend a major event such as Gen Con, I always try to get a read on what types of lists are being played nationally. Normally I do this by going over the lists I encountered in the last major event I attended. This year, that was Lock & Load. What I saw was an overabundance of Cryx and a lot of Protectorate of Menoth. I knew I had to plan for Cryx, but was not particularly worried about the Protectorate. Circle also have some problems with Khador's high DEF, so I planned for that as well.

I took Morvahna, Kromac and Mohsar almost exclusively at Gen Con. With this spread of lists people are forced to play melee, attrition-based armies. If someone were to pit me against Captain Allister Caine, for example, and I picked Morvahna (because of Sacrificial Pawn) or Mohsar (Pillars of Salt) my opponent is in for an uphill battle. If my opponent were to pick an assassination-based army, both Kromac and Morvahna are very resilient against those types of lists. So, with this in mind, I took an anti-melee

WILL PAGANI'S ARMY

Model	Point Cost
Morvahna the Autumnblade	+6 warbeast pts.
Wold Guardian (2)	18 (9 each)
Shifting Stones (2)	4 (2 each)
Stone Keeper	1
Tharn Bloodtrackers (10)	8
Warpborn Skinwalkers (5)	8
Wolves of Orboros (10)	6
Wolves of Orboros Chieftain & Standard	2
Blackclad Wayfarer (2)	4 (2 each)
Wolf Lord Morraig	5
Total	**50**

Kromac list, which worked out very well, and Mohsar and Morvahna attrition lists.

What kind of tournament prep work did you do leading up to Gencon?
I have a very active meta-game here in Houston. My store, Asgard Games, is sort of the hub for all WARMACHINE gaming in Houston, and we have a very large player base. We started hosting a weekly tournament practice night that was open to everyone; however, we did ask that players bring serious tournament lists. We would normally get around ten people to show up and play. This allowed us to get in an abundance of practice games, test lists on specific scenarios, and test match-ups and pairings of lists together.

Describe your playing style in five words or less.
Brutal. Aggressive. Unforgiving. Tricky. Fast.

Who was your toughest opponent? What did he or she play that made your game challenging?
I do not remember his name, but my toughest opponent was the gentleman I played in the second round of Masters. He was playing Skarre, Queen of the Broken Coast, and I chose Mohsar the Deesert Walker expecting him to take Deneghra, as the scenario was three flags in the middle. He had two full units of Mechanithralls, a unit of Bane Knights, and Blackbane's Ghost Raiders. The Ghost Raiders were very hard for me to deal with, as the only model I had with magical weapons was a Blackclad Wayfarer and Megalith.

Nightmare and the Ghost Raiders ran together up my left flank. I had hoped the left-hand flag would be the one to disappear—it didn't. On my second turn, the Blood Trackers annihilated a unit of Mechanithralls and my beasts held the middle against the Bane Thralls and the second unit of Mechanithralls. My opponent used his feat and took a control point with the Ghost Raiders, killing my Gnarlhorn Satyr and Blackclad that were contesting the control point. I was in serious trouble. I had to run something to contest and try to set up an assassination for the next turn.

So, with that in mind, I killed more Mechanithralls with the Bloodtrackers, clogged the middle with Megalith's animus, and used my Woldstalker to clear out the Banes there. His turn came around, and he scored a second control point by destroying my Shifting Stones that had just teleported over to contest the point. On my next turn, I was able to move Megalith up and use its animus to hit Skarre with -2 DEF. Three Bloodtrackers then moved into spear-throwing range, while the rest finished off the Mechanithrall unit and changed their Prey to Skarre. I hit Skarre with two out of the three thrown spear attacks, leaving her with four damage boxes. Mohsar then used Sands of Fate after forfeiting his movement to aim and finished Skarre off with Dust Howler. If I had failed that assassination, my opponent would have killed my warlock and earned all three control points to win by scenario on his next turn. This game made me sweat more than any tournament game I can remember.

Masters is all about mastering your faction. What advice would you have for players who hope to contend at Masters?
The most important thing you can do to master your faction is play games. I play an average of eight games a week. I realize this is unreasonable for most people—I do own a game store—but it really is the key. Once you've found the list you love, change it. Then play another twenty games with the new list. Then change it again. This will allow you to really see all your options.

You came really close to winning it all. What kind of adjustments, if any, are you planning on making in 2012?
I plan to have a whole new set of lists for next year, and I am very excited about *HORDES: Domination*. I plan to develop new lists with new models and bring the best I can to next year's Gen Con.

3RD CHUCK ELSWICK

Is this the faction you play most regularly? If no, which faction(s) do you normally play? What helped you decide to run this army at Masters?
Skorne is not the faction I play most regularly. To be honest, I play all the factions equally, and I try to play every warcaster and warlock in the game. Even in local tournaments I usually have the TO pick what faction and what warcaster/warlock I should play. My friend Justin helped me pick this army to run for Gen Con and Masters.

What was your thought process in building your tournament lists? What were you trying to force your opponent to do based on your choice of models?
I wanted to build lists that would match well against any army and provide an answer to whatever my opponent brought to the table. With my choice of models, it would make them second-guess what to take, as all my lists would be well balanced.

What kind of tournament prep work did you do leading up to Gen Con?
I like to read about my models' stats and abilities, including the tactical call outs, so I know my lists through and through. I really don't play many practice games with my army, though. I tend to get enough games with them at the convention tournaments

Describe your playing style in five words or less.
Aggressive and in your face.

Who was your toughest opponent? What did he or she play that made your game challenging?
I would have to say Will Pagani was my toughest opponent. He knows his army and puts together a very solid list.

What was the pivotal moment for you in the tournament? Was there an unexpected win or a risky play that you made?
I was playing in the final round against my friend Josh, who is one of the best Cryx players I have ever played. He used epic Deneghra's feat, and as I couldn't move, he was able to position to strike. When he went in for the kill, he rolled badly, and I was able to capitalize on it.

Masters is all about mastering your faction. What advice would you have for players who hope to contend at Masters?

CHUCK ELSWICK'S ARMY	
Model	**Point Cost**
Lord Tyrant Hexeris	+6 warbeast pts.
Basilisk Drake	4
Bronzeback Titan	10
Titan Gladiator	8
Razor Worm	4
Paingiver Beast Handlers (4)	2
Nihilators (10)	8
Tyrant Commander & Standard	3
Venator Reivers (10)	9
Venator Reiver Sofficer & Standard	2
Extoller Soulward	2
Swamp Gobber Bellows Crew	1
Totem Hunter	3
Total	**50**

Don't depend upon certain models to do it all for you. Also, don't use lists you get off the Internet or lists you hear about winning all the time. To master your faction, you need to master your models. Know your models through and through, and you will never get timed out, need to use your extension when it's not ideal, or go for the kill and run out of time.

You came really close to winning it all. What kind of adjustments, if any, are you planning on making in 2012?
I'm not going to make any adjustments. I had fun playing really nice and challenging players. To me that's what the convention scene is all about. A friend once said, "The first year you come to a convention you come for the tournaments. The following years you come back for the friends you made."

GEN CON
P3 GRANDMASTER PAINTING COMPETITION

The Golden Rule

One of the most highly anticipated events at Gen Con for Privateer Press staff and players alike is the Formula P3 Grandmaster Painting Competition. This year was no different, and as the entries began to fill up the glass display cases in the Privateer Press booth, you couldn't help but feel the growing excitement.

The rules for this year's contest were the same as last year. In short, models that made the cut were judged on their own merits and awarded a gold, silver, or bronze medal. The best model in each category was awarded a "best in category" prize, and from those superb models the grandmaster was chosen.

Gen Con 2011 proved to be no different from past years in terms of the quality of entries, and we were definitely treated to some truly eye-popping paint jobs. In the end, it was Zach Lanier who grabbed the gold and took home the title of P3 Grandmaster. In the following pages we'll show you Zach's model and all the gold-medal winners from this year's competition. In addition, Zach and the rest of the category winners will give you a sneak peek into the process and inspiration behind their award-winning models.

I'm sure you'll agree that this year's competitors have raised the bar yet again for the Formula P3 Grandmaster Painting Competition. We hope their efforts will inspire you to put brush to model and go for the gold!

THE CATEGORIES

Warjack/Warbeast
A single light or heavy warjack or warbeast

Warrior Model
A single trooper, solo, warcaster, or warlock

Battlegroup
A warcaster and 2-5 warjacks or a warlock and 2-5 warbeasts

Unit
A unit or a game-legal group of models

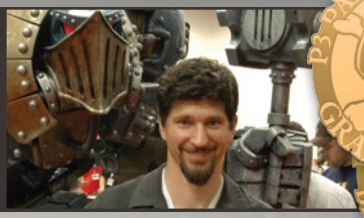
Diorama
A scene of the Iron Kingdoms not larger than 12″ x 12″ x 12″, made up of several components

THE PRIZES

First Place
First Place: $200 per category

Grandmaster
The Grandmaster is selected from the first place entries in each category and wins $1,000 . . . and bragging rights!

ZACH LANIER
2011 GENCON
GRANDMASTER AWARD WINNER



Tell us a little about yourself.
I am a typical dad with a demanding job and not enough time for painting or gaming. I'm probably like a lot of *No Quarter* readers in that regard. I really enjoy painting and converting, though, and I wish I had lots more time to devote to it.

How long have you been painting miniatures?
I painted some when I was a kid but stopped until around 2002. The Internet has been an invaluable tool in revitalizing my interest in painting, but competitions like the Formula P3 Grandmaster at Gen Con are what really get me going.

What inspired you to first start painting Privateer Press miniatures?
I really enjoy the background and the setting of the Iron Kingdoms, so that would have to be the main inspiration. Magic and steampunk are a great combination. My friend and Press Ganger Mike Stubbs keeps me up on what's new in the game, so I get a lot of ideas from that.

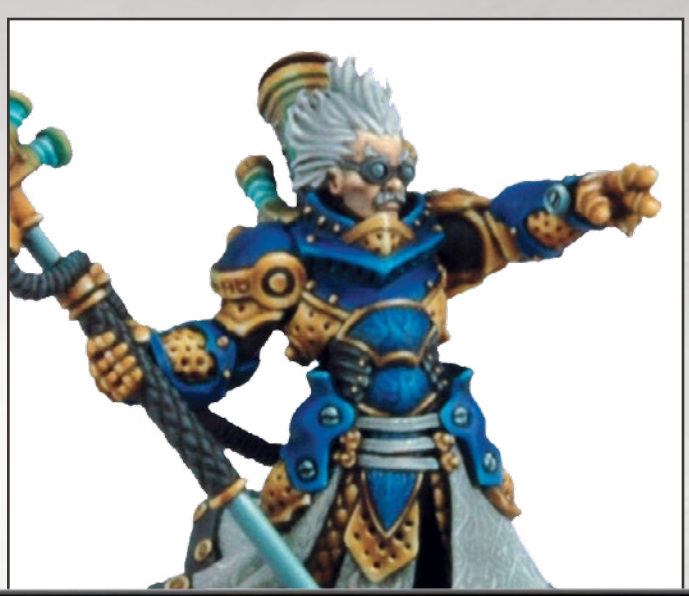
Tell us a little about your entry (how you came up with the concept, your color choices, conversion work, challenges, etc.).
I really like the clean lines on the Retribution of Scyrah pieces, and I have done two in a row now. (I may have to change it up for next year.) As far as concept goes, I basically buy my favorite four or five minis from a faction and take them out of the package to get a feel for them. I pick my favorite from there. The biggest challenge on my entry was the conversion work and sculpting the base; I've never sculpted a face before.

How many hours were spent on your entry?
That's hard for me to figure since I do a little bit each night instead of large blocks, but this one went pretty quick. I had a strong image in my head, and I already had the color scheme from my Adeptis Rahn. It was probably about sixty hours.

What painting techniques do you use primarily (layering, blending, etc.)?
My weapon of choice is probably layering. Even after painting for this long, my method is always changing, and I'll use other techniques, like blending, when it's called for. My entry really uses pretty standard stuff when it comes to technique.

What other Privateer Press projects are you currently working on?
I have a lot of stuff on my table! There's a Stryker with two warjacks that's probably the furthest along, but there are some other Retribution of Scyrah singles there, and I'm waiting on a model to paint for Foodmachine, the hunger awareness charity project. There's no shortage of great stuff to paint!

MARIKE REIMER
Commander Adept Nemo



SAM LENZ
Madrak Ironhide

TOM SCHADLE
Black Ivan

Tell us a little about yourself.
Married with three Dachshunds, I spend my days painting miniatures for manufacturers and collectors as time drags me screaming toward age forty. I live in the Phoenix metro area, which means I'll never, ever have to shovel snow again and will rarely have to wear long pants or a coat. I might own an umbrella, but that would be just a nostalgic reminder of my Pennsylvania days.

How long have you been painting miniatures?
I've been painting miniatures since Middle School—that makes it around 25 years.

What inspired you to first start painting Privateer Press miniatures?
At Gen Con in 2005, a friend of mind ran me through an intro game of WARMACHINE. The game hooked me, and I immediately bought and started painting my first models.

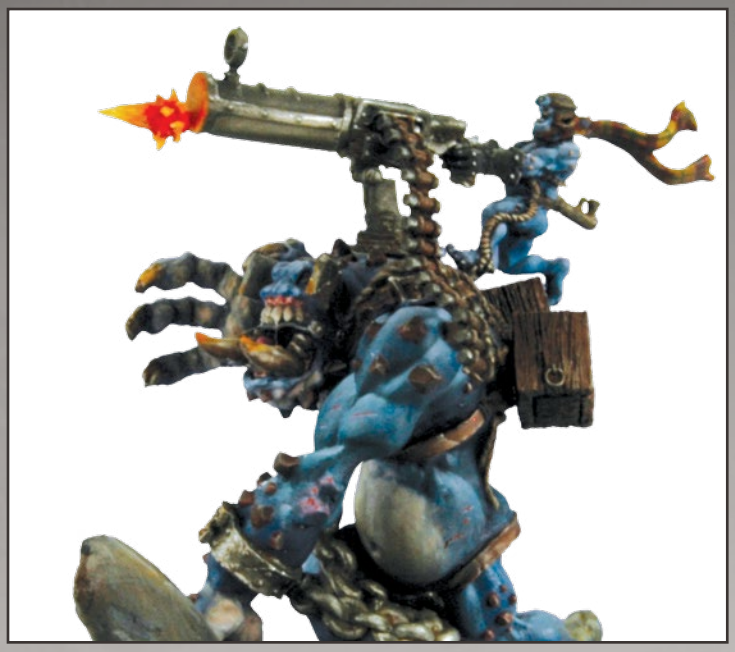
Tell us a little about your entry (how you came up with the concept, your color choices, conversion work, challenges, etc.).
Timing mostly informed my choice of entry. Black Ivan had just been released, and I wanted one for my Khador army! I wanted to challenge myself by painting a mostly black model with 2D battle damage and weathering. The model had to actually be dark grey instead of black for the paint chipping and damage effects to be visible, but as he is *Black* Ivan, the overall effect still needed to be black and not grey.

How many hours were spent on your entry?
I spent about twelve hours painting Black Ivan over two days.

What painting techniques do you use primarily (layering, blending, etc.)?
For the main black color, I primarily used two-brush blending, using only two paints: black and white. I added increasing amounts of white to the black to bring up the highlighting. I like to use nice, big brushes to make painting those large plates faster, smoother, and easier.

What other Privateer Press projects are you currently working on?
I am participating in the Journeyman League right now, and my local store has 49 players (shout out to Empire Games in Mesa, AZ!)! I'm playing Retribution of Scyrah, and I am looking forward to painting up the Mage Hunter Strike Force next.

SAM LENZ
Dire Troll Blitzer



WARBEAST/WARJACK

RICH CURTISS
Black Ivan

BENJAMIN WILLIAMS
Wrong Eye & Snapjaw

How long have you been painting miniatures?
Since I was eight, which would make it about twenty-two years now.

What inspired you to first start painting Privateer Press miniatures?
I started playing WARMACHINE right after *Escalation* came out. It was a tough call between Protectorate and Cryx, but in the end, I think it was the Monolith Bearer that won me over. There was something about that guy carrying that massive thing around through the strength of his faith alone. Now I play both factions plus three more.

Tell us a little about your entry (how you came up with the concept, your color choices, conversion work, challenges, etc.).
I just chose pretty standard gator colors for Wrong Eye and Snapjaw: warm, earthy greens with a cooler green to make the spinal ridges stand out more. Then, of course, they needed pale bellies just like real gators. Wrong Eye's cloak is a standard leather color scheme I use on a lot of minis. I picked it since it's fairly warm and would make a good contrast to the greens. Sometimes when I see a mini I want to paint, I'll know I want to do something really unique for the color scheme. Other times, I just think, "Yeah, it looks good like that," and then I don't really deviate too much from the manufacturer's standard colors. The latter was the case with Wrong Eye and Snapjaw.

How many hours were spent on your entry?
That's a question I always find myself getting asked, and it's always difficult to answer. I'm painting all the time, and the projects tend to flow together. Even if I can recall with certainty that I spent a week on something, the hours per day are still going to elude me. Wrong eye and Snapjaw were actually painted over two years ago, so I really can't remember. I'm pretty sure it was done over about a week's worth of free time, so I'd guess between ten and fifteen hours.

What painting techniques do you use primarily (layering, blending, etc.)?
I'm all about layering. I build up highlights in very thinned-down, building lighter and lighter colors up. With this technique I can almost mimic the effect of wet blending. Often, I'll intentionally paint an area with more extreme highlights than I want, and then give it an ink wash to even it out. The ink will also conceal any uneven areas and help give the piece a more blended look. I also use inks a lot as a first step, as it helps visually define a piece for me and shows me where to paint.

What other Privateer Press projects are you currently working on?
Right now, I've got big plans to get back to the Protectorate. There were lots of great *Wrath* stuff I want to work on, but I'm really looking forward to doing a Vessel of Judgment.

BATTLEGROUP

EUGENE Y NG

Baldur Stoncleaver Battle Group

BENJAMIN WILLIAMS
Ogrun Assult Corps

Tell us a little about your entry (how you came up with the concept, your color choices, conversion work, challenges, etc.).
My Ogrun Assault Corps color scheme started as my Talion scheme: a nice deep navy for the warjacks with red accents to add some good contrast. It seemed nice and pirate-y. But even as I was painting my Mariner and thinking about how to expand into a full Mercenary force, the thought had grabbed me that the scheme would look really nice on Searforge as well. I was dead on, and my Midnight Searforge, as I now call them, have become one of my favorite parts of my Mercenary force. I've got multiple 'jacks, both warcasters, Brun and Lug, and a unit of Forge Guard all painted to match. I tried to pick some nice warm leathers to contrast the cool blues, a fairly neutral military looking khaki for the pants, and some purplish flesh tones that looked almost, but not quite human. I'm not sure why I chose to give them all white sideburns.

How many hours were spent on your entry?
I think the Ogrun Assault Corps took a couple of weeks of spare time, so I'd wager somewhere between twenty and thirty hours. Since I'm really a whole-hobby kind of guy more than a display painter, I've developed some techniques that speed the process up since I'm always trying to add more pieces to my armies. I mix whole pots of highlight layers to ensure color matching over multiple projects and to avoid having to mix colors every time I want to work. I think that helps save a lot of time.

DIORAMA

JOSE A VELEZ

Tell us a little about yourself.
My name is Jose Velez. I am an engineer and one of two Press Gangers in Puerto Rico. I play Cryx and Trollbloods whenever my PG duties allow me. I try to play at least once every two weeks since I live about two hours from the closest game store. I can't play as much as I want to, so I've turned to the other aspects of the hobby. I have a dedicated painting area in my house.

How long have you been painting miniatures?
I have been painting miniatures for over twenty years, but only in the last five years have I truly pushed myself to get a lot better. I am always looking for new techniques to try and ways to paint faster without losing too much quality. I have huge Cryx and Trollbloods armies that still need a lot of paint.

What inspired you to first start painting Privateer Press miniatures?
I have always liked the undead and crazy black arts in my games. The first time I saw Asphyxious I fell in love with the miniature, then the rest of the Cryx range just got me hooked.

Tell us a little about your entry (how you came up with the concept, your color choices, conversion work, challenges, etc.).
Last year winning diorama entry featured Sorscha using her feat, and it inspired me to do a diorama of a Cryxian caster doing a very classic action for the faction. While playing a game with Epic Asphyxious I had the idea of doing an Excarnate. This is a very Cryxian spell and since my armies where Trollbloods and Cryx, I decided to use a Kriel Warrior being transformed into a classic Cryxian warrior model, a Bile Thrall. My main problem was that I don't do a lot of sculpture and the green stuff work for the spell was hard. In the end I decided to have the models floating in the middle of the casting, and the caster floating over water on some ruins near a swamp.

How many hours were spent on your entry?
I made the design and brainstormed for about two months before starting work on the project. The entry sat on my desk in different stages of assembly for about a month. I made the base, then assembled all the models in pieces to be painted separately, and then mounted them on the diorama when finished.

What painting techniques do you use primarily (layering, blending, etc.)?
Most of my work is done with speed-painting techniques because I try to field only painted minis. Competition level minis will get the extra treatment, and I use feathering, blending and some layering hidden with washes to diffuse the edges of colors

What other Privateer Press projects are you currently working on?
Right now I am building gaming terrain to improve my demos as a Press Ganger. I am on the design phase for next year's Gen Con entries. *Wrath* got me pretty exited about the project and gave me a lot of ideas.

ALL YOUR BASE*

A fundamental foundation for every model...
A chance to showcase your modeling and painting prowess...

DESIGN A FACTION-THEMED BASE FOR YOUR MODEL!

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A great model just looks sad and out-of-place on a plain black disc. Sure, you could add some sand, a bit of flocking, maybe the odd bit of mulch. That would certainly be better. However, we know for a fact that the modelers and painters in our community take just as much time and care with the bases their models rest upon as they do with the models themselves. So we want to see your best bases! Design a faction-themed base for your model and show us that a base isn't just something for a model to stand on.

Take a digital photo of your creation, then check out the rules and submission guidelines at:
privateerpress.com/no-quarter/no-quarter-challenges

ENTRIES DUE BY 01/01/12

See the Winner of the "Build a Beast" challenge from *No Quarter* #37 on page 94!

* are belong to us.

POWER PROGRESSION

SKORNE

By Jason Watt · Art by Brian Snoddy and Andrea Uderzo

Far to the east, past the Bloodstone Marches, awaits a vast and powerful army. Determined to subjugate all in its path, the Skorne Empire marches west, driving their beasts to new heights of destruction with martial discipline and the careful application of pain and suffering. From the massive titan warbeasts, ready to fly into murderous frenzy at the crack of a Paingiver's whip to the unbreakable Cataphract lines and endless ranks of Praetorian Swordsmen, the Skorne Empire is one built on martial servitude.

At the top of this chain of tyranny are some of the most malicious beings in all the Skorne Empire—the warlocks! Motivated by cruelty and lust for power, the Skorne warlocks rule the battlefield with an iron fist, forcing warriors to fight beyond the very limits of life or harnessing the souls of the fallen to strengthen their terrible magic. One thing is certain: as a leader of a Skorne army you have to think like a vengeful tyrant.

In this installment of Power Progression, I'm going to focus on what I believe are the Skorne's strongest qualities: aggressiveness, speed, unpredictable movement, and brute force. In my experience, the Skorne perform best when you're quickly closing the gap between you and your opponent, pushing him into difficult decisions, and then capitalizing on the mistakes he makes.

With that said, prepare yourself for...

SKORNE, POWER AGGRESSION!

Phase 1 Battlegroup

The Skorne battlegroup box set offers an excellent foundation for any Skorne player. It includes two ferocious Cyclops Savages, a mighty Titan Gladiator, and one of the most feared warlocks in the Skorne Empire, Master Tormentor Morghoul. Morghoul features the highest SPD (7), DEF (17), and MAT (8) of any Skorne warlock, yet the lowest ARM (13), melee weapon (P+S 9), and FURY (5). However, do not be fooled by his low stats and melee capability. Morghoul has excellent offensive and defensive qualities to mitigate his disadvantages.

Since the Skorne are all about the pain, let's discuss Morghoul's offense first. No single-wound infantry model is safe from his wrath. With Morghoul's three amazing offensive abilities—Overtake, Anatomical Precision, and Double Ripper—he is able to advance 1″ between each attack, automatically inflict one point of damage to an enemy model, and generate up to twelve attacks in a single turn. With the combination of these three abilities, you'll have a complete whirlwind of death! But the fun doesn't stop there. Morghoul has another superb ability in Maltreatment. With Maltreatment, Morghoul can remove 1 fury point from a warbeast in his battlegroup and add that fury to his own pool. This allows him to exceed his FURY stat, essentially making him a FURY 6 warlock. All for the small price of D3 damage to the beast.

While Morghoul's offensive capabilities are magnificent, his defensive attributes are why it's really hard for opponents

to tie him down. Between Perfect Balance and Sprint, Morghoul cannot be targeted by free strikes, combined ranged or combined melee attacks, and can make a full advance after destroying an enemy model. This makes him very elusive. However, what I consider to be his best defensive attributes are his feat Pain and Suffering and the spell Admonition.

At lower point levels, Morghoul's feat is one of the most demoralizing in the game. Enemy models in his control area cannot spend focus, be forced, or have damage transferred to them for one round. With a properly timed feat, Morghoul and his army get two turns of attacks with minimal retaliation from enemy warjacks, warbeasts, and warcasters. However, you must still use caution. Even though warbeasts cannot be forced inside his control area, warlocks can still spend fury, making them a serious threat to Morghoul. Don't worry, though; Admonition allows Morghoul or a member of his battlegroup to advance 3″ when an enemy model advances and ends its movement within 6″. This spell is essentially a fail safe for the target model to avoid a charge or gain better board position.

The Master Tormentor also has two other spells in his arsenal: Torment and Abuse. Torment is a RNG 10, POW 12 offensive spell that prevents Tough, healing, and damage transference. It's a great spell to soften up a powerful warbeast like a Carnivean. Then there's Abuse, which gives a friendly warbeast +2 SPD and +2 STR for one round, increasing its threat range and damage potential. These spells work great as a combo, too. For example, there is nothing better than hitting the aforementioned Carnivean with Torment, and then siccing an Abused Cyclops Savage on the reeling dragonspawn.

Now we all know the Cyclops Savage is an excellent warbeast, but what about the Titan Gladiator? With its impressive stat line and Rush animus, it's hard to pass up the mighty beast for only 8 points. A low SPD is probably the most deceiving part of the Titan Gladiator. To most, SPD 4 means it's going to take this brute a while to get across the board. Not with the Skorne! When you combine the Rush animus with Abuse, the slow, SPD 4 Gladiator goes stampeding across the table with an 11.5″ threat range. When using the Gladiator, always keep your eye open for a Slam opportunity. When you combine the Gladiator's Grand Slam, Follow Up, and Massive Tusks with the Rush animus, the Abuse spell, and a little luck, this big guy can Slam an enemy model and potentially move up to 19″ in a single turn. Now that is some unpredictable movement!

TACTICAL TIP

Always look for a way to slam a model into the enemy warcaster or warlock with the Titan Gladiator. With the Follow up ability, the Gladiator can advance up to the knocked-down warcaster or warlock and continue to rain down blows. If that doesn't finish the job, have Morghoul lurking close by to inflict 14 points of automatic damage with Anatomical Precision.

When using the Skorne battlegroup box set, play to your strengths. Within the battlegroup you have all the tools necessary to "out-threat" your opponents with Abuse and Rush. Yet, within that very same battlegroup, you have excellent defensive capabilities in Admonition, Torment, and Morghoul's feat. All of this allows you to keep your warbeasts and warlock safe from enemy retaliation.

Phase II: 25 Points

Now that you have mastered the art of torment, it's time to move on to the next stage of oppression. When moving up to 25 points, you need to make sure you can keep those warbeasts in line. With all of the Abuse that Morghoul is dealing out, those beasts are going to need something to keep the damage he inflicts from hindering their performance. So who better to help with this conundrum than the Paingiver Beast Handlers?

The Beast Handlers are often an essential part of a Skorne army. With their three Beast Manipulations (Condition, Medicate, and Enrage), they manage fury, heal friendly faction warbeasts, and enhance warbeast performance. Unlike other units in the game with similar abilities, individual Paingiver Beast Handlers in a unit are able to use different manipulations during a single turn. Keep in mind that a warbeast may only be affected by one manipulation per turn. Choose wisely when selecting your manipulations. It's easy to select Enrage for the +2 STR and free charge, but most Skorne warbeasts inflict enough damage unaided to finish any task at hand, so don't overlook Medicate and Condition.

With access to Condition, the Paingiver Beast Handlers are able to add or remove any number of fury points from a Skorne warbeast. This allows you to manage your warlock's fury with great efficiency. I often force my warbeasts up to their maximum Fury, and then have the Beast Handlers remove fury points to a manageable level for my warlock to reave the following turn. Using the Beast Handlers in this manner allows you to force your warbeasts to make more attacks without fear of frenzying.

Medicate not only helps warbeasts by healing D3 damage points; it gives you some leeway with the order of activation for your warlock. Simply put, in most armies the warlock

List 1: Morghoul Battlegroup List

Model	Point Cost	Notes
Master Tormentor Morghoul	+7 warbeast pts.	
Cyclops Savage x2	5 each	
Titan Gladiator	8	
Total	11	

TACTICAL TIP

Late in the game, when your opponent has fewer warbeasts, don't hesitate to get the Beast Handlers into combat. With Inflict Pain, the Beast Handlers can add or remove fury from your opponent's warbeasts. This can potentially deny the enemy warlock transfer targets or starve him of fury in the next round.

must activate first to heal a warbeast that is damaged. With Medicate, you can heal your warbeasts and then have your warlock activate when necessary.

Now that the Paingiver Beast Handlers have the warbeasts engaged in a love/hate relationship, let's focus on rounding out the list. The warbeasts can handle pretty much anything in melee, but you're going to want to lighten their load a bit and begin whittling down your opponent's army before it can get across the field. The Venator Reivers are an excellent unit for this task.

At first glance, the Reivers' RAT 5 may seem somewhat lacking. However, with Combined Ranged Attack, RNG 12, and a 6" advance, small groups of Reivers have an effective RAT 7 or more and an 18" threat range. A POW 10 may also seem underwhelming, but once again, with CRA and the Burst Fire ability, the Reivers quickly become much more threatening to your opponent's army.

With the addition of the Venator Reiver Officer and Standard Bearer comes great diversity. The Venator Officer grants one of the best positioning tools in the game: Reform. Reform grants the Venators a 3" advance after their actions, allowing them to play a hit-and-run style attrition game.

TACTICAL TIP

For the first two turns, use the Venators to pick apart your opponent's front lines. Most of the time, I also use Extended Fire in these turns to remove support models like Journeyman Warcasters, Forsaken, or the Krielstone Bearer. From then on, you should think a turn ahead and use Reform to gain the aiming bonus. Reform the Venators away from the opponent's line. Then, on the following turn, advance the leading Venators forward to CRA with the aiming front line. This tactic allows your Venators to shoot at RAT 9 and POW 12 or higher.

Once per game, the Venator Officer also allows the unit to use Extended Fire, giving the Venators +4" to their ranged attacks for an overall threat range of 22".

The Swamp Gobber Bellows Crew may not look like much, but they have one very important job: protect models with their cloud effect. With their Cloud Cover order, the Gobbers can place a 3" or 5" AOE cloud effect. This cloud provides concealment to all models under the template,

TACTICAL TIP

After resolving attacks with Morghoul, use Sprint to advance back into the Swamp Gobbers cloud to further enhance his DEF against ranged attacks. You can also augment this tactic with Admonition. Once Morghoul has Sprinted into the cloud, and an enemy model charges him, use Admonition to position Morghoul behind the cloud. Enemy models cannot attack what they cannot see and cannot draw LOS though a cloud unless they have an ability that ignores it.

List 2: 25-Point List

Model	Point Cost	Notes
Master Tormentor Morghoul	+7 warbeast pts.	
Cyclops Savage x2	5 each	
Titan Gladiator	8	
Paingiver Beast Handlers (4)	2	NM
Swamp Gobber Bellows Crew	1	NM
Venator Reivers (10)	9	NM
Venator Reiver Officer & Standard Bearer	2	NM
Total	25	

NM – New model for this point level/list

including the Gobbers. Use the Gobbers to follow around your support pieces like the Paingiver Beast Handlers, granting them concealment, or to block LOS to a model in danger of being charged.

Phase III: 35 points

With only 10 points to spend to get to the 35-point level, the decision is easy: Bronzeback Titan! If there is one warbeast to rule them all, the Bronzeback Titan is that warbeast. This beast is a monster on the battlefield. Between its infantry-mulching animus Train Wreck to its naturally high P+S 17 and superb MAT 7, this warbeast can do it all. Aggressiveness, speed, unpredictable movement, and brute force; these are all qualities that the Bronzeback possesses. Let's look at some of the synergies between the Bronzeback and Morghoul.

The Bronzeback Titan is probably one of the most deceptive warbeasts in the game when it comes to getting across the table. Between Counter Charge, Hyper Aggressive, Rush, and Abuse, the Bronzeback really moves. With Rush and Abuse alone, the Bronzeback has an 11.5″ threat range. Once you factor in Hyper Aggressive and Counter Charge, the big guy can potentially move 26″ across the table. That's one fast and angry titan!

Arguably, the Bronzeback is Morghoul's best target for Admonition, and there are some interesting tricks you can pull off with this spell and Counter Charge. With Admonition on the Bronzeback Titan, you have numerous tactical options. One option is to advance out of combat when an enemy model charges the Bronzeback. Once the Admonition move is complete, you then have the option to Counter Charge the model that just charged your Bronzeback.

The damage output of the Bronzeback Titan is something to behold. With its two initial attacks at P+S 17 and one at P+S 16, along with Chain Attack (Grab and Smash), the monstrous titan is already doing heavy damage to its target. However, the dial continues to advance toward 11 in the Skorne Empire. Morghoul's Abuse spell gives the Bronzeback +2 SPD and +2 STR, pushing those war gauntlet attacks up to P+S 19. Now, add Enrage from the Paingiver Beast Handlers along with the Rush animus, and the Bronzeback Titan gains an astounding 11″ charge (ignoring rough terrain) and can make up to 9 attacks with effective P+S values up to 21.

Finally, after all this, the Bronzeback has the ability to help Morghoul with fury management. With its Leadership [Titans] ability, all friendly non-Bronzeback titan warbeasts within its CMD range do not have to make Threshold checks. To sum up, as long as you're able to leach all fury from the Bronzeback and any other non-titan warbeasts, the

TACTICAL TIP

When you stack the damage buffs on the Bronzeback Titan, always look for two heavy warjacks or warbeasts close to each other. More often that not, the Bronzeback can completely wreck both targets in a single turn. If you feel like you may not be able to make it to both heavies, use your Train Wreck animus to gain Beat Back. This allows you to move and push your target an inch with every hit, potentially getting you into combat with that second target.

List 3: 35-Point List

Model	Point Cost	Notes
Master Tormentor Morghoul	+7 warbeast pts.	
Cyclops Savage x2	5 each	
Bronzeback Titan	10	NM
Titan Gladiator	8	
Paingiver Beast Handlers (4)	2	
Swamp Gobber Bellows Crew	1	
Venator Reivers (10)	9	
Venator Reiver Officer & Standard Bearer	2	
Total	35	

NM – New model for this point level/list

Bronzeback's Leadership ability allows you to run your titan warbeasts really hot without any danger of frenzying. Then, during your next turn, your Paingiver Beast Handlers can remove all the fury that was left on the other titans, allowing them once again to be forced to their full potential.

Phase IV: 50 points

While it's hard to fit in everything you want at the lower point levels, at 50 points you really have the freedom to expand and add some depth to your army. When expanding to this point level, carefully evaluate your list. It already has excellent melee and ranged capabilities, allowing it to zip across the board and whittle down the opposing army as it advances. Yet, it still feels as if it is lacking something—that "something" being the support pieces.

The Cyclops Brute offers Morghoul safety and security. The Brute is an extremely defensive warbeast whose Safeguard animus can protect Morghoul from nasty feats and spells like Bloody Barnabas' Black Tide or Adeptis Rahn's Force Hammer. The Brute also provides Shield Guard, which is a handy ability to have when your opponent hits one of your key models with a ranged attack.

The Cyclops Shaman was added for three reasons: Primal Magic, Spirit Blade, and Evil Eye. With its Primal Magic ability, the Shaman can cast the animus of any friendly faction warbeast within its CMD range. This ability helps Morghoul with fury management and frees up order of activation for your models. The Shaman's Spirit Blade animus removes

List 4: 50-Point List

Model	Point Cost	Notes
Master Tormentor Morghoul	+7 warbeast pts.	
Cyclops Brute	5	NM
Cyclops Savage x2	5 each	
Cyclops Shaman	5	NM
Bronzeback Titan	10	
Titan Gladiator	8	
Paingiver Beast Handlers (4)	2	
Swamp Gobber Bellows Crew	1	
Tyrant Commander & Standard Bearer	3	NM
Venator Reivers (10)	9	
Venator Reiver Officer & Standard Bearer	2	
Orin Midwinter, Rogue Inquisitor	2	NM
Total	50	

N – New model for this point level/list

TACTICAL TIP

Position the Cyclops Brute close to Morghoul so it can protect him from deadly ranged attacks like Saeryn, Omen of Everblight's death spurs or when Captain Allister Caine takes you to the gun show!

enemy upkeep spells on friendly models. There is nothing worse than having your 10-point Bronzeback Titan affected by Warwitch Deneghra's Crippling Grasp spell the entire game. Use Spirit Blade to free your models from the wretched witch's grasp. When not using its animus, the Shaman has a superb ranged attack in Evil Eye. The Evil Eye is a RNG 10, POW 12 shot that ignores LOS, concealment, and cover. Use the Shaman's ranged attack to remove support pieces or pesky solos that tend to hide behind enemy lines or cover.

With Morghoul leading the army and his warbeasts in tow, his CMD 8 doesn't really help when it comes to rallying the army. Although, with his reputation in the Skorne Empire, you would think that everyone would listen to him out of utter fear. With that said, if you lose just a couple of Paingiver Beast Handlers to enemy attacks, and they fail a CMD check, all your warbeasts will be quite difficult to manage.

What I outlined above is one reason to include the Tyrant Commander and Standard Bearer. Not only does the Tyrant have the Commander ability and CMD 10, but the Standard Bearer has Inspiration [Skorne] as well. With the Standard Bearer on the table, you never have to worry about CMD checks within his CMD range, and fleeing models automatically rally. While passing CMD checks is nice, the Tyrant also offers a set of Battle Plans that really enhance the performance of the Skorne army. Reveille, which stands up all knocked-down models in the Tyrant's CMD area, can be used to stand up warbeasts instead of forcing them to shake knockdown. Overcome allows a warrior model/unit to gain Pathfinder for a turn, which can really help when there is a linear obstacle in the way or Kommandant Irusk casts Inhospitable Ground. Last but not least, there is Press Forward, which gives a model/unit +2 SPD when making a full advance. This Battle Plan combined with the Venator Reivers SPD 6 and their once-per-game Extended Fire ability gives the Venator Reivers a 24" threat range, allowing them to threaten nearly the entire board between deployment zones.

Orin Midwinter, an outcast in the Skorne Empire's eyes, is okay by me. His main purpose on the tabletop is to make the opposing casters life really, really hard. With the use of Null Magic, Orin is able to produce a 12" zone where spellcasters are unable to do what they do best—cast spells! Null Magic provides your models protection from spells like Force Bolt and Ice Cage, as well as any spells cast by the opposing caster within the zone. However, you must use caution. Null Magic also prevents your own army from using spells, so order of activation becomes very important when Orin is on the table. Orin also has a nifty RNG 10, POW 10 magic attack in Arc Lightning. Use Arc Lightning to destroy pesky incorporeal models or to target a sacrificial Venator Reiver who may ran into a cluster of Iron Fleshed Kayazy Assassins. The lightning will jump D3 times to the nearest models within 4" and hopefully net you a few kills.

Phase U: 100 points

When moving on to the 100-point level, you have numerous options when selecting another warlock. To really maximize threat ranges, accuracy, and unpredictable movement, Supreme Archdomina Makeda is the obvious choice. Her signature spell, Road to War, grants friendly faction models +2" of movement if they activate inside her control area.

List 5: 100-Point List

Model	Point Cost	Notes
Master Tormentor Morghoul	+7 warbeast pts.	
Cyclops Brute	5	
Cyclops Savage x2	5 each	
Cyclops Shaman	5	
Bronzeback Titan	10	
Titan Gladiator	8	
Supreme Archdomina Makeda	+5 warbeast pts.	NW
Basilisk Krea	4	NM
Molik Karn	11	NM
Titan Sentry	9	NM
Paingiver Beast Handlers (4)	2	
Paingiver Bloodrunners	5	NM
Paingiver Bloodrunner Master Tormentor	2	NM
Praetorian Ferox (5)	11	NM
Praetorian Swordsmen (10)	6	NM
Praetorian Officer & Standard Bearer	2	NM
Swamp Gobber Bellows Crew	1	
Tyrant Commander & Standard Bearer	3	
Venator Reivers (10)	9	
Venator Reiver Officer & Standard Bearer	2	
Orin Midwinter, Rogue Inquisitor	2	NM
Tyrant Rhadeim	5	NM
Total	100	

NM – New model for this point level/list

This spell, combined with Morghoul's spell Abuse and the Tyrant Commander's Battle Plan Press Forward, makes for an extremely mobile force.

Speaking of mobility, let me emphasize how fast and unpredictable this army really is with the cyclopean champion, Molik Karn. Karn is one of the most feared warbeasts on the tabletop, and understandably so due to his 18″ threat range with Leash, Road to War, and Rush. Now, factor in Molik Karn's Side Step ability, and you can have up to a 22″ threat range in a single turn. If you really want to take things over the top, add Abuse and the Paingiver Beast Handler's Enrage to the mix. This pushes Karn to an effective P+S 17 weapon master with a 24″ threat range who can come at your opponent from numerous angles due to Leash and Side Step.

Another bit of mobility lies in Press Forward and Road to War. When applied to the Venator Reivers, this combination with their once-per-game Extended Fire ability allows the Venators a 26″ threat range. That nearly reaches your opponent's deployment zone!

The mobility list goes on and on. With Road to War, the Praetorian Ferox and Tyrant Rhadeim have a 15″ threat range with a charge (including Reach), or a 19″ threat range when they receive the Press Forward Battle Plan, advance, and then Jump. The Praetorian Swordsman gain Vengeance as an Elite Cadre ability from Makeda and Side Step from their Officer and Standard Bearer, giving them up to 18″ of total movement in a single turn with Makeda's Road to War. The Paingiver Bloodrunners are incredibly mobile due to their ability Shadow Play. When charging enemies in the right positions, the last Bloodrunner can wind up over 20″ from its initial starting point! These guys can be all over the place! That's just a basic run down of all the movement abilities that lie within this warlock combination. Go on and search for more; you may be surprised by how many you find.

Hitting your opponent shouldn't be a problem with the Supreme Archdomina on the board. Her feat, Instruments of War, gives the entire Skorne army boosted attack rolls, the ability to ignore free strikes, and prevents them from being knocked down for a round. Combining this feat with the Veteran Leader abilities of Tyrant Rhadeim and the Bloodrunner Master Tormentor make for a fast, accurate, alpha-striking army that can surprise your opponent time and time again.

Play with the element of surprise in mind when using this army. Right out of the gate, pick off support and infantry with the Venator Reivers, and jam your Bloodrunners and Ferox into your opponent's lines while keeping your heavy hitters safe. Along with Admonition and Pain and Suffering from Morghoul, use the Titan Sentry's animus and Makeda's Stranglehold spell to keep the opposition at bay while you set up an alpha strike with your warbeasts. Then, unleash the fury of the Skorne.

Phase VI: Unbound

When entering the Unbound level of game play, you may want to add some depth to your Skorne force. Since we've focused on being aggressive and using the alpha-strike to our advantage, it may be quite tempting to consider Tyrant Xerxis as an optimal third warlock for his feat Total Annihilation and his ability Martial Discipline to follow our established theme. However, in Unbound, bad match-ups may occur. Therefore, you may want to use diversity to your advantage. Enter the master mortitheurge, Lord Tyrant Hexeris. When you add Hexeris to the equation, a whole new list of opportunities arises.

Hexeris is an extremely diverse Warlock and his spell list complements this idea. With spells like Soul Slave, Obliteration, and Soulfire, he can channel spells through a warbeast in his battlegroup and fire upon the opposition from afar. This tactic is especially handy in Unbound, as it allows Hexeris to eliminate enemy models that may be threatening or contesting various zones, potentially aiding you in seizing the initiative. Death March, cast upon the Nihilators or Gatorman Posse bumps their MAT by 2 and grants these superb units Vengeance to give them extra attacks and further increase their already excellent threat ranges.

TACTICAL TIP

When using Molik Karn with Supreme Archdomina Makeda, make good use of Leash, Fate Walker, and Abuse to "yo-yo" Molik in and out of combat. Often, a player will use Leash to gain extra distance on the charge. What is often overlooked is that you can actually pull Molik back 3″ with Leash, and then use his animus Fate Walker in combination with Abuse to move back another 8″, effectively netting him an 11″ retreat.

At first glance Hexeris may seem like only a spell slinger, but with MAT 7, P+S 14, Beat Back, and Vampiric Reaving, it's important to understand when to switch from a back-line caster to a melee monster. When the opportunity presents itself, advance Hexeris forward or charge the Lord Tyrant into combat with an enemy warbeast to make good use of his Vampiric Reaving ability. This denies the opposing warlock fury and further augment Hexeris's offensive capabilities. If this tactic should go awry and Hexeris fails to destroy the enemy warbeast, put the Titan Sentry and its Locker animus to work. Locker restricts the movement of enemy warjacks and warbeasts, allowing the affected model to only advance directly toward the user of the animus. When Hexeris and the Titan Sentry both use the Locker animus on a single target, it prevents the warjack or warbeast from moving in any direction. Provided that the warbeast doesn't have reach, it will be unable to retaliate against Hexeris or the Sentry.

In the Unbound format, what separates Hexeris from other Skorne warlocks is his terrifying feat: Dark Dominion. This allows the Lord Tyrant to take command of enemy models that are boxed within his control area, advance them 3″, and make a single melee attack with them. With so many enemy

List 6: 150-Point List

Model	Point Cost	Notes
Master Tormentor Morghoul	+7 warbeast pts.	
Cyclops Brute	5	
Cyclops Savage x2	5 each	
Cyclops Shaman	5	
Bronzeback Titan	10	
Titan Gladiator	8	
Supreme Archdomina Makeda	+5 warbeast pts.	
Basilisk Krea	4	
Molik Karn	11	
Titan Sentry	9	
Lord Tyrant Hexeris	+6 warbeast pts.	NM
Razor Worm x2	4 each	NM
Titan Sentry	9	NM
Gatorman Posse (5)	9	NM
Nihilators (10)	8	NM
Paingiver Task Master	2	NM
Paingiver Beast Handlers (4)	2	NM
Paingiver Beast Handlers (4)	2	
Paingiver Bloodrunners	5	
Paingiver Bloodrunner Master Tormentor	2	
Praetorian Ferox (5)	11	
Praetorian Swordsmen (10)	6	
Praetorian Officer & Standard Bearer	2	
Swamp Gobber Bellows Crew	1	
Tyrant Commander & Standard Bearer	3	
Venator Reivers (10)	9	
Venator Reivers (10)	9	NM
Venator Reiver Officer & Standard Bearer	2	
Venator Reiver Officer & Standard Bearer	2	NM
Aptimus Marketh	3	
Agonizer	2	
Extoller Soulward	2	
Orin Midwinter, Rogue Inquisitor	2	
Tyrant Rhadeim	5	
Total	150	

NM – New model for this point level/list

models on the table, Hexeris' feat should have a huge impact on the game. Use the Venator Reivers to keep Hexeris' chain of destruction going, and target enemy models that get you the most bang for your buck, such as Bane Knights, Iron Fang Pikemen, or Dawnguard Sentinels. Really, any model with a decent MAT and P+S is an optimal target for Dark Dominion.

As your Unbound game unfolds, stacking feats can be very tricky to execute yet very devastating if you can pull it off. With the combination of these three warlocks, you have a set of feats that can all be used within the same round for maximum defensive and offensive potential. In order to maximize threat ranges, first activate Master Tormentor Morghoul and cast Abuse on the mighty Skorne warbeasts. Then, since Hexeris and Makeda must expose themselves this round, use Morghoul's feat Pain and Suffering to protect them from enemy warcasters, warjacks, and warbeasts. Next activate Supreme Archdomina Makeda and have her cast Road to War and then immediately use her feat Instruments of War. Finally, activate Hexeris and use his feat Dark Dominion to end the round by turning the opposing army into a horde of zombies under your control. Keep in mind that Instruments of War lasts the entire round, so make good use of the boosted melee attack rolls it provides to increase the casualties under the effects of Hexeris' Dark Dominion.

Finally, have some fun with Unbound. Take some time and enjoy WARMACHINE and HORDES on a whole new level. The system was designed to keep you entertained with battles of epic proportions that you and your friends can talk about for years to come.

Conclusion

Like a scalpel in the hands of a tormentor, the Skorne Empire can deliver a precision strike that will put your opponents on their heels. With the foundation of the army based upon speed, accuracy, and unpredictable movement, you can deliver an incredible alpha strike and force your foes into very difficult decisions. Capitalize on these decisions and enslave all that stand in your path.

Now, go! Push your army beyond the limits of life and death, as any master mortitheurge would, and prove to the empire that you are worthy of exaltation!

UNBOUND
TEAM GAMES

BY WILL SHICK

Unbound introduced large-scale battles to WARMACHINE and HORDES tabletops across the world, allowing players to field truly massive armies in titanic clashes. In addition to simply increasing the size and scope of WARMACHINE and HORDES games, Unbound is the perfect venue for large, multiplayer team games. Team games provide new and exciting game play and also provide an unparalleled community experience. However, just as a player's strategy on the tabletop must change to accommodate the greater scope of Unbound, organizing a grand team game requires similar adjustments to standard pre-game planning and execution.

PLAN, PLAN, PLAN

Unlike a standard game of WARMACHINE and HORDES, Unbound team games require more planning and forethought before you get to the tactical challenges of the tabletop. The first thing to do is decide how large you want your team game to be. Will it be a simple two–on-two match or a truly apocalyptic event where twenty players on ten-man teams throw down with every available warcaster in a faction? While it should be obvious that one of these games requires more intensive planning than the other, the basic principles of successfully planning a multiplayer Unbound game remain the same.

The most important thing to do is determine a time and place for the game well in advance. As anyone with a regular gaming group knows, there are plenty of other obligations in life that people have to account. The last thing you want is people unable to attend the event because of schedule conflicts. This is especially true for very large multiplayer games where more lead time equals more player participation.

When selecting a location, make sure it has everything the group needs for the game, including table space, terrain, and proper facilities, like bathrooms and food. The most obvious location choice for this type of game is your local game store, as most are well equipped to handle the large space and player requirements. If you are holding it at your LGS, be sure to clear it with the owner. Not only will this make sure the table space you need is available, your LGS can work with you to promote the event and make sure you get all the players you need for a truly epic game.

With the physical location determined, players recruited, and teams chosen, it's time to build your army. While the same restrictions and basic army-building principles apply to both standard and multiplayer Unbound games, one of the exciting aspects of multiplayer Unbound is the increase in the number of models from which you can select. This opens up tons of possibilities, from fielding multiple formations to playing with very specific themes like an all Storm Knight Cygnar army or a horde of Legion dragonspawn backed by a myriad of beast support solos and warlocks. With such a wide range of options, it can be somewhat overwhelming, especially when several people are contributing ideas. While there is no wrong way to go about planning your team's army, there are a few pieces of advice that every group should consider.

First, think about designating a team captain who has the authority to break ties or settle disputes on tactics and strategy arguments both during army construction and in game. Not only can the team captain keep things running smoothly, he also serves to ensure members of the team know who is responsible for bringing what and where their priorities lie during the game itself.

Second, decide who controls which battlegroup and how you will determine unit activations during the game. While dividing the battlegroups is fairly straightforward, having a plan on how units, solos, and battle engines will activate during the various turns and by whom can mean the difference between victory and defeat. The two most common ways to divide battlegroups are (1) a player controls only models and units taken from his own personal collection, and (2) a player is assigned a "zone"

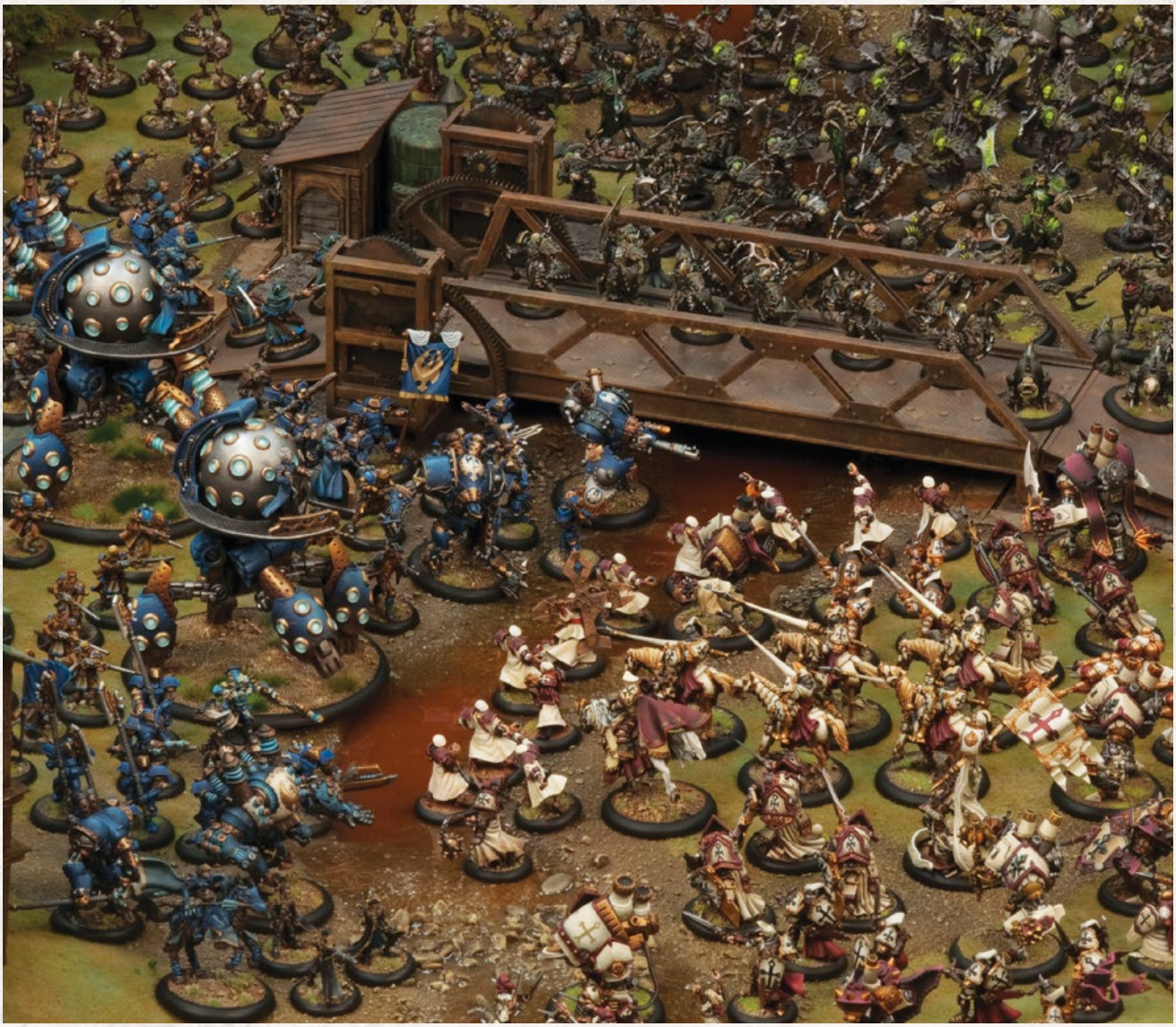
and controls the units deployed there at the start of the game. Players then activate their designated units during the round based on team strategy, and the team captain coordinating their actions.

Finally, make sure to bring activation tokens. During the maelstrom of battle, it can be an easy thing to forget that those Winter Guard were activated way back in turn one.

GAME ON!

So the location is chosen, the teams are assembled, and game day is here. All the hard work and planning is about to pay off, but in order to ensure a great play experience there are still some items to consider. Unbound is filled with plenty of tough strategic decisions, and players could spend hours discussing the right course of action. Implementing time limits for turns during the round not only ensures that the game moves along smoothly, it also keeps the excitement of the game going as players are forced to act rather than debate. While turn limits can be set at whatever the players choose, ten minutes per turn is a good average. Remember that each teammate will be activating portions of the army each turn, so when possible, teams should be activating models simultaneously when those actions don't overlap. In addition to the stock ten minute turn limit, each game round teams can have one extension for an additional five minutes. This gives players breathing room during feat turns where activations may take longer.

Another important addition to consider to the normal turn structure when playing multiplayer Unbound is to add a strategy turn. With multiple players, it is important to give players a chance to discuss strategy for the upcoming round. You can attach it to the Maintenance phase of the round or make it a separate phase on its own. By giving players a dedicated spot to discuss strategy at the beginning of the round, player turns are quicker and



more decisive during actual play. While doing so adds slightly more time to the overall round, it saves time over the course of the whole game.

Of course no player should expect his team's initial plan for the round to make it through unscathed! Your opponent's actions will consistently force you to reevaluate, but by simply having an overall plan in place, teams will be much quicker to adjust their plans on the fly. Also remember that the team captain's role is not limited to the actual battlefield; he is the final decision-maker and coordinator for the team's overall game strategy. It is up to him to ensure the team agrees upon a dedicated round strategy and help them make quick decisions without wasting the team's valuable turn time.

No matter how you decide to approach these additional items to ensure a smooth multiplayer experience, make sure the appropriate information is provided to players well in advance. Making sure they are aware of the changes is just as important as actually putting them in place. The players already have plenty to think about without having to worry about an unexpected curve ball in round organization!

Team games of Unbound provide a singular experience that lends itself to the cinematic and grandiose action of standard Unbound games. While the game experience alone is well worth the effort, the true reward of such games is not the thrill of victory, but being part of something truly legendary in scope with all your fellow players.

M&P MODELING & PAINTING

Megalith, Baldur's wold masterpiece, was crafted with the still-living branches of great trees growing from its frame. For this modification, I have highlighted this aspect of the giant wold, showing its branches in their fullest expression, reaching and gathering sustenance from the brilliant sun above.

This project highlights the chemistry between miniatures and terrain, integrating techniques of both into a cohesive piece. Here I will go over how I used tree armatures and some simple sculpting techniques to achieve this striking modification.

MEGALITH: LIVING WOLD

By Leo Carson-DePasquale

MATERIALS LIST

- Formula P3 Modeling Putty
- Formula P3 Clippers
- Formula P3 Hobby Blade
- Formula P3 Sculpting Set
- Formula P3 Super Glue
- Formula P3 File Set
- Tree armatures
- Various clump foliage
- Various static grass
- Fine turf
- Birch pods

COLORS USED

- Armor Wash
- Bastion Grey
- Beast Hide
- Bloodstone
- Bloodtracker Brown
- Blue Ink
- Brown Ink
- Cryx Bane Highlight
- Cygnar Blue Base
- Cygnus Yellow
- Gnarls Green
- Green Ink
- Hammerfall Khaki
- Menoth White Base
- Meredius Blue
- Morrow White
- Olive Green
- Rucksack Tan
- Thamar Black
- Thornwood Green
- Turquoise Ink
- Umbral Umber

THE BASE

The base shows Megalith in natural terrain where the ground has never been paved.

1) After marking off where Megalith's right foot will connect with the base, use Formula P3 Modeling Putty to add a slight uneven slope to the base. Leave the marked area flat so Megalith's foot will have a strong bond to the base. Dry fit Megalith's legs to its lower torso so you can see where his left foot will connect with the putty. Keep the putty approximately level with the outer lip of the base so Megalith can stand tall and straight.

2) While the putty is curing, take Megalith's metal branch and clip off one side. Cut at an angle so when it is laid flat on the base the cut blends into the putty.

3) Press a few large rocks and the metal branch into the surface of the putty, but avoid the area where Megalith's feet connect. Push the rocks and the branch into the putty so they looks half-buried.

4) After completing the assembly and repose, coat the base with watered-down wood glue and drizzle play-sand over it. Be sure to hit all the recesses; however, the idea is to leave some patches bare or partially sanded to add textural variation.

ASSEMBLY AND REPOSE

For this representation of Megalith, I have chosen an intimidating, grounded pose, suggesting the giant wold's Bountiful Restoration and Steady abilities.

When doing a repose, it is important to consider balance of the miniature. Megalith's left leg is bent, but its weight is forward. This suggests forward momentum driving off the left leg, so the torso should have a slight left lean and the head should also look left.

It is sometimes helpful to put your own body in the position of the model to get an idea of which pose is ideal.

1) Remove the flash and mold lines from all the parts using the Formula P3 File Set, Clippers, and a Hobby Knife.

2) Remove the tabs from the upper torso armpits. This allows the arms to be repositioned.

3) When assembling, always begin with the un-articulated joints—that is, glue everything together in which you have absolutely no choice in how it goes together. In the context of Megalith, this means glue the upper and lower torso sections together.

ASSEMBLY AND REPOSE (CONT.)

4) Glue the legs to the torso, being mindful of how Megalith's feet rest on the base. By now, the putty on the base should be ninety percent cured. If you find the ground under the left leg needs to be raised or lowered, it is not too late to make a slight adjustment.

5) Glue the legs and body to the base.

6) To recover the detail exposed by repositioning the arms, press putty into the negative areas.

7) Using your Formula P3 Sculpting Set, press straight lines into the outer side of the wood to continue the wood pattern on the shoulder. Do not drag the tool; this will pull and distort the putty.

8) Press a vague spiral pattern into the inside wall of the wood.

9) Let the putty fully cure.

10) Place rolls of putty where the ropes would continue and make small diagonal cuts in the rolls to simulate twining.

11) After sculpting the shoulders, glue the arms in place. To add interest, be sure the arms are on different planes.
Use clippers to carefully flatten the portions that will directly adhere to the torso. Don't be concerned by the gap because it will be covered with tree growth.

12) Attach the head so it's looking to the left with the chin tucked. The front of the neck lines up with the front of the socket where the head ordinarily goes.

13) Correct the angle of Megalith's neck by filling the gap under its chin with putty. Then use the sculpting tools to make uneven vertical slashes to simulate the texturing on its neck

NO QUARTER MAGAZINE: MODELING & PAINTING

ADDING THE BRANCHES

The branches are what bring this modification to life, creating an imposing silhouette on the battlefield.

1) Cut a tree armature into 1 large, 1 small, and 2 medium pieces. Then bend them into realistic tree shapes.

2) Glue the large branch into the space where Megalith's metal branch would ordinarily go.

3) Glue the small branch onto the large branch to create a larger branch structure growing from Megalith's spine.

4) Attach the medium branches to Megalith's shoulders, being sure to cover the small gaps between the torso and arms.

5) Cut two twigs off a tree armature and attach these to Megalith's elbows.

6) Use P3 Modeling Putty to ease the transition between the armatures and the metal.

7) Using the same batch of putty, fill the gaps in Megalith's torso.

ADDING THE BRANCHES (CONT.)

8) In order to properly integrate the armatures so they don't look "tacked-on," sculpt vines on Megalith to twist around the armatures. To do this, begin by rolling a tapered sausage of modeling putty.

9) Using your sculpting tools, pick up the sausage by the fat end and press it into the thick metal vines wrapping around Megalith's torso. Do not cover the existing vines, rather, create a natural split growing up the crevices in Megalith's side, around its shoulder, and up the tree armature. Gently press the tool into the putty, pushing it in a slight zigzagging motion so that it looks natural but also as if the vine has "intent" on where it's going.

10) Copying the vines on the model, press lines of texture into the vines.

11) Add a secondary vine growing off the main vine you just made. This should cover up most of the seam between the armature and the shoulder.

12) Apply vines in this style around the bases of all the armatures. The armature growing out of Megalith's back should receive the most elaborate vines.

PAINTING

Before getting started, prime Megalith black using P3 Black Primer. Use Thamar Black to get the recesses the spray paint was unable to reach.

WOOD

This section includes the bound wood that makes up Megalith's body, the living branches growing from its spine and arms, and the dead branch lying on the base.

1) Basecoat all the wood and rope areas with Bloodtracker Brown.

2) Using your finest brush, draw wavy lines with Rucksack Tan to simulate wood grain on the tree armatures.

3) Shade all the wood areas with a mixture of Umbral Umber and Brown Ink. Then darken the mixture with Thamar Black and apply further shading.

4) Apply lines of Rucksack Tan and Menoth White Base to the areas of the wood receiving the most light.

STONE

The stone makes up a prominent aspect of Megalith's body.

1) Basecoat the stone areas with an even mixture of Bastion Grey and Thornwood Green. As usual, it will take a few thin layers of paint to achieve a solid basecoat. To ensure uniformity, paint over the areas of glowing runes as if they were stone.

2) Add Umbral Umber and Armor Wash to slightly darken the previous mixture. Apply a couple layers of the resulting color as shading, successively darkening the mixture with each layer.

3) Mix Bastion Grey and Cryx Bane Highlight to apply highlights

4) Apply glazes of Thornwood green and further highlighting with a mixture of Cryx Bane Highlight and Menoth White Highlight.

GLOWING RUNES

The runes add arcane vibrancy to Megalith.

1) Prime the carved runes with Morrow White.

2) Water down Blue Ink and use it to color the runes.

3) Water down Green Ink and use it to add variations to the tone.

4) Add a very small amount of Turquoise Ink to Morrow White and draw thin lines down the center of the runes. If necessary, this is a good time to clean off any unwanted glow form the stone.

5) Add Cygnar Blue Base and a dab of Green Ink to Morrow white and apply edging to the inside ridge of the runic stone plates.

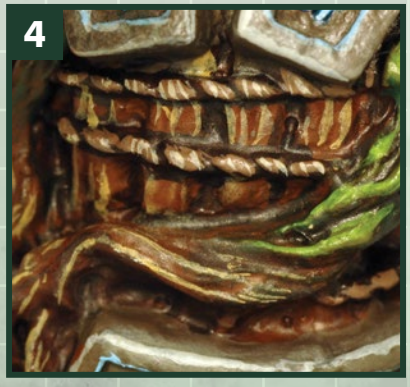
VINES AND ROPE

1) Basecoat the vines with Gnarls Green and the ropes with a mixture of Umbral Umber and Thamar Black.

2) Overbrush a mixture of Beast Hide and Umbral Umber onto the raised areas of the ropes. Wash the vines with a mixture of Thornwood Green, Green Ink, and Brown ink.

3) Blend a mixture of Bloodstone and Umbral Umber into the bases of the vines to represent old growth.

4) Highlight the green vines with successive layers of Olive Green mixed with Cygnus Yellow, adding more yellow for the last highlights. Draw lines of Rucksack Tan onto the base of the vine and similar lines of Hammerfall Khaki onto the ropes.



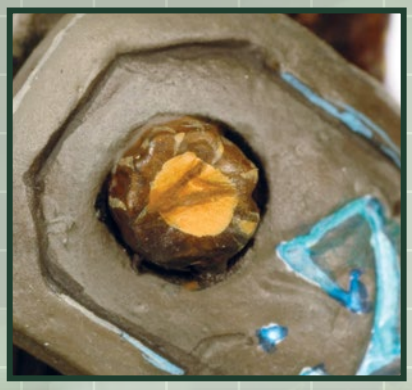
FINAL TOUCHES

Only a couple more touches are needed to complete Megalith.

Eyes and Gems: Paint the eyes and gems to match the glowing runes.

Cracks and Soft Wood: Accentuate the cracks in the stone with Armor Wash and paint the heartwood with Rucksack Tan.

Foliage and Base: Apply superglue to the tips of the tree armatures and then fold clump foliage over them and hold until dry. Apply watered-down white glue over the foliage once it is dry and sprinkle light green fine turf to add variation. Add fine turf, static grass, and a few birch pods to the base.



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

The Gavyn Kyle FILES

Transcribed by **Aeryn Rudel**

Art by **Steve Argyle, Daren Bader, & Chris Walton**

HIGH PALADIN DARTAN VILMON

As always, your coin has been well spent in pursuit of my latest subject. To fully understand Dartan Vilmon and the order he serves, I think a bit of history is in order. One must understand how the Order of the Wall functions within the Protectorate of Menoth to fully grasp how High Paladin Dartan Vilmon has influenced both his own order and recent monumental events in the Protectorate. Additionally, Vilmon is at the very center of a schism between the Order of the Wall and the ruling scrutators; in fact, it could be said he is one of its prime instigators.

One might expect an ancient Menite order like the Order of the Wall to prosper in the Protectorate, yet surprisingly it has seen a sharp decline in recent decades, a trend only recently (and perhaps temporarily) halted following the invasion of Sul. Trying to track this decline, I discovered that in the years immediately following the Cygnaran Civil War the ranks of the order were nearly triple the size they are now. The order seemed to thrive in that time of strife as the Sul-Menites sought to carve a nation from the Idrian-held wastes east of the Black River. No doubt the great shields and swords of the Order held back many horrors threatening the burgeoning Protectorate, for which they earned the admiration of the common folk. This admiration persists to this day.

Why then did the Order of the Wall falter? Their records show a steady decline in the 540s, as recruitment was insufficient to replace casualties suffered by the Order after Hierarch Turgis broadened the Protectorate's borders. But there is a much sharper drop in numbers under the reign of Hierarch Ravonal, who took power in 568 AR and who greatly expanded the Knights Exemplar and Temple Flameguard. His endorsement of the Knights Exemplar as more perfect warriors in the eyes of the Creator may have robbed the Order of the Wall of many potential candidates. This marked a rising sentiment that the Knights Exemplar were the more useful tool of the ranking priests and particularly the scrutators and were therefore of more use in war.

The decline of the Order of the Wall cannot be ascribed solely to the scrutators' growing favor for the Knights Exemplar. There is a more fundamental issue. The Order of the Wall existed long before the foundation of the Protectorate, and their records clearly indicate the scrutators once occupied a very different role in the Menite hierarchy, without the power they now command. Additionally, the traditions of the paladins of the Order of the Wall place the importance of their own moral code and the tenets of their order over obedience to the clergy, who are in turn led by the scrutators. This has led to growing mistrust and animosity between the Order of the Wall and the ruling priests that only increased after Hierarch Ravonal approved the creation of Garrick Voyle's Order of the Fist. This internal police force was designed to root out heresy and sedition from the common people but frequently targeted the very people the Order of the Wall had pledged to protect. In the majority of cases where conflicts between these groups was brought to the attention of the priesthood, the scrutators ruled in favor of the Order of the Fist. This bias became even stronger when Voyle seized power in 588 AR, and dozens of paladins of the Order of the Wall were tried and executed for heresy in the early years of his reign. Even the traditional role of paladins as bodyguards of high-ranking priests was largely stripped away during Voyle's reign, as he preferred the protection of Knights Exemplar and dedicated warjacks like the Devout.

Despite these travails, since the onset of the Caspia-Sul War the Order of the Wall has seen a resurgence of popularity and recruitment. While the invasion of Sul certainly put the order in its most heroic light, credit must also be given to the unwaveringly pious example of High Paladin Dartan Vilmon, a man who exemplifies the ideals of the order. Vilmon is a polarizing figure, beloved by the common faithful and utterly despised by the scrutators and most members of the Synod. Despite these powerful enemies, Dartan has resisted every attempt to remove him or diminish his order. He is the very picture of quiet resistance, a man utterly secure behind the wall of his faith and undeterred by external pressures or threats.

—G.K.

High Paladin Dartan Vilmon Summary

The life and career of High Paladin Dartan Vilmon is marked by a number of significant events placing him at key moments in the recent history of the Protectorate of Menoth. Whether this is blind luck or providence, I would not care to guess. Nevertheless, Dartan Vilmon remains a man who seems to find himself in the right place at the right time with disturbing frequency.

Circa 576 AR: Dartan Vilmon is born in Sul. There is little information on his parents, who likely were killed when he was still very young.

588 AR: Begins training at the central fortress of the Order of the Wall in Sul. Was first turned away for being too old (initiates begin at age ten) and lacking a patron but was accepted on probation after prostrating himself for a full week without food or water on their doorstep. Very quickly overcame his disadvantages.

591 AR: Attains the rank of paladin at the age of fifteen after just three years of training, an unprecedented feat. Typically initiates become paladins at sixteen, after six years of training.

592 AR: Assigned to a small Menite village just beyond the northern border of the Protectorate. He and four other paladins defend the villagers from continuous Tharn attacks.

594 AR: Promoted to sergeant and returns to Sul. Shortly thereafter is accused of defying the scrutators by aiding a village accused of heresy. He is questioned and released without further incident.

599 AR: Promoted to senior paladin after five years abroad serving as bodyguard to junior priests and other emissaries, including some on missions to reinforce ties with the visgoths of the Old Faith of Khador.

604 AR: Chosen by the Harbinger of Menoth to serve as her guardian. He alone is chosen out of a group of ten paladins of unblemished service record.

606 AR: Vilmon and Grand Exemplar Baine Hurst defend the Harbinger from the eldritch Goreshade. Hurst sacrifices himself as Vilmon and the Harbinger make their escape. Following this incident Vilmon is promoted to high paladin.

607 AR, 9th Month: Publicly defies Hierarch Voyle during the Menite invasion of Caspia. The hierarch declares the high paladin apostate. The Harbinger intercepts Voyle's execution blow intended for Vilmon. Lord Commander Coleman Stryker subsequently kills Voyle in battle, prompting a Menite withdrawal from Caspia.

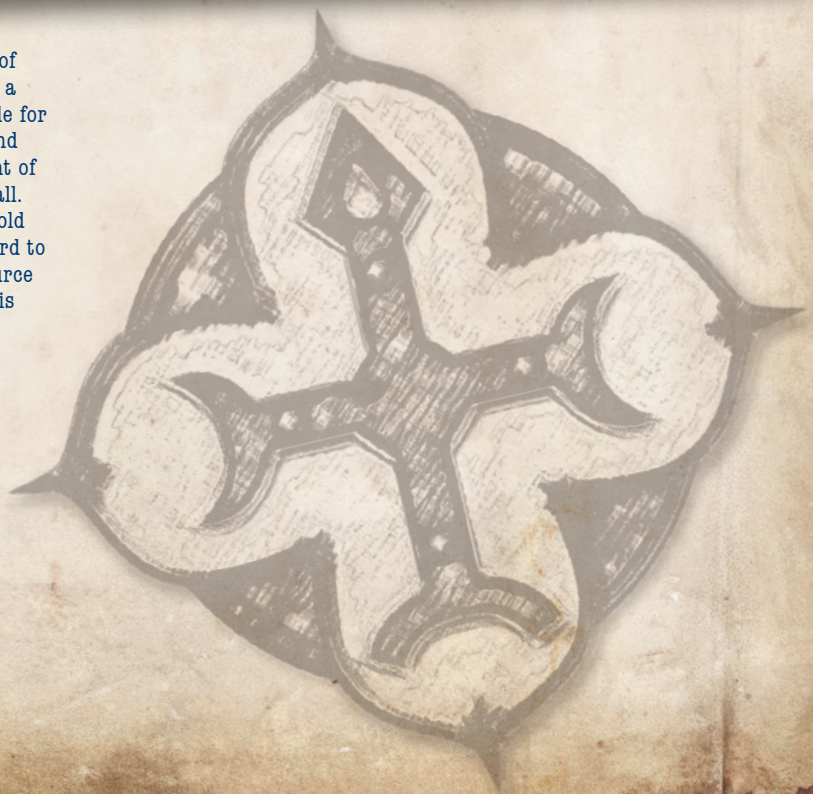
607 AR, 10th Month: Vilmon apprehended by Visgoth Juviah Rhoven and sent to Imer to be tried before the Synod for treason.

607 AR, 11th Month: Synod deems Vilmon guilty of treason and sentences him to death on the first day of the new year.

607 AR, 13th Month: One week before his scheduled execution, a pardon arrives from Hierarch Severius in Leryn. Dartan Vilmon is exonerated, his rank and position restored.

The earliest account I can find of Dartan Vilmon is a report from a senior paladin in Sul responsible for training initiates with sword and shield, the traditional armament of a paladin of the Order of the Wall. His account of the twelve-year-old Dartan's fighting prowess is hard to believe, but considering the source and the subject I am certain it is absolutely legitimate.

—G.K.



To: Grand Paladin Arturus Roane

Re: Status of New Initiates, 588 AR

Of our four new initiates, three of them display a fair amount of natural talent with a blade, as one would expect. The fourth initiate, however, has a clear gift for swordsmanship. In truth, the boy, a youth of uncertain lineage named Dartan Vilmon, possesses a rare talent. This was certainly unexpected given he entered training two years late.

Initiate Vilmon's ability was apparent immediately. I set him against one of the older initiates to see if the boy had the stones and fortitude to take a beating. When Varus—a boy two years older, well trained, and nearly twice the size of Dartan—rushed forward to attack, Vilmon dropped him like a slaughtered ox with a flawless rising cut to the temple.

I had Dartan scourged for endangering one of his brothers, but I cannot deny Menoth has bestowed upon him an incredible gift. When I asked how he defeated Varus so easily, the boy simply said, "The Creator showed me the other side of his shield." I took this to mean he could see the split-second openings in Varus' defenses as the older boy moved—something even the best warriors struggle to do after years of training and combat.

Over the last few weeks, I have been matching Dartan with the most seasoned initiates, boys two and three years his senior. So far he has proven more than a match for even the most skilled of the older boys, and I have every faith he will make a laudable paladin.

Senior Paladin Blaine Rocamber

Not only did he enter training late, Dartan Vilmon achieved the rank of paladin by the age of fifteen. His rapid ascent is attributed to his unswerving devotion to the Menite faith and a physical and spiritual discipline far exceeding those of his contemporaries.

—G.K.

Dartan's first assignment after attaining the rank of paladin was the defense of the village of Suthra, where he and his brothers repelled a number of Tharn raids on the small community. He served in Suthra for two years, until he was promoted to sergeant and recalled to Sul. While in Sul, Dartan became embroiled in an incident that resulted in his questioning at the hands of the scrutators. As you well know, those taken for "questioning" by the scrutators are rarely seen or heard from again, but Dartan was allowed to return to the order's barracks after a few days. The following letter sent to Senior Scrutator and Visgoth Enjorran Sollers provides some details on the nature of the incident and Dartan's involvement.

—G.K.

To Visgoth Enjorran Sollers

Martus 7th, 594 AR

Your Eminence, I have distressing news regarding the situation in Turil. When I arrived at the village with a contingent of cleansers to administer the Creator's justice, we found little more than empty streets and houses. We did, however, find Garin Fineway—the villager accused of seditious and heretical speech—lashed to a stake in the town square. Of the other villagers there was no sign.

Upon questioning, Fineway told us a small group of paladins had arrived days before and evacuated the villagers in the direction of Sul. Obviously, we have no way of identifying individual villagers among the thronging inhabitants of that great city. They are, for all intents and purposes, hidden from us in plain sight.

The villagers of Turil were undoubtedly corrupted by the heretic in their midst. The only way to tell those who held to the True Law from those attainted was to question them and mortify their flesh in sight of the Creator. That the Order of the Wall would circumvent this, our divine purpose, represents a serious affront that cannot go unpunished. To that purpose, I went to the fortress in Sul with two full phalanxes of Knights Exemplar to demand the paladins responsible for the grave offense in Turil surrender themselves. Although the grand paladin welcomed us to receive my complaints and was polite, we were then kept waiting for several hours in the central courtyard. Eventually a single paladin—little more than a boy, really—came forth to answer my accusations, a young sergeant named Dartan Vilmon. He asserted he alone was responsible for removing the villagers. We know this to be untrue, but he refused to provide additional information or identify any collaborators.

The grand paladin apologized for the youth's actions but insisted the order had no awareness of any scrutator interest in the village and claimed this to be a simple misunderstanding. Such an assertion is patently absurd, but having no evidence to the contrary, my options were limited. I took Vilmon into custody with the intent of wringing the truth from him. We questioned him for three days, and through it all he would not implicate any of his brothers in the crime. In fact, Sergeant Vilmon said not a word or uttered a single cry of pain, denying us even the satisfaction of seeing him suffer for his transgression. I had heard reports of the futility of our methods on the paladins but had not expected to experience it firsthand, particularly with one so young.

I have no wish to antagonize the Order of the Wall or the grand paladin directly, and lacking any confession upon which to expand my investigations, I am at an impasse. I have released Sergeant Vilmon to return to his order on the grand paladin's promise the youth would be dealt with as his actions warranted.

The most disturbing aspect of this affair is my certainty that there must be an informer sympathetic to the Order of the Wall in our midst. Few knew of the planned cleansing of the village. I have begun an investigation into this matter and have detained the most likely guilty parties. My interrogations shall root out the traitors forthwith. Be assured, the guilty parties shall be subjected to the full wrath of the Creator.

Scrutator Goras Naz-Madrah

The incident in Turil is one of the more egregious examples of defiance among the paladins of the order and is certainly an exception to the general rule. However, the order is less than inclined to afford the scrutators the absolute obedience to which the they have become accustomed. There is a sense among adherents of the Order of the Wall that they would prefer scrutators returned to a purely punitive role distinct from the leadership of the priest caste. There is little doubt, even if they will not say it openly, that the upper echelons of the order believe the scrutators guilty of abusing their authority. It is the persecution, torture, and execution of the innocent among the faithful that the Order of the Wall is most eager to prevent. By contrast, the scrutators consider the spilling of innocent blood trivial when done while rooting out perceived heresy.

As the following letter addressed to then Grand Paladin Arturus Roane clearly indicates, the Order of the Wall's struggles with the scrutators have, from time to time, caused them to question their place within the Protectorate as a whole.

—G.K.

Grandmaster, these are dark times to be sure, and I did not believe I would live to see the day when our shields might slip and no longer be able to hold such darkness at bay. I know my two most holy brothers High Paladin Gartinius and High Paladin Bouridor agree with you that perhaps it is time to reassess our place in the world. Our strongholds among those of the Khadoran Old Faith are still robust, while our numbers in Sul and Imer have steadily declined. Perhaps, as you have so eloquently argued, our failing numbers and struggles with the scrutators are signs from the Creator that our path lies elsewhere.

I cannot deny the scrutators have become reckless with their power. They are the source of much woe and pain among the common folk, whose lives and souls it is our duty to preserve and protect. But we are the Order of the Wall, and it is our shields, our walls, that stand between those who would subvert the True Law for their own purposes and the innocent souls they prey upon. If we remove ourselves from the Protectorate of Menoth and join our brothers in communities of the faithful in Khador, Ord, or Llael, what will happen to those bereft of our protections? How can we simply leave them to their fates?

High Paladin Blaine Rocamber

In my opinion, the Protectorate's enemies are quite fortunate the Order of the Wall remained among the Sul-Menites. There is mounting evidence that despite the relatively small size of their order the paladins act as a counterbalance to the scrutators. It seems likely that whatever the excesses of the current crusades, the toll would be far worse without their voice of dissent. Doubtless, many lives have been saved by the Order of the Wall quietly working to temper the more severe edicts of the scrutators.

—G.K.

All the city turned out to welcome the paladins and see them presented to the Harbinger in the square. The mood was bright and joyous, as all ten candidates were handpicked young men who had proven themselves loyal to the faith and fearless in battle. It was a fine guard indeed.

When the Harbinger appeared, the throngs quieted to the barest whisper, and all that could be heard was the soft clinking of the chains holding her to the earth. Anchored by her attendants she moved down the line of young paladins and placed her hand upon the armored shoulder of each in turn, dismissing them without a single word. The crowd was shocked, and I could feel the tension at the Harbinger's judgment of the young men. The paladins are well loved by the common folk and held as paragons of virtue and piety. If they were found wanting, how could anyone hope to be worthy in her eyes?

Finally, the Harbinger came to the last paladin in the square and placed her hand upon his shoulder as she had done with the others. When she released him the paladin drew his sword, knelt, and placed the blade at her feet. The crowd erupted into wild cheers, for the paladin chosen was Dartan Vilmon, who was even then well known for his compassion, mercy, and unwavering devotion to the Creator. It became clear then that the other paladins were not unworthy—they simply were not Dartan Vilmon.

Tarian Kayl
Priest of the Western District

Of course, the most intriguing aspect of Dartan Vilmon's career is his connection with the enigmatic Harbinger of Menoth. A group of young paladins, Vilmon among them, was sent to serve the Harbinger as bodyguards after she ended her seclusion with the hierarch and the Synod and stated her intent to tour all the towns and villages of the Protectorate. For reasons unclear to any except herself, the Harbinger chose out only Vilmon to remain, and the rest were dismissed.

Eager to learn more about this event, I sought out a low-ranking priest in Sul who witnessed it. His tale, although clearly embellished, is certainly provocative.

—G.K.

Soon after being chosen as the Harbinger's guardian, Dartan accompanied her on a number of pilgrimages across the Protectorate. Apparently, he was quite well chosen, as the following account from an Idrian priest details his defense of the Harbinger. This account, like so many of its kind, is overly dramatic and likely filled with exaggeration, but nevertheless illustrates how Vilmon's martial prowess had bloomed under the tutelage of the Order of the Wall.

—G.K.

Potentate Kerswell,

I am sure you have by now heard of the terrible events that have recently befallen Sufhra. We believed the Tharn menace to have been put down by the Order of the Wall years ago, for we had not seen any sign of the savages in many years. It is surely the Creator's mercy that the Tharn chose to attack on the very day when one of his greatest servants was among us.

The Tharn came from the hills to the north of Sufhra, slaying some dozen villagers working the fields outside the village. When Vilmon learned of the Tharn presence he immediately ordered the unit of Flameguard that had accompanied him to lead the villagers to safety, and the Harbinger took refuge in the ruins of the old temple. Vilmon stood in front of the entrance with his sword ready.

When the Tharn came howling into the village, he withdrew to a position in the narrow entryway. The Tharn warriors crashed into him, but their axes seemed to find no purchase on the Lawbringer's chosen. From behind the paladin, the Harbinger smote the Tharn with divine power and cut them down unerringly with her sword. Vilmon's own blade clove his foes with terrible fury, until only one Tharn warrior remained, a notorious chieftain named Thraxus the Maimed who had long plagued this region. With his warriors dead and bleeding, Thraxus attempted to flee, but Vilmon struck off the Tharn chieftain's head before he managed a single step.

That such horror could befall my own little village has pained me to my core, but as in all things, I see the Lawbringer's purpose and design. I consider myself to be truly blessed to have witnessed the triumph of righteousness and light over darkness and foulest evil.

Menoth be praised!

Aaadim Uz-Askar,
Priest of Sufhra

After this incident the Harbinger accepted a larger escort for the rest of her pilgrimages that included Grand Exemplar Baine Hurst and a full phalanx of Knights Exemplar. Letters he sent during this period confirm Hurst was profoundly affected by witnessing the Harbinger and felt it his duty to personally see to her protection.

There appears to have been no animosity between Hurst and Vilmon, and Hurst had publicly acknowledged Vilmon's achievements, calling him the finest swordsman ever to serve the Creator. Certainly the Harbinger was fortunate to have two such staunch guardians when Goreshade attacked. While Hurst gave his life to delay the eldritch, Vilmon managed to get the Harbinger to safety.

Although Vilmon was promoted to the rank of High Paladin for his role in defending the Harbinger, not all saw his actions as valorous. Further, the death of their beloved grand exemplar did not sit well with some among the order. The following letter from High Exemplar Gravus protesting Vilmon's promotion represents the view of many in his order about the incident as well as the Order of the Wall as a whole.

—G.K.

To: Grand Paladin Trenton Bouridor

Octesh 20th, 606 AR

Grandmaster, while the Order of the Wall sings the praises of its newest high paladin, Dartan Vilmon, I feel it is my duty to voice reservations held by many. I know the events that led to Grand Exemplar Hurst's death have been discussed by the Synod and Vilmon's actions deemed appropriate, even "valorous" in the words of Grand Exemplar Kreoss. Unfortunately I and many in my order do not believe High Paladin Dartan Vilmon acted valorously. In fact, I believe he abandoned his duty when he left Grand Exemplar Hurst to his fate.

Admittedly the eldritch was a mighty foe, but if all I have heard about High Paladin Vilmon's skill is true, could he have not joined his blade with the grand exemplar's and brought low this great evil? We will never know, for Vilmon chose to flee. I have heard it told that it was Grand Exemplar Hurst who ordered him to take the Harbinger to safety, but my heart and my faith tells me different. Your order has long chosen its own path over obedience to the True Law and those who act as its custodians. Dartan Vilmon is no different, and I believe he chose his own path when he left one of the greatest warriors ever to serve the Creator to die. I hereby formally lodge a protest against this promotion and indeed find it reprehensible he was not flogged for his cowardice.

High Exemplar Sarvan Gravus

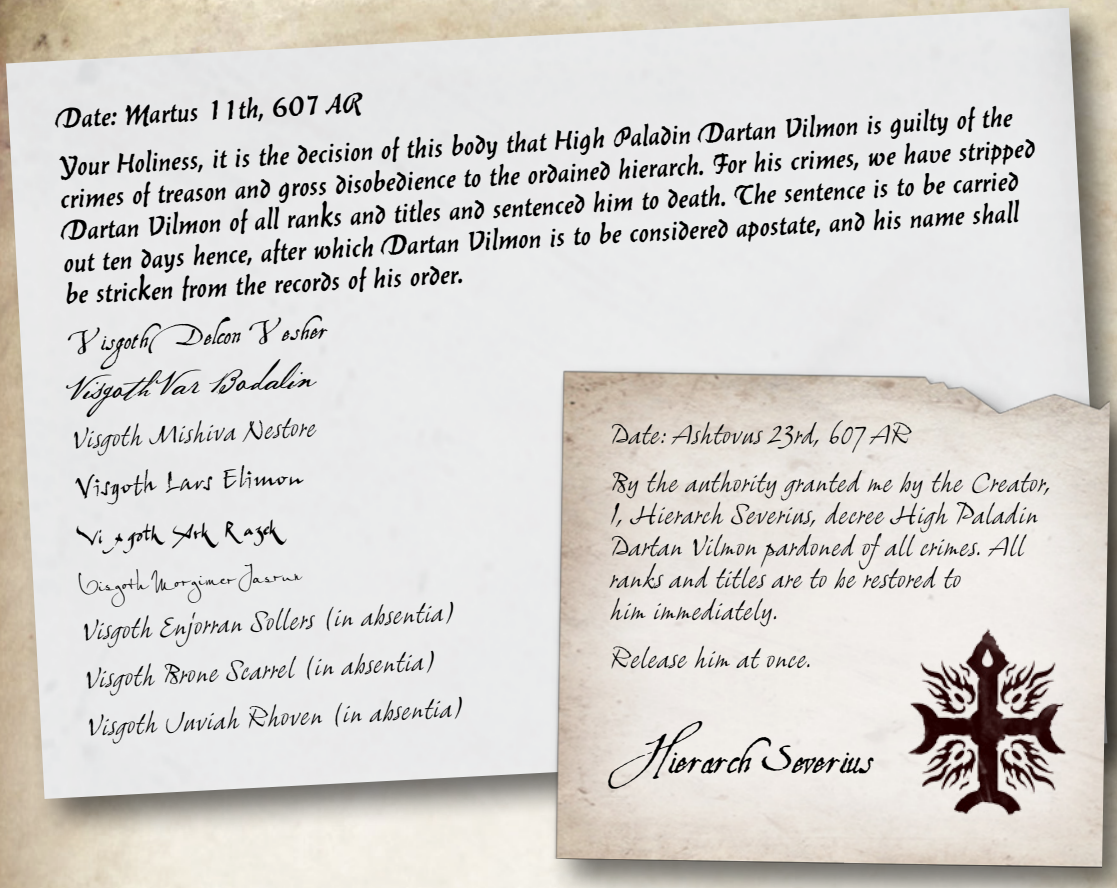
Despite the protests of High Exemplar Gravus, it is clear Vilmon's star was on the rise. His strong association with the Harbinger was key to this. One incident for which I have found no solid documentation involves the apparent death of the Harbinger at the battle of the Temple Garrodh in 606 AR. This battle has come up in my investigations before, with similarly fruitless results. The circumstances around the Harbinger's death are a mystery, but there is a tale widely known among the Protectorate's citizens about how Dartan Vilmon carried her body home from a conflict against the godless in the Thornwood, together with the Testament and Amon Ad-Raza.

Vilmon is credited with a number of unlikely heroics during this trek, including carrying his holy burden tirelessly for weeks without rest, food, or water. Hierarch Garrick Voyle resurrected the Harbinger in a public ceremony in Imer on the 25th of Goloven in 606 AR. This event was witnessed by the hundreds of thousands who had gathered for her funeral. Among the common people, the resurrection is overshadowed by Dartan Vilmon's heroic return of her body to make the ceremony possible.

This gives context to the most pivotal moment in the life of Dartan Vilmon thus far: his open defiance of Hierarch Voyle during the Protectorate's invasion of Caspia at the end of the Caspia-Sul War. It was for this that Vilmon was declared apostate and sentenced to summary execution. Witnesses corroborate that the Harbinger interposed herself to save Vilmon, an event that was not anticipated by Hierarch Voyle. I think one can safely draw the conclusion that this unexpected turn of events distracted the hierarch during his clash with Lord Commander Stryker and contributed to his death. This prompted considerable debate and speculation in the Protectorate, even as the scrutators took efforts to suppress details of the hierarch's death.

Given the unique standing of the Harbinger, it is clear the Menite leadership was uncertain how to react in the aftermath of this event. Although she had intervened to save Vilmon's life, the Synod clearly still considered him guilty of treasonous disobedience against Hierarch Voyle. It seems likely they saw him as a threat to their authority and hoped to sidestep the Harbinger's wishes by conducting a private trial. The following document sent to Hierarch Severius describes the result of these proceedings.

—G.K.



Date: Martus 11th, 607 AR

Your Holiness, it is the decision of this body that High Paladin Dartan Vilmon is guilty of the crimes of treason and gross disobedience to the ordained hierarch. For his crimes, we have stripped Dartan Vilmon of all ranks and titles and sentenced him to death. The sentence is to be carried out ten days hence, after which Dartan Vilmon is to be considered apostate, and his name shall be stricken from the records of his order.

Visgoth Delcon Vosher
Visgoth Var Bodalin
Visgoth Mishiva Nestore
Visgoth Lars Elimon
Visgoth Ark Rasch
Visgoth Morgimer Jasrus
Visgoth Enjorran Sollers (in absentia)
Visgoth Brone Searrel (in absentia)
Visgoth Juviah Rhoven (in absentia)

Date: Ashtovus 23rd, 607 AR

By the authority granted me by the Creator, I, Hierarch Severius, decree High Paladin Dartan Vilmon pardoned of all crimes. All ranks and titles are to be restored to him immediately.

Release him at once.

Hierarch Severius

The next document, dated three days before Vilmon's scheduled execution, is Severius' reply to the Synod's verdict. You'll agree it is rather terse and to the point.

—G.K.

Severius' pardon of Vilmon is incredibly intriguing, and I am sorry to say I can find no documentation that gives any indication of official cause for nullifying the decision of the Synod. I am, however, more than willing to offer a theory.

There are some unprecedented theological wrinkles related to the Harbinger's intervention. If one accepts the Harbinger as a prophet and she is credited for being able to speak the very will of Menoth, her actions inherently carry divine approval. Therefore, if Voyle attempted to kill Vilmon for disobedience and the Harbinger accepted the killing blow for him he cannot still be guilty of the crime. That the Harbinger gave her life for him can only mean he was absolved of guilt by the Creator. Obviously the Synod chose to ignore this argument, but perhaps the hierarch felt he could not.

Another factor that must be considered is the Harbinger herself. Many outside observers have long believed her to be little more than a symbol, a living miracle, and that her direct influence on the clergy and their internal politics was minimal. However, Dartan Vilmon is her chosen champion, and perhaps Severius decided he could not risk his reign being troubled by earning the Harbinger's disapproval. Severius may have relented based on who and what she represents, or he may have simply made a shrewd political move. Dartan Vilmon is by all accounts much beloved by the people, and the outcry in the wake of his execution might have proven difficult for the Synod to manage. All the same, I do not believe Hierarch Severius is one who would shy from displays of power to support the scrutator caste or cow the population. I think it more likely the Harbinger has considerable political as well as spiritual clout among the Sul-Menite hierarchy, an interesting consideration when trying to predict the decisions of this martial theocracy. I could theorize on Severius' reasons at length, but that is not what you have paid me for.

In closing, I think those outside the Protectorate are quite fortunate High Paladin Dartan Vilmon is within it. Although his order has historically been satisfied with a quiet and subtle resistance against the more severe stance of the scrutator caste, Vilmon remains the only paladin to be openly defiant. I expect there is every chance he will become grand paladin, and then he may lead the order in a more concerted effort against the tyranny of the scrutators. Perhaps, in time, Vilmon would even be receptive to suggestions from the faithful outside the Protectorate.

—G.K.

Story by Douglas Seacat
Art by Michael Phillippi, Karl Richardson, Brian Snoddy, and Andrea Uderzo

WARNING! This story takes place after the events in *HORDES: Domination*. Reading the narrative in *Domination* is recommended before reading this story, which will reveal the outcome of certain plots introduced in *Domination*.

Kallus, Wrath of Everblight, never slept. After the onslaught by the skorne warlock, as his body shuddered and his blood poured forth to stain the sands, he wondered if he was about to experience something like sleep. He felt it as his body struggled to stay alive and his organs failed. His heart hammered in his chest, then gave an irregular spasm and seized. He felt no panic, as another living thing might, but his mouth still opened and gasped for air. The final seconds were the most painful. His tissues screamed as his lungs failed to provide them the air they required. At last he hissed and emitted a death rattle. His synapses fired their last signals, and his body became mere meat. He could no longer perceive the world through his living senses. It was his first death.

After his confusion passed, calm filled him. His consciousness did not reside within his organic brain. It existed only to regulate his organs and coordinate his senses. His essence was intact, nestled within the crystalline athanc shard buried in his silent heart. His mind found parallel with the experiences of Everblight when the dragon had first been deprived of a body after a death of a thousand pinpricks from the weapons of the Iosan army, although Kallus felt abashed at the impertinence of comparing his experience to that of the dragon responsible for his creation.

With some effort, Kallus found the blighted energies radiating from his core allowed him to extend his mind and will a short distance. He could see and hear a skorne mystic speak to a warlock, the same skorne who had killed him. The sensation was not dissimilar from when he peered through the minds of his dragonspawn, albeit hazier and directionless. Borrowing Everblight's facility with languages, he heard the mystic name the warlock "Lord Arbiter Hexeris." Hexeris ordered the mystic to return the corpses to his fortress, and Kallus' cooling flesh was stacked alongside the flesh of slain dragonspawn on a wagon to be hauled away.

In this state he felt strangely indifferent to the passage of time. He peered at the mortitheurge placed in charge of his corpse, sensing his fleeting thoughts like whispers. He discovered he could apply pressure to them and shape them like clay. It was slow, insidious work, but by the time they arrived at a squat skorne fortress and were let inside its gates, Kallus had become adept at sending tendrils of his will into the skorne's mind, slipping through scattered and unfocused layers of outer thoughts.

They passed through the outer courtyard and down a narrow hall dimly lit by infrequent torch sconces. A pair of low-ranking skorne helped offload the corpses into a cold and sterile chamber and withdrew. The mortitheurge closed and latched the heavy door behind him and then turned to his work, stripping Kallus of his armor before struggling to situate the corpse across a metal slab. The other dragonspawn recovered from the battle were situated elsewhere, and they were not the only corpses in evidence. Several other bodies, of various species, were preserved in various states of dissection. Organs and tissues preserved in jars lined numerous shelves.

The mortitheurge was alone, and the locked door suggested no outside intrusion was expected, so Kallus abandoned subtlety and plunged his will into the skorne's mind. He reached deep and forced the skorne to step toward him, the other's eyes widening as his body seemed to act of its own accord.

Kallus tightened his grasp, ignoring the desperate and feeble attempts of the weaker mind to regain control, the mental flailing that was like that of a man being strangled. The mortitheurge lunged awkwardly toward Kallus' corpse, then tore sharpened nails into the decaying chest. He grasped the athanc shard, Kallus' true essence, and screamed in pain as the skin of his hand both burned and froze. The mortitheurge's every instinct demanded he unclench his hand and drop it, but Kallus did not

relinquish his control. The horrified mortitheurge took the shard in both hands and stabbed it deep into his own chest as if it were a dagger. Blighted energies flowed like a black tide through his tremulous flesh.

The body fell to the stone floor, convulsing and wriggling as bones cracked and reshaped. This was the imposition of an exacting template inscribed in the otherwise unchangeable perfection of the athanc shard, an imprint conforming to the physical vessel of the entity named Kallus. His old body lay nearby, the ragged hole in the chest gaping red. Eventually Kallus opened his eyes in new flesh that bore no sign of once having been skorne. He clenched his fingers and smiled, noticing he felt a bit weak, slightly diminished from before. Most skorne were tall and well built, but this one had been smaller and comparatively frail. Kallus would recover his full strength and vitality soon, but he knew he could not wait; he must escape the fortress to resume his mission. Vayl expected him to fail, but he would prove her wrong. He would find the bones of Pyromalfic and return them.

A pair of Praetorians marched the halls, their steps in synch from countless hours of repetition. The one to the right stopped and held up a hand, tilting his head and frowning. His peer also halted, his right hand going to the hilt of one of the pair of swords dangling from his belt. He, too, had heard something, a strangled sound like a cry of pain.

These lower halls were largely unoccupied, as this part of the keep was reserved for the use of the lord arbiter and those who served him. None of those who guarded the keep pretended to understand the esoteric work of Hexeris and his subordinates. They feared and respected the lord tyrant, who was as much a warrior as a mystic, but they had far less respect for the other mortitheurges, who were merely robed scholars with little knowledge of arms or *hokzune*. Still, even the feeblest arcanist was not prone to calling out in pain for no reason.

The sound had seemed to come from the nearest chamber. Trying the door, the senior of the pair found it was locked. "Likely injured himself somehow," the senior Praetorian grumbled. He rapped sharply on the door and called out, "Mortitheurge Rukaash? Are you hurt? Open the door!"

They heard footsteps approaching hurriedly from down the corridor and the younger swordsman turned and drew his blades. He relaxed when he saw one of the thick-robed occult assistants waving at them to stop. The man pleaded, "The mortitheurge is not to be disturbed when the door is sealed!"

Both Praetorians had turned to glower at the assistant, so their only warning was a slight widening of his eyes as he looked behind them. The door was yanked open from within and a figure in silver armor sprang upon them, a broad two-handed sword held upright before him. The senior Praetorian only had time to half-draw one of his blades before the intruder's weapon clove straight into his neck and collarbone. The unnaturally keen edge hewed through armor, flesh, and bone. Even as the intruder yanked loose the dripping sword, it shimmered dangerously and a burst of flame erupted from it, setting afire the remaining skorne. Even while burning, the Praetorian lunged at him, but his blade struck the doorframe as the enemy stepped aside and delivered a blow into his face. The mortitheurge staggered back, screaming as fire consumed him.

Kallus gritted his teeth, realizing he had not handled that clash as quietly as he should have. He had not been created for stealth. He hoped they were deep enough in the fortress that any noise from the altercation had been swallowed. He slung Hellbrand across his back and seized hold of the Praetorian bodies, dragging them back into the chamber where his old corpse still lay. He then retrieved the smoking remains of the mortitheurge, unconcerned with singing his fingers as they sank into the charred meat. He threw the body unceremoniously atop the others.

He worked quickly, knowing he did not have the luxury of time. Amid the apparatus of the skorne occult laboratory he found a sharp knife as well as a large iron kettle likely utilized to boil flesh from bones. Using the knife's point, he etched the inside of the kettle with runes, relying on the dragon's vast stores of knowledge to inform his actions in the place of experience. The span of his life stretched back only a handful of months. It did not matter; he was a quick study. He could sense Thagrosh and Everblight's awareness upon him, although he knew they would not actively help him through this ordeal. Kallus' entire worth rested on what he managed with the hours ahead of him.

After removing one of his vambraces, he cut a wide gash along his forearm to bleed into the cauldron. His heart pounded, sending the blood coursing, already transubstantiated into dragon blood from surging across the athanc shard. The blighted blood activated the runes and pooled at the bottom of the cauldron, where it would serve as the transformative source. Had he wished, he could have created spawn from his blood alone, without any kind of spawning vessel, but he felt weak from his rebirth and wished to retain as much of his life fluid as he could. On the other hand, what he had crafted did not have the refined elegance of a true spawning vessel, which would have required only the smallest portion of his blood and relied more on the flesh of the fallen. It was a simple matter of efficiencies and priorities.

With the makeshift vessel primed, Kallus crudely butchered the three dead skorne and threw them into the cauldron. The pool of draconic blood at its bottom leapt and churned as if hungry. The chaos reached a fevered pitch as blood and bone and tissue melted into an indeterminate soupy mass. It emitted a charnel stench that might have caused the uninitiated to retch, but Kallus was unaffected.

HE NO LONGER HAD HIS LARGEST DRAGONSPAWN TO TRANSPORT THE SKULL, BUT HE COULD WORK AT THAT PUZZLE ONCE HE HAD LOCATED THE REMAINS.

A skin-like film congealed atop the surface and then stretched as a skull pushed against it as if struggling to be born. With one more push a thin shredder tumbled free—one of those creatures that had been called *akriel* in Morrdh, one of the least of the great dragon's spawn. Kallus could feel its tremendous hunger as if it were his own, as such spawn were shaped by Everblight to rapidly increase their muscle bulk by feasting. He set it loose on the other corpses in the dissection chamber, as shredders could digest even the most rancid meat. Such flesh was useless in the spawning itself but would nourish the creature now. They did not require much food to stay alive, but to fight at peak effectiveness required more bulk. He instructed it to leave his old body upon the slab, as it seemed like it might be useful for Hexeris to think him dead and be perplexed about the fate of his subordinates.

Staring into the cauldron, Kallus realized the remaining gore within might suffice to spawn another beast if supplemented just a bit more. He took the risk of spilling additional blood into its depths. This time he willed a winged harrier to emerge. The harrier joined the shredder in devouring the formerly well-ordered remains set on slabs before breaking into the numerous jars of preserved tissues set on shelves around the chamber. At first the shredder nipped temperamentally at the harrier when it pushed too close, but soon they feasted amicably side by side. Kallus could easily control them, as they were born of his blood and instantly knew him as their master.

Soon they had emptied the chamber of everything even remotely edible and were looking stronger, their movements less awkward. Kallus felt slightly light-headed but knew his blood would be restored in time. He could risk no more; creating additional spawn would force him to rest in order to recuperate, and he could not afford that time. He looked at his arm and saw the gash was gone. His athanc shard continuously sought to keep him whole, to preserve the pattern imprinted into its essence.

He felt less alone now, but he knew the two dragonspawn would provide only minimal support in battle—nothing like the angelius and carnivean he had brought with him into the Bloodstone Marches or the dozens of legionnaires, archers, and swordsmen who had accompanied him. A part of him whispered he should be cautious, sneak off to the nearby hills and hide in some cave. There he could gather his strength at his leisure, and over days or weeks create more spawn to replace those he had lost. He had been created to be Everblight's general, not a thief. While he hoped to disprove Vayl's anticipation of his failure, he was in truth ill suited to this task.

It took only a moment for Kallus to decide he could not afford the luxury of an extended retreat to regroup and fortify. Most of the skorne were distracted by whatever conquest had taken them to Lake Scarleforth. He had to take advantage of how few had remained behind. He had not intended to be slain by Hexeris, lose his force, and be brought to this keep, but he was actually closer than ever to his objective. His best chance of success was to stay on the move and use distractions to evade or kill those who would thwart him. He no longer had his largest dragonspawn to transport the skull, but he could work at that puzzle once he had located the remains.

Pushing the door to the chamber open, Kallus saw no evidence of additional patrols. He knew the disappearance of the soldiers and the mortitheurge would not escape notice for long. He was also keenly aware of the noise of his armor as he hurried up the sloping corridor toward the courtyard. His shredder followed closely, its clawed legs scraping the stone floor. The

harrier was more inhibited by the narrow hall, lingering behind and then launching itself forward with flapping wings to catch up again. He knew it would be more comfortable once they emerged into the open, where it could take flight.

He stopped momentarily in the shadows near the courtyard entrance, listening. He could hear the sound of footsteps approaching along the inner courtyard wall. He pulled his spawn back and ducked into a dark alcove to watch as the patrol passed. Once they were several yards beyond him, he stepped forward to peer out into the yard. The sun had recently set, and he knew twilight would not last long in this hilly region. This was reassuring. None of Everblight's memories suggested the skorne possessed keen night vision, whereas Kallus could use the senses of his harrier and shredder to see perfectly.

Across the courtyard the main gate to the fortress was sealed tight. He scanned the walls and spotted a small postern gate midway along the wall to his left, just down a flight of stairs. A pair of Praetorian karax with pikes and shields stood below the main gate, while the swordsmen that had just passed him paced the courtyard's perimeter. He saw at least four Venators armed with reivers atop the squat tower above the gate, their attention directed mostly outward, and others positioned elsewhere atop the battlements. It was unlikely he could avoid being spotted while trying to reach the postern gate.

Kallus had barely made the decision when the harrier leapt into the air behind him, winging with fixed concentration toward the elevated guard tower. Even as it flew past him he extended his will to augment its fighting strength. He drew on the shredder behind him to convey the essence of its inner tenacity and reflexes to the flying spawn, while by his power the talons of its hooked feet dripped licks of fire.

The swift harrier was nearly upon the skorne atop the gate before they realized their peril. One of the guards in the courtyard yelled in alarm, drawing the attention of the others. The harrier struck, loosing a piercing shriek as its talons tore through the throat of the nearest skorne, and in a frenzy of claws and flapping wings, two more were struck down. One was lit afire and fell from the tower to burn on the packed dirt of the courtyard. The two karax below the gate gave a shout and raced up the nearest stairs to the tower, while the swordsmen on patrol also rushed that direction.

Kallus wasted no time or thought for the creature, although it moved with such quick reactions that the enemy blades could not score a telling blow. He was focused on reaching the postern gate while the skorne were distracted. He knew the survivors would be in a heightened state of alertness after this attack, but that was of no concern so long as they had no obvious trail to follow and no reason to chase after him.

Fortunately they were still occupied trying to bring down the harrier as Kallus threw the heavy bolt on the postern gate and kicked it open. He let the shredder scurry past and down the path ahead as he closed the gate behind them, then raced down the rough steps cut into the side of the craggy hill, thankful for the deepening darkness. With a mental command he urged the harrier to disengage after it dispatched the nearest skorne and fly away in the opposite direction in hopes the remaining fortress defenders would pursue it. He doubted it would survive to return to him.

He was close enough to sense the dragon bones now, situated very near the central ruins of the Castle of the Keys, where the Legion had battled to reach Pyromalfic. He suspected his awareness of the bones was Everblight's will impinging on his own. Was he actually sensing the blighted emanations of another dragon or only a guiding hand toward the site where that battle had transpired?

The skorne had built their tower and fortress atop the ruins that had lined this hill since ancient times, at first entirely unaware a dragon slumbered in the caverns below. The subsequent battle had amplified Everblight's power but had required risking much. There his warlocks had battled both skorne and the Circle Orboros to claim the athanc of his sibling, the weakened Pyromalfic. They had achieved their goal, but the Legion had lost countless spawn and hundreds of blighted Nyss. They had been forced to flee north, seeking time for Thagrosh and Everblight to integrate the foreign athanc into his essence, a process made more difficult by his divided state. Kallus had not been present for any of this, a fact he knew contributed to Vayl's dismissal of him. Yet he shared in their triumphs by poring through memories that were not his own.

Similarly he knew the skorne, stubborn as ants, had rebuilt upon the same ground after that battle. The Legion had been forced to abandon the corpse of Pyromalfic for them to plunder and despoil. The skorne mystics were ignorant of the true power of blight and could not shape it like Everblight's chosen could, but they sensed power in those bones and in their crude way tried to put them to use. This profane act had drawn the attention of others of Toruk's mighty progeny, who had flown south from the frozen north to answer the summons of Blighterghast. Scaefang had come to these hills and in a single pass had toppled all the skorne had built. Everblight was certain Scaefang sought evidence of him, of the dragon that had slain Pyromalfic, but such evidence did not exist. His siblings did not comprehend that Everblight remained bodiless and had chosen to extend his will through his warlocks. The dragon flew on, leaving destruction and collapse behind him along with the bones Kallus now sought.

He avoided one patrol he observed from a distance as he crossed a narrow valley and climbed the tallest hill on the other side. Night had fallen, making it easier to evade notice. He advanced cautiously up the winding hill road and spotted encampments at the base of the ruined tower that had occupied the highest rise. He and his shredder crept toward the rubble. The sound of busy picks and shovels and shouted orders masked the sound of his armor as he moved.

Despite the onset of night, slaves and skorne laborers were hard at work near a gaping passage into the chambers below the old skorne fortifications. As he neared, Kallus saw workers occasionally emerge from the torch-lit opening, while task masters with whips looked on and dispensed lashes as required to motivate them. He was able to get close enough to listen, drawing on Everblight's lingual proficiency to translate. They were trying to salvage items from a chamber below the old fortress.

His pulse stirred as he heard mention of bones and orders to handle them carefully. He took the risk of sending his shredder ahead, having it creep low to the ground and crawl up the slope above the road for a better vantage. Kallus was better able to hear as a skorne worker argued to his task master that the place had become unstable as the ruins above shifted; another laborer had already been killed in a partial cave-in. The worker was trying to convince the overseer they should hold the excavation until the structure could be properly reinforced.

The overseer put an end to this argument with a swift blow to the worker's ear, knocking him to the ground as he shouted, "Work more quickly! We *must* recover the skull for the void seer! Go back at once, and bring me all the bones you have salvaged. Tell the others they will be flayed if they fail!" Properly cowed, the worker scurried quickly back into the cave. The overseer turned to shout at the slaves stacking crates and reinforcing the cave opening with timber.

Confirmation of the dragon bones' presence made Kallus' pulse race, although the report of instability worried him. He had prepared himself to abandon his initial goal of retrieving the dragon's skull, as it would be too unwieldy to move without larger spawn. But if the site was unstable, *all* the bones were at risk. He could not rely on being able

to bring teraphim or similar beasts to excavate the site later if it collapsed, given the area would soon be crawling with thousands of skorne.

Despite feeling the pressure to move quickly, Kallus watched the movements of the workers carefully. After several minutes he saw his opportunity. When those reinforcing the cave entrance stepped away to collect more lumber, he rushed forward. He kept a tight mental leash on his shredder, as it was eyeing the nearest slave with naked hunger. He sent it running ahead into the tunnel and followed behind. He heard no change in tone of the shouted orders behind him as he descended deeper into the caves.

Kallus was in the mind of the spawn as it rounded a bend in the crude tunnel to be confronted by an emaciated and shackled human carrying a crate toward the entrance. His eyes widened in shock as he saw the creature. He sucked in a breath to scream, but Kallus had already sent the mental command to strike. With a burst of preternatural speed the shredder leapt forward and sank its teeth into the slave's throat, almost tearing his head from his shoulders. The slave was silenced before he made a sound, and his coppery blood flooded the shredder's maw.

Kallus did not allow the spawn the luxury of feasting but mentally commanded it forward as it swallowed what it had already torn free. He leaned down and pried open the crate the slave had carried and saw within a variety of unfamiliar metal apparatus. None of it was of any interest to him, and as there was no expedient way to erase the evidence of carnage, he stepped over the body and went on. He had never expected to go undetected indefinitely, and bloodshed was inevitable. He felt neither malice nor sympathy for the slave; the man had simply been an obstacle.

As the access tunnel joined with the lower chambers of an older building, the walls became more regular and were made of mortared stone. Debris from the recent collapse filled buried side passages. Timbers had been set about to support the cracked and sunken sections of the ceiling, and dust poured down from several breaches. The air was stale and cold. At length he saw light ahead, where the hall led to the arched entrance of a larger chamber, partially cleared and filled with activity. He heard the skorne and their slaves working before he saw them. A half-dozen were laboring with picks and other tools.

Kallus' eyes widened when he saw the skull of Pyromalfic through the shredder's blight-sensitive senses. To the spawn, the dragon bones blazed with energy, as if each were an iron brand heated to searing white-hot intensity within a forge. The skull was half-buried at the far end of the chamber, where workers frantically chipped at the surrounding rubble to free it. It appeared to be missing its lower jaw but otherwise looked undamaged. The skorne had painstakingly decorated its surface, inscribing letters of their script in silver. The sight of the skull brought to Kallus a flood of borrowed memories as he relived the battle where Pyromalfic had thrashed against Everblight's dragonspawn, killing them by the dozens with every strike and incendiary exhalation until finally being overwhelmed.

Kallus had known the skull would be sizable, and it seemed even larger amid the rubble of this half-collapsed chamber. The worker he had witnessed arguing with the overseer outside the entrance was now at the center of the chamber, urgently piling smaller bones into a crate. From the shape Kallus deduced they must be extracted teeth, each also engraved with silver script. Clearly the worker had passed along the overseer's threats, as the workers were all straining to clear the skull as quickly as possible, their expressions strained and frightened. Against the near wall was evidence of recent collapse—a pile of freshly disturbed rock had spilled around the jagged remains of a broken support timber.

HE FELT HIS BONES CRACK AND SHATTER, BOTH IN HIS LEGS AND BACK. FINALLY HE CAME TO A STOP WITH AN EXPLOSION OF PAIN IN HIS SPINAL CORD.

An ominous rumbling sound filled the chamber. A spray of dust and small rocks poured in from above. The workers shouted in alarm and backed away from their task. Kallus took this as the signal to strike. He rushed into the torchlight, a steel-armored harbinger of death. The shredder shot across to leap upon one of the workers on the opposite side while Kallus made short work of the others with Hellbrand. It was a slaughter. Only one had the wits and reflexes to interpose his pick to protect himself. Kallus' blade chopped effortlessly through the handle to sink into that skorne's chest.

A particularly large chunk of stone fell with a thud followed by a loud, sharp crack. Kallus stumbled as the floor beneath his feet suddenly dropped down several feet. He scrambled for purchase as he saw a widening web of cracks. His eyes went to the crate filled with dragon teeth, which slid away as another section of flooring in the other direction sank. He dropped Hellbrand as he scrambled for the box and seized it with both hands. In the next moment the floor gave out and he slid down into darkness. Amid the din he heard a startled hiss as the shredder lost its footing and followed.

His fall into darkness took what seemed a long time, the plunge broken by several sharp, painful impacts. Pieces of his armor wedged deeply into his ribs and legs as he hit hard surfaces on his way down. He felt his bones crack and shatter, both in his legs and back. Finally he came to a stop with an explosion of pain in his spinal cord. Blood poured from his lips and he almost choked as dust and rocks tumbled down from above. He feebly raised an arm to protect his head, deflecting several large chunks of sharp stone off his vambrace and gauntleted hand.

He tried to stand, but pain streaked up his legs with a sensation like lightning to inform him they were broken in multiple places. Falling back and gasping for breath, he lay still, trying to be patient as his flesh knit of its own accord. Blighted energy flowed through his body in periodic pulses from his athanc. He experienced a quite different but no less intense variety of pain as his bones realigned and knitted, torn muscles reassembled, and countless bleeding lacerations sealed.

Nearby he could feel his shredder and knew it lived, although it was badly battered. He loaned it some of his power to prompt its flesh to mend as well. He was uncertain how useful it would be to him now, but he could not bring himself to let it perish; it was his only tangible companion, and its senses would enable him to negotiate the treacherous darkness.

Once he felt restored and could think beyond his body's aches and pains, he stood shakily to his feet and took in his surroundings, what might as well be a tomb. It was clear he would not be escaping the way he had entered, as above him there were only rocks, wedged into the chimney through which he had fallen. Clearly the dragon's skull was once again thoroughly buried.

At his urging, the shredder scrambled past him to explore. Linking with its senses he saw he was in a narrow natural cave that branched both ahead and behind him, winding in several directions. He could hear the distant dripping of water. At his feet were the dragon teeth, spilled from their crate. He returned them and lifted the box. Amid other tumbled stones he eventually found Hellbrand, intact though marred by several long scrapes along its surface.

Kallus looked in both directions, trying and failing to gauge a distinction between the caves around him. He felt a deep uncertainty. He reached for Everblight's memories of these caves but found nothing; the dragon and his warlocks had never been here. Kallus was already so accustomed to finding such answers that he felt utterly lost. The tunnels around him might lead nowhere or deeper into the earth. He realized he faced the possibility of true failure. He could imagine Vayl's satisfaction and Thagrosh's disappointment. Perhaps they would reclaim his athanc in time. Would Everblight absorb it back into himself and erase the imprinted pattern that was his identity? He was certain he would vanish far more easily and quickly than Pyromalfic had.

He clenched his jaw against the thought and reminded himself he had the dragon teeth. It was not the skull, but it was something. All he could do was pick a direction and follow it, and eventually he would locate an exit. He would not allow Vayl's dismissal of his capabilities to be confirmed.

As they reached the first branch in the cave, the shredder hesitated and sniffed in both directions, its nostrils flaring. Kallus realized it was picking up the faint scent of decay. This suggested something long dead, not the skorne he had just killed, who had almost certainly been trapped above in the collapse. The shredder's recent injuries combined with its newness kept it hungry to feast; the creatures were extremely efficient and could take sustenance even from old bones. Kallus gave it its lead and followed, letting it sniff the stale air at each turning. In several places he had to drop down through difficult holes or twist through narrow passages, once nearly getting his armor stuck. He began to have doubts about the olfactory abilities of his spawn.

He was crawling through a particularly narrow section of the tunnel when the shredder surged forward. He emerged into a wider space and was surprised to find a worked hallway around him, its smooth and seamless walls demonstrating far superior workmanship than the skorne structure above. The shredder attacked a desiccated corpse at an intersection ahead and tore loose a brittle femur to chew. Kallus pushed it out of his way to get a better look at the body.

Although he had no way to estimate how long ago it had died, the corpse was very old. It wore armor he immediately recognized as Iosan, the breastplate and pauldrons done in a style Everblight had witnessed among the defenders of Issyrah. Of even greater fascination, the bones showed unmistakable evidence of dragon blight—sharp barbs jutted from the shoulders and elbows, and the skull was elongated.

Something dark lay against the spinal column of the corpse's neck, within the top of the hollowed ribcage. He leaned down and pulled loose a broken chain from which dangled a medallion stamped with a strange symbol. Kallus realized he could feel Everblight, Thagrosh, and Vayl pressed in upon the periphery of his mind. He could sense the dragon's awakening interest.

The symbol was familiar, and searching through the dragon's Iosan lore he realized it was close to the sigil used by nobles of House Vyre, one of Ios' hallytyr and a house noted for occult lore and research. On the reverse side was a crudely inscribed serpentine form, clearly added to the medallion long after it had been stamped. "The Cult of Pyromalfic," Kallus breathed aloud, experiencing the memories of Lylyth's almost fatal encounter with the dragon's Iosan guardians and the later battles against members of that cult who guarded the passages near Pyromalfic's lair. They had worn similar serpentine symbols, but none of those the Legion had fought had worn the mark of House Vyre. This corpse had been dead for decades by the time of the battle at the Castle of the Keys. Perhaps the dragon's cult had once been larger and more varied and these chambers forgotten.

The shredder finished grinding and swallowing bone fragments and was distracted by another smell. Kallus followed it beyond the intersection to a wide set of arched double doors, their embossed metal surfaces covered in a layer of dust beneath which lay an intricate pattern of curving and intersecting lines. The shredder hunched down, its forward claws clenching as it snarled. Even still linked to its mind Kallus could not fathom what had set it on edge until he heard a faint scraping within the room.

He placed the crate of dragon teeth on the floor and kept Hellbrand in his left hand as he reached for the large metal ring serving as the left door's handle. It was covered in verdigris and dust, but when he pulled, the door opened smoothly. He stepped back, blade at the ready, but the chamber was silent and still. The shredder remained agitated, but Kallus urged it to stay back as he stepped into the perfectly hexagonal chamber. The pressure of Everblight within his mind was stronger than he had ever experienced. The dragon said nothing but saw all.

Within was some sort of elaborate tomb. At the center of the six walls was a low stone bier supporting a small corpse, like that of a child. The body was partially wrapped in loose strips of pale, thin leather that appeared to be made of Iosan flesh, Each strip bore the brands of countless sigils. At waist height along the five other sections of wall were similar but less elaborate biers, a shrouded child-sized form atop each. Kallus stepped to the nearest and pulled back the shroud to reveal the shriveled form of an Iosan youth, the skin of its chest opened and ribs pulled back to expose a cavity where organs had been extracted. A sheaf of tightly packed notes and diagrams on ragged-edged parchment lay nearby, written in Shyr, the language of Ios, although with a variety of sigils unfamiliar even to Everblight. Above the biers along the walls of the chamber were dozens of small square loculi, deep-set shelves containing additional skeletal bodies as well as a variety of objects, including porcelain urns, boxes of polished bone, heavy sealed jars, and scroll cases.

From one of these chambers on the wall opposite, blighted energy poured forth as a shimmering light to Kallus' senses, similar to that which he had observed emanating from the dragon's bones. It seeped through several slender dark-tinted glass flasks. Kallus felt impelled to investigate one of these and realized he was answering Everblight's imperative. Lifting one and breaking its seal, Kallus discovered a thick viscous fluid with an acrid aroma.

He had no doubt there was dragon blood within, most likely from Pyromalfic. Perhaps it had been stored as a sacred libation, just as the highest priest of Lord Toruk delivered his vital fluids in miniscule quantities to his priesthood or how Thagrosh had used his blood to bind the Nyss to Everblight in the first days of the Legion. This was not purely dragon blood, however; it had been altered somehow. Several of the nearest square shelves were filled with alchemical apparatus. Everblight's curiosity was overpowering.

So fully was Everblight with him that Kallus almost did not react when his shredder sent a mental warning. He

heard the whisper of something moving and whirled around to see the corpse on the central bier stand. Simultaneously a dozen torch sconces set into the upper walls of the six-sided chamber ignited with bright silver light, blinding him. Upon his eyelids lingered the after-image of an Iosan child whose unliving skin was slick and as smooth as alabaster where it showed between the leather strips. The figure seemed to have three eyes, one in the middle of its forehead, each an empty pool of blackness. Double rows of sharpened teeth lined its gaping mouth. Its slender hands reached for him, each finger ending in long, black claws.

Kallus reacted instinctively, drawing on the power of Everblight to annihilate the abomination. He opened his left hand as he invoked blight-empowered runes to manifest an explosion that would likely incinerate the entire chamber. He had not been created for hesitation. The power coalesced and should have blasted forth, shredding the creature. Instead, Kallus felt a strange emptiness as his invocation was torn away, as if hurled into a deep chasm. From Everblight the term "soulless" drifted into his mind, even as a clawed hand seized his wrist where he grasped Hellbrand. Despite the creature's small size its grip was like a vice, and cold seeped into Kallus' hand and arm to make them numb and unresponsive.

The shredder had not been discomfited by the bright light. At Kallus' urging it went rabid and scrambled forward to bite into the back of the creature's legs. It tore loose chunks of dead flesh with a jerk of its head and bit again, ravenous and full of spite. The dead thing staggered and its grip slackened. It slashed out with its free hand to rake the shedder with surprising strength, sending it flying against the far wall and shattering several urns.

Kallus kicked the entity in the chest to knock it back, freeing himself of its grasp. He caught Hellbrand with his right hand as his left arm fell to his side like a lifeless thing. With a yell he swung Hellbrand sideways to hack into the waist of the thing, finding its flesh hard and unyielding but not imperishable. It raked claws across his armor, sending a freezing sensation through his chest. He swung again and again, and after three solid blows the creature collapsed to the floor and lay still, leaking oily black fluid from its wounds. He sensed Everblight's regret at the necessity of destroying the creature before it was understood.

At length sensation returned to Kallus' left hand. After checking the rest of the biers to be sure those corpses were not likely to spring to life, he returned his sword to his back once more. At Everblight's urging he turned to the other items that most intrigued the dragon: the stacks of vellum notes and scrolls, together with the alchemical apparatus. Vayl was with him as well, just as curious as their master to learn what he had found. She bid him look through the gathered parchments, several of which bore the altered sigil of House Vyre. He flipped through and scanned the contents, seeing abstract diagrams and anatomical sketches. He did not even try to absorb the words but let those who were with him take in the information through his eyes.

Vayl was clearly fascinated at his find, yet Kallus sensed lingering hostility from her as well. He felt compelled to send a thought to her directly. "Have I failed you, Consul? I sought only to do as you wished."

There was a long pause before she replied. "Bring what you have recovered. I would have preferred the skull, but the teeth may suffice." Her words were grudging, but whatever desire she may have had to reprimand him was blunted by the awareness of Everblight's obvious interest in his unexpected discovery. She finally allowed, "You did well enough. You may return."

"Thank you, Consul," Kallus replied, feeling palpable relief. "I live to serve."

He lost track of the count of days he remained within those dark chambers, urged to uncover every detail. Other pressing events had captured the dragon's immediate attention, and Kallus was kept isolated from the others, even Vayl. At last Everblight acknowledged he had learned all he could and bid him return and bring as many of the cult's writings as he could find and carry. Kallus filled the box of dragon teeth with such tomes and scrolls and began searching for a way out, his shredder beside him.

At length Kallus discovered a hidden exit from the crypt. As he stepped forth the sun felt uncommonly bright to his eyes. There were no skorne evident, and he staggered north, knowing he would need to find food and water before he got far. For the moment he was sustained by the knowledge that his deeds had met with the approval of Thagrosh and Everblight. More than ever, he desired to reclaim his place among the Legion and lead his soldiers in the battles to come.

The Player Gallery

Build a Beast Challenge!

The Painting Challenge in *No Quarter* #37 was to unleash your creative urges and craft a whole new warbeast from pieces of existing warbeasts. We received more entries on this one that we've received on nearly any of the past *No Quarter* painting challenges, and the results were truly incredible.

WINNER: RICHARD CLUTTER

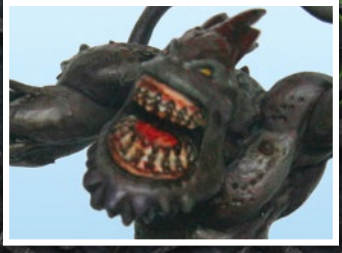
Richard Clutter has created one mean-ass Warpwolf that looks like it might have a little troll somewhere in its family lineage.

Here's Richard's description of his winning model:
"Occasionally, the warpwolf transformation process results in a creature even more aggressive than the norm. Physical signs of this type include enlarged hands and fangs, an elongated tail, and pronounced spikes. Druids attempting to control these beasts are encouraged to exercise extreme caution."

FIRST RUNNER-UP: DANIEL CORTEZA

Daniel Corteza's Black Troll comes straight from the pages of the original *Monsternomicon*, and I think he pretty much nailed "the most despised of all trolls."

"BLACK TROLL"



SECOND RUNNER-UP: ANDRES VILLASECA

Inspired by the blood-soaked fey of legend, Andres Villaseca's Redcap Warpwolf "has joined Kromac in many battles, and its mane is dyed with the blood of its many victims."

"REDCAP WARPWOLF"

HONORABLE MENTIONS

"WARPBAT" BY SIMON FOSTER

"THANATOS" BY WILLIAM WORTHINGTON

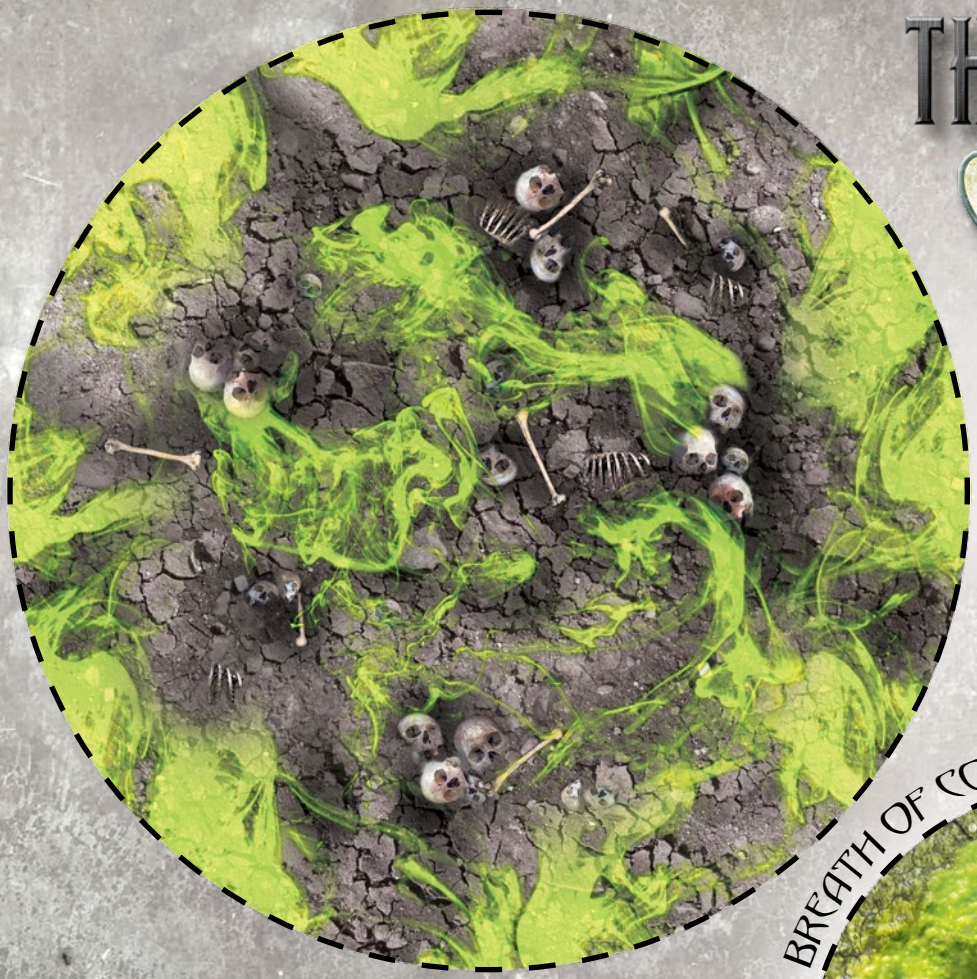
Check out page 53 for the next Modeling & Painting Challenge and see if you can Paint Like You've Got a Pair!

THE ARMORY

CRYX

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

These templates represent some specific Cryx spells and effects. Feel free to photocopy them for your next game.



SOUL REAPER

BREATH OF CORRUPTION / CAUSTIC MIST

VOID GATE

BLOOD MIST

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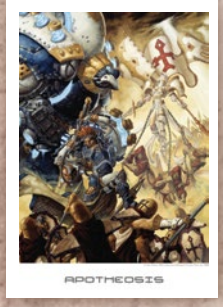

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