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FORCES OF

WARMACHINE®

MERCENARIES

WE WHO MAKE BATTLE
OUR TRADE KNOW WAR
IS THE NATURAL STATE OF MAN,
AND WAR HAS NO RULES.
NOBILITY, PATRIOTISM, VALOR:
THESE ARE MERELY TRICKS TO
HELP SOLDIERS ACCEPT DEATH.
THOSE WHO FIGHT TO WIN
AND TO SURVIVE EMBRACE
ALL PATHS TO VICTORY.

–ASHETH MAGNUS

FORCES OF

WARMACHINE®

MERCENARIES

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OUR BUSINESS IS WAR

FACTION BACKGROUND

In the war-torn Iron Kingdoms, few trades are more lucrative than that of the mercenary. From reputable and well-equipped companies to back-alley blades for hire, mercenaries are a mainstay in all major nations. These forces allow generals to launch attacks with plausible deniability, bolster their standing armies, and employ tactics they might otherwise eschew or weapons they might otherwise lack.

While most fight purely for coin, mercenaries have motives as disparate as those of their employers. From the complex and evolving agenda of Asheth Magnus to the honor of a sworn ogrun bokur, the reliable discipline of the Steelheads, and the greed of Jarok Croe and his assassins, mercenaries' wide-ranging motivations strongly inform the skills they bring to battle.

Groups with sufficient resources often combine like-minded mercs into small armies able to stand toe-to-toe with any regular military force. The shadowy Four Star Syndicate, the Llaelese rebels of the Highborn Covenant, the swashbuckling pirates of the *Talion* Charter, and the hardy Rhulfolk of the Searforge Commission are the most well-known and influential of these. Iron Kingdoms commanders struggle to predict such organizations' operations due to their flexible composition—a shortcoming that has led numerous forces unwittingly into peril.

PLAYING MERCENARIES

Above all, Mercenaries provide flexibility to the commander looking to fill out an army. There's a Mercenary to meet any need a commander might have. These models can provide speed, toughness, hitting power, numerical superiority, or specialized support. This is true both for armies built under the Four Star Syndicate and Highborn Covenant contracts and for faction armies bolstering their ranks with these soldiers-for-hire. A canny player should always consider Mercenary options to enhance an army's strength and eliminate its weaknesses.

Playing Mercenaries on their own shows them in a different light; contracts provide a cohesive play style and specific advantages that enhance the abilities of the included models. The Highborn Covenant focuses on the magical gunplay of gun mages and Harlan Versh. *Talion* Charter solos like First Mate Hawk and Bosun Grogspar offer synergistic support to their troops. The dwarves and ogrun of the Searforge Commission form a wall of iron that only the most determined attacks can penetrate. Whether you use them to enhance your existing forces or to strike out on your own, Mercenaries are guaranteed to . . .

Fill Your Coffers with the Wages of War!

TABLE OF CONTENTS

CREED OF THE CONTRACT 4
CONTRACTS & THEME FORCES . . . 20
MERCENARIES OF THE IRON KINGDOMS 26
PIRATES OF THE BROKEN COAST . . . 90
MERCENARIES OF RHUL 130
PAINTING GUIDE 156
GALLERY 163

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CREED OF THE CONTRACT
SOUTH OF THE DRAGON'S TONGUE RIVER, 608 AR

The sound of a Mule firing was deceptively subdued compared to any similar warjack cannon, thanks to its unique steam-pressure firing mechanism, but the roar of the massive explosion on impact of its powder-packed ammunition was not. Drake MacBain had the satisfaction of landing the last telling shot onto the heads of the Khadoran remnants before they decided to withdraw, dragging their wounded and dead. His warjack's explosive cannonballs had decimated the Winter Guard trying to work their way through the pass toward the Cygnaran supply fortress. He had found the perfect angle, just past a sizable turn in the winding route, although getting his 'jack up into this narrow upper defile had taken some work the evening before and the location had made for an uncomfortable and sleepless night.

While waiting for the Khadorans to arrive he had become uneasy about the stability of his position. He had wedged the Mule tightly into this niche overlooking the road, but it had to lean precariously forward to fire. The sky had been heavy and overcast for days, and any amount of rain would have turned his position into slippery mud. He had expected to be forced to watch the expensive piece of machinery tumble to its destruction before the battle began in earnest, but his luck had held. From this spot he had been able to fire down on the advancing foe with both the Mule and his own hand cannon with little reprisal. The Khadorans had been unprepared for an assault from above combined with the persistent fire of Steelhead riflemen down below just as they rounded the corner of the path. They had demonstrated foolish courage in trying to press forward, but it seemed the casualties had finally broken their resolve. *Just in time*, Drake mused, as he realized his Mule had almost run out of ammunition.

Seeing the Khadorans pulling back, the riflemen down below shouted jovially up to him and shook their rifles in his direction. He gave them a salute from his perch and then turned to work his 'jack back down a trail not intended for heavy machinery and clearly damaged from their earlier climb. He hadn't gotten far before a good chunk of the earth beneath them collapsed into a rockslide, almost taking him with it. The 'jack had suffered some minor damage and he was covered in mud by the time they reached the road proper and rejoined his men. He nodded to Steelhead Sergeant Giles as they came to meet him. "Nicely done, boys. You earned a round of ale today." He dismissed them to fall back to the fortress on assurances he'd personally take care of things if the Khadorans showed their faces again, reasonably sure they had seen the end of the fighting. A fresh Nomad and a Talon were situated nearby, held in reserve in case the Khadorans had managed to muster a charge against his riflemen, and between the 'jacks and his own powers he felt confident he could discourage any stragglers.

No other Khadorans attempted the trail in the hour before Captain Allister Caine and his own retinue of light Cygnaran 'jacks joined MacBain, arriving from a different path that curved away to the northwest; it was the route Caine had expected the Khadorans would prefer to use on their approach. Drake greeted him with a grin. "How'd the hunting go, Caine?"

The gun mage and warcaster looked past Drake with a rueful grimace to where a sizable number of bodies had been left by the Khadorans. "Nothing but a small scouting force that high-tailed it out of there once they saw us. Looks like you won this round, MacBain. I really didn't think they'd chance this route, and I guess it didn't work out so well for them."

MacBain felt smug as he let his massive sword rest on the armored plate protecting his right shoulder. "Listen to me next time I give you free advice. Don't sweat it—I'm sure you'll have the chance to kill more Khadorans soon enough."

Caine pulled loose a pair of cigars from one of the pouches on his left leg, lit them both, and handed one to MacBain, who accepted it with a nod. The gun mage said, "According to the rangers, that's the last of that batch. Course we'll be seeing more Khadorans pushing in here." They both knew the border was leaking like a sieve. Fort Benewic's construction was unfinished and its towers and walls insufficiently garrisoned, which made them too tempting for Khador to leave alone, given they could not confront Stonebridge directly.

MacBain listened to this complaint with only half an ear as they began to march back through the narrow mountain passes toward the fort. He wasn't invested in the battle the same way as the Cygnarans. For him, it was just work. And until recently, pretty good work. Caine sent his light 'jacks ahead and MacBain had his heavies follow after them. Their return took them through a wider valley protected by a heavily fortified outer gun emplacement, where dozens of soldiers manned the defenses. Since hearing of the Khadorans making an advance along either or both of the two passes entering into the valley these men had been on high alert. Dozens of long gunners stood ready on the outer perimeter walls, backed by a complement of sword knights and six heavy cannons crewed by veteran Cygnarans.

The appearance of the two warcasters reassured the men at their posts that the immediate danger was over. Officers on duty made sure the soldiers did not break discipline by too overtly expressing appreciation, but nonetheless the warcasters collected a number of nods, salutes, and other gestures of respect. The cannon battery was situated to fire on any unwelcome arrival heading toward the narrow single road extending south to the actual main supply fortress. Its walls and gates blocked the narrow mountain lane entirely, and between the walls that could seal off traffic was a single squat stone keep. Its upper decks showed a wooden understructure, the unfinished section of what would eventually house additional cannons capable of firing on the approach road. The keep and this road were a major resupply point for provisions, ammunition, soldiers, and warjacks being sent between Bainsmarket and Stonebridge Castle.

Cygnar's brass had sent Caine and a small retinue to help bolster the defenses here and had authorized hiring MacBain and his men as a stopgap measure. The final phase of the fortress construction was almost done; it'd be some months before the stronghold was fully outfitted, but they were nearly to the point where they could haul cannons to the upper levels. Those guns and the men to crew them were said to be "on the way" and "arriving soon," but the workers finishing the fort and the soldiers protecting them were growing increasingly nervous. The two warcasters had arrived just in time to forestall the first significant attacks by the Khadorans. Although there were a number of soldiers stationed here at the fort, they were a far leaner garrison than it would eventually support.

The soldiers opened the gates at their approach as support crews rushed to secure their 'jacks. Seeing the machines were in good hands, Caine invited MacBain to join him for a drink in the large outer supply room that had become an impromptu pub for soldiers when off duty. The Steelheads were already there, drinking alongside a number of Cygnaran long gunners and starting to get a little rowdy. They shouted a greeting as Caine and MacBain entered.

The dirty room was half-filled with tools and construction materials, but they had made the best of it with an improvised counter and benches. A few rough tables and stools were scattered about. Several of the fortress stewards took turns manning the bar, earning a bit of extra coin for their efforts. The ale and spirits were brought in alongside more vital supplies from Bainsmarket, with some extra

distilled locally by one of the older sergeants who had improvised a still.

Caine and MacBain hammered back the shots set down for them of the harsh *uiske*. It was not unusual for the two warcasters to come here to swap stories of their various battles and engagements. It had become something of a nightly ritual, and the drinks always tasted better after battle. The moment Lieutenant Wasser entered the room and joined them at their table, however, MacBain felt his mood sour. As often happened, Drake and his girth entirely dominated their table; he was a considerably larger man than the Cygnaran warcaster, and he positively dwarfed the lieutenant now signaling for ale. Wasser's black hair was cropped short, and his uniform bore the marks of the Cygnaran Army Finance Corps. He was the man in charge of mercenary contracts for this facility, and he and MacBain had exchanged heated words not a week prior. Perhaps as a result of this, the lieutenant seemed disinclined to look him in the eye.

Drake was not one to avoid unpleasant conversation. He cleared his throat and said, "My contract expires today."

Caine paused as if the information had caught him by surprise. His expression was so genuine it would have thrown the mercenary warcaster if he hadn't already known the man was a good liar. "Really? Is that right, Wasser?"

"Um, yes, sir. We had the option to extend, of course . . ."

"Well, good, let's extend!" Caine slammed his empty glass on the counter, waving to the steward to refill it. "MacBain's the first decent mercenary warcaster I've worked with in years. You'd be saluting the Khadorans today if he hadn't been occupying the east pass."

"Well there's a slight problem with that." Wasser winced slightly. "The paymasters were certain our reinforcements would be here earlier in the week, and that was supposed to provide a smooth point of transition. They didn't see the need to retain MacBain and his crew after they arrived, as we would be adequately staffed."

"Those reinforcements aren't here, Wasser," Caine pointed out.

"Yes, I know; they seem to have been delayed. One of those unexpected complications."

MacBain stood slowly, letting loose a sigh. "Too bad," he said, "I was going to enjoy staying on, but if you can't afford to extend, we'll pack up. Got another job lined up. I was going to put them off, but looks like it's a good thing I didn't."

Caine glared at Wasser, who was staring down at his mostly untouched ale, and said to MacBain, "This is just run-of-the-mill bureaucratic hassles. We'll get it cleared up. How about we extend the contract . . . maybe throw in a bonus for helping us cover during the lapse?"

Wasser looked forlorn but suggested, "If we send a letter immediately, we might be able to get funds added to the next payroll. I'm not sure about a bonus . . ."

Caine hastened on, "Just stick around a few more days, MacBain. Help me get rid of all this uiske. You've dealt with delays like this before. You know the military: can't get anything done on time."

Drake shook his head and stood from the table. "Sorry, Caine, but I never work for free, and I don't do favors—even for friends. If I'm fighting, I'm getting paid. That's how it works." He jerked a thumb over his shoulder toward the other Steelheads, several of whom were close enough to listen in on the exchange. "I'm not asking them to work for free either. Not to mention Wasser shorted me last time." He shot a glare at the lieutenant.

Wasser objected, "We settled that!" He was agitated enough to actually stand from the table, although his face reddened when he remembered that the man he was speaking to was twice as big as he was, not to mention a warcaster in full battle gear.

Drake poked a single finger at the man's chest, which sent him promptly back down to his chair. "Settled it to *your* satisfaction, not mine. I cut you some slack on that, which went against my principles. I'm not doing it again." He yelled over to the others, "Pack up, boys! We're moving on." There was some grousing among them, but they quickly drained the last of their drinks and extracted themselves.

Caine glowered at Wasser and then stood up to offer his hand to Drake. "Sorry about this, MacBain. It was good working with you. Be sure to look me up the next time you need an assignment." Drake shook his hand, but Caine's eyes narrowed on some hunch and his grip tightened as he asked, "You aren't accepting a job with the Khadorans, are you?"

MacBain gave an enigmatic shrug, "Could be. Bad form to talk about it."

The Cygnaran warcaster let his hand go and looked back to Lieutenant Wasser. "Don't these contracts include a cooling-off period?"

"That's true," the Finance Corps officer pulled forth a thick and folded document from a satchel at his waist and began to flip through it while scanning lines of tightly penned ink. "I can't remember exactly—"

MacBain reached down and thumbed to the last page of parchment where there were several signatures and jabbed toward one of the last paragraphs. "The cooling-off clause only kicks in if you extend the contract," he said with pride. "I negotiated for that specifically. A man has to work, and I'm not going to sit on my ass because your bean counters decided to squeeze a few crowns."

Wasser appeared upset and mumbled, "It looks like he's right." He held his head with one hand as he squinted at the text with vexed concentration, as if it might change from force of will.

MacBain chuckled with a deep and rumbling sound. He touched his fingers to his forehead in a mock salute. "Sorry, gents. I'm sure we'll get the chance to talk again, but I have other appointments. Good luck!" With that, he and the Steelheads left the room. Before leaving, MacBain made sure to refuel his 'jacks and top off his coal supply wagons.

A week and a half later, MacBain was marching south through the forest toward the river with his warjacks behind him and his Steelheads just ahead. The long haul up toward the central garrison had been frustrating, as they had immediately sent him back in the direction from which he had come. He had taken the time to hose himself down before going to his new employers, but time spent on the rough forest roads had left him dusty and weary, and now also growing hungry and irritable. That tongue-burning uiske he had downed at Fort Benewic had been the last good drink he had enjoyed. Eventually they reached the checkpoint. After a quick discussion with a Winter Guard sergeant, they were directed to an adjacent encampment and the supposed tent of the kovnik in charge of the operation, whom MacBain had been sent to meet.

The proximity of a battle-scarred Juggernaut and a Destroyer watching his approach were his first clues that he had been slightly misled. A Winter Guard lieutenant gave him a flinty look as he approached and opened the tent flap for him. He ducked inside and immediately recognized the frowning woman in warcaster armor who was in the midst of discussions with several of her junior officers. He offered a slight nod and greeted her by name. "Kommander Kratikoff. Didn't expect to see you here." His voice was only slightly sarcastic, as in truth he hadn't expected her. It wasn't uncommon for mercenaries to be told lies in the expectation they were untrustworthy, though. He couldn't really blame kingdom militaries for treating the movements of their warcasters with some discretion.

A prickly older kapitan near her corrected him. "*Forward Kommander* Kratikoff." MacBain did not bother to acknowledge the man, and Sorscha settled him with a quick look.

The slight smile she offered Drake MacBain was almost imperceptible and might have been lost if not contrasted with her previous expression. "Mister MacBain, we have little time to settle these details, so forgive me for being abrupt." Her Cygnaran was better than Drake had expected, and he felt some small respect that she did not rely on a translator. Despite working for the Khadorans on dozens of occasions he had never had the patience to learn their language beyond a few colorful curses. "I understand you are a stickler for contract details, yes? That is good; we will be making a very specific contract." She nodded toward the lowest-ranking man present, a lieutenant who was even at that moment bent over a small desk setting quill to parchment.

I'M NOT GOING TO SIT ON MY ASS BECAUSE YOUR BEAN COUNTERS DECIDED TO SQUEEZE A FEW CROWNS.

"What's the job?"

"We have a narrow window in which to act. I need you to attack Fort Benewic, just to the south across the river in the pass." She gave him a shrewd look. "I understand you are familiar with this place?"

MacBain chuckled as several pieces fell in place, particularly the urgency of the request to hire his services. "You know the rules: I can't talk to you about anything I learn under previous contracts." There were many mercenaries who were less scrupulous about such matters, particularly given the right financial incentive, but it was a principle to which MacBain adhered religiously.

Sorscha nodded and folded her arms. "Happily, I do not need to ask those questions, since you will lead the attack. Your recent work makes you uniquely qualified." She jerked her head to indicate the encampment beyond her tent. "There are men here whose friends you have killed."

MacBain smiled as he pulled forth a cigar and lit it, ignoring the protests of several of those present. "Strange of you to entrust this kind of attack to a mercenary. Running out of conscripts?"

"I would prefer to lead the attack," Sorscha admitted with blunt frankness. "Circumstances are unusual. We are committed elsewhere."

He nodded and took a pull on the cigar. "I heard Cryx is erupting all over the forest behind your lines."

"I will not speak of that." Her expression turned cold. "You must strike now, before the fortress cannons are installed. We have a few days only. Your reputation for reliability is why you are here. We pay very well. There is no flexibility in this contract. None. You will cross the river and seize the outer gun battery tomorrow. From there you can dig in and wait. The Cygnarans will be in no position to counterattack."

"That hasn't been my experience," MacBain noted, blowing smoke toward the lieutenant finalizing the contract wording, prompting him to cough weakly and wave a hand irritably in the air.

TWO DAYS. NO MORE. IF YOU CANNOT COLLAPSE THE STRUCTURE BY THEN, YOU HAVE FAILED.

"Trust me—they will be occupied. Once you claim the gun battery, stay put. We need those cannons neutralized, so we will send Winter Guard to join you on the next day for the main push, when you attack the fortress itself. We do not need it seized. The wooden support beams to the upper levels must come down. Construction is not done; it should be easy, just a few blasts."

"Good recon," he noted, with a slight nod of respect.

"We are confident on this one matter. Once that structure is brought down, you may withdraw. We contract you for only two days. No more. If you cannot collapse the structure by then, you have failed. We expect Cygnaran reinforcements after this, and they will make follow-up attacks infeasible. We will pay most of the fee in advance, with a sizable bonus after if the structure is demolished in time."

Drake squinted. "Bonus won't matter if I'm dead."

"With the forces we send you on the second day, you can succeed. It is risky, but all battle has risk. We are paying far more than your usual fee." MacBain could tell she was deliberately avoiding revealing details of the other Khadoran engagements, which was not unusual.

By the look in her eyes she seemed sincere, but then again she was a hard one to read. The man with the quill paused and Drake stepped forward to seize the still-drying papers from him over his protests. MacBain carefully read the wording of the contract, which was also in Cygnaran. The compensation they offered was considerable; the bonus more so. He knew people in Ord willing to offer favorable money changing rates on Khadoran currency. Nonetheless, it was a risky job, and alarms were sounding in the back of his mind. Sorscha had mentioned nothing about Allister Caine. Was it possible they did not know he was there? Perhaps the warcaster had moved on; he never stayed in one place long.

The fee listed on the page overwhelmed his caution. He took the quill and signed his name before he could talk himself out of it. As he wrote, he said to Sorscha, "You probably don't remember, but we've fought together before." He handed her the paperwork.

"Oh? When was this?" She quickly signed the paper and returned it to her lieutenant.

Drake answered, "Ten, maybe eleven years ago? Kommander Torisevich hired me for a month; we had a few shared battles not long before his untimely death. Sorry to see him go. I liked him."

Her eyes widened at the mention of the warcaster who had once been her superior officer. "I wasn't even a warcaster at that time. How could you possibly remember me?"

He grinned and chomped on his cigar. "I never forget a pretty face." This statement earned him more openly hostile looks from the other officers in attendance. He ignored them. "You said we'd get reinforcements for the main attack. I'll hold you to that."

The river crossing was less risky than he had expected, as the Khadorans had eyes tracking Cygnaran patrols. The largest difficulty was getting his 'jacks across, which was accomplished by way of a flat-bottomed barge and guide ropes strung from one side to the other. Making this crossing uncontested answered any lingering questions MacBain might have had regarding how the Khadorans had reached him not two weeks earlier. A large enough force attempting this would have taken too long and inevitably been spotted, provoking overwhelming retaliation from Stonebridge Castle, which was just to the west. Fortunately MacBain's men were few enough to slip through unnoticed. Not long after the crossing they hiked into the winding main pass through the jagged Dragonspine Mountains, a stretch of rugged terrain just southwest of Corvis. Soon they reached the main branch in the path, with the rocks looming up to either side, filled with shadowed recesses, any of which could have hidden a sniper.

Knowing the passes to Fort Benewic so well certainly gave MacBain an advantage, but it also forced him to make a difficult decision. He knew this next stretch of ground in terms of how defensible each of its many little choke points happened to be and which stretches of the two main approaches allowed for lurking sentries. He could all-too-easily get everyone killed if they did not proceed with some caution, but the Khadoran timeline allowed for no leeway.

It had been an awareness of his need for an edge against the Cygnarans that had prompted him to hire a small band of assassins after making contact with his Khadoran clients. He had anticipated making use of them to neutralize sentries that might otherwise alert the Cygnarans of their approach. They had already proven to be capable murderers twice by intercepting and neutralizing lightly armed patrols nearer the river. These skilled killers were part of an organized group of criminals often employed by Khadoran merchant princes called *kayazy* who had recently come out to seek opportunities on the war front. They offered their services both to Khadoran officers and to mercenaries who could afford them. MacBain saw them as war vultures, but he had used such individuals to shore up his forces before. The line between mercenary and hired assassin was sometimes thin, and when going up against trained military forces, a man had to use every advantage.

Although most of the Steelhead riflemen he had with him were reasonably good shots, he lacked any he would call marksmen or real snipers, which meant he had to get creative with neutralizing lookout posts. These Steelheads came from a smaller branch setting up shop in Tarna, farther to the west along the river, on Ordic soil. They had been hungry for work and offering a cut-rate discount. Sergeant Giles, in charge of the rifle units, was a seasoned veteran but was valued more for his ability to keep the men in line than for any exceptional aptitude with his rifle. MacBain would have given his left arm for someone like Kell Bailoch right now, but rumor suggested that particular sniper was somewhere out east near Ternon Crag, likely in the employ of Asheth Magnus.

The more experienced soldiers among his Steelheads were the halberdiers, including several he had hired on previous occasions who had moved to the Tarna branch to earn higher rank and a larger pay share. The leader of the Tarna Steelheads was Lieutenant Daltiere Modarvo, a hardened Tordoran campaigner whom Drake had worked with almost a dozen times in the last few years. The rank of lieutenant carried considerable weight with the Steelheads. Most branches were led by a captain who had only two or three hand-picked lieutenants, skilled soldiers entrusted to serve as the captain's proxy on jobs that did not involve the entire company.

Lieutenant Modarvo approached MacBain as they reached the fork in the pass. He asked, "Which route do you prefer? The one we were guarding last time? We know that ground."

"No." Drake had been mulling over the same question but now answered decisively. "There's risk either way, but the west pass is our best option."

Modarvo frowned. "How so? Won't Caine be guarding the western approach, as he was before?"

"My hunch is he won't be there now," Drake said. "Last time the Khadorans came to us, in the east. Caine guarded the west since the gun battery is more vulnerable from that direction. Fewer choke points, more open ground. He thought I was crazy to expect the Khadorans in the east, but my hunch paid off because that's the more direct route. It proved they don't know these mountain passes. Nothing has changed."

"Even after we caught them in that last ambush? Why would they try the same thing when it didn't work the first time?" Modarvo folded his arms and looked skeptical.

MacBain felt certain his reasoning was sound. He explained, "I know the Khadorans and how they fight, and so does Caine. They don't avoid problems; they confront them. They would shift tactics before giving up on the direct route, maybe by throwing heavy armor at the problem, such as Man-O-War. Caine will be expecting something like that. The Khadorans actually don't know the benefits of the western pass or Sorscha would have suggested it to me when she outlined the attack plan."

"How can they know so much about the fortress construction and not know anything about the passes?"

"A fair question." MacBain did not resent these queries. He had hired these men just as Khador had hired him, and there were limits to what they would do for the promise of coin. He would ask Modarvo's men to put their lives on the line in the next few hours. They had to trust his plan and his ingenuity for their morale to hold. "The Khadoran intel probably comes from Bainsmarket, maybe a bribed foreman or someone who buys building supplies for the fortress. Far easier to get answers from laborers than soldiers, and the fortress regularly rotates its hired hands. Put some gold in the right palm and it'd be easy to get an eyewitness account of the fortress progress. None of those workers know anything about the northern passes."

"Very shrewd, Captain," said Modarvo with an admiring smile. He seemed convinced, and MacBain knew his confidence would be transferred to his sergeants.

MacBain chuckled and shook his head. "Don't compliment me yet. Let's see if I'm right. I do have an idea to help

increase the odds, though. Giles!" The rifleman sergeant joined them. "Send a small squad into the east pass, to that covered position the Winter Guard were using when the first watch point spotted them. Have them fire on the watchtower, but stay under cover."

"I know the place." Giles squinted skeptically. "They won't hit a blasted thing from there, sir. And the Cygnarans outrange them."

"I don't need them to hit anything. The Cygnarans will send a runner to the gun battery to alert the others. Tell our boys to hole up, keep their heads down, and shoot anything that moves. If we're lucky, they might even be mistaken for Khadorans. Any of your men speak Khadoran?"

"No Khadorans with us right now. Some may know a few curse words."

Drake nodded. "Good enough! Have them yell insults in Khadoran between rounds. If Caine or some other large force arrives to root them out, they can fall back to rejoin us or run to the river."

"Got it, sir. I'll pick out a good group, men with cool heads." At his direction, a small detachment of riflemen peeled off southeast while the rest of them proceeded southwest along the slightly longer but simpler route.

The smoke and steam pouring from his warjacks made any truly stealthy approach impossible, but MacBain remembered exactly where the main watchtowers were on their path. He stopped short of the first one of these and called over the underboss of the kayazy assassins. A thick-bodied bald man named Alexei, he was the only one who spoke Cygnaran well enough to have what passed for a regular conversation.

MacBain spoke to him in low tones, "Alexei, just around this next turn is a long stretch of straight road, watched over by a tall Cygnaran tower." Alexei stared at him with dead eyes and gave little sign of comprehension. As usual, Drake found himself resorting to hand gestures to facilitate his description, although they were probably unnecessary. He pantomimed a tower. "Do you understand? It has a very good view on this road."

"I am not stupid, boss. A tower, yes." Alexei responded in a droll tone, with his southern Khadoran accent.

"Think your men can get there unseen, climb up, and take out everyone inside? Might be five or six men up there. They will have spyglasses, and there is no cover on the approach."

"No problem, boss." Alexei's left eye and scarred cheek twitched slightly, which seemed to be his equivalent of a grin. He gave a low whistle and made a sharp gesture to the other dark-attired and grim-faced Khadorans, who had been keeping their distance from the Steelheads. Before they left, MacBain raised a hand to invoke his sorcery upon them, letting protective runes of arcane glyphs settle onto their shoulders and disappear. It was a power that interfered with the operation of firearms at close distance, a handy trick that had saved his hide on multiple occasions. They silently went ahead, moving with catlike grace and disappearing into the darkness of the far cliff facing. It helped that it was already quite late in the afternoon, as the trek had taken longer than MacBain had anticipated. He knew they had to move quickly to achieve their objective. The sun was already low over the western mountains and casting long shadows across the road.

It was a tense wait with little to see from MacBain's point of view to suggest how the assassins were progressing. He had kept his 'jacks back and around the far end of the bend, where the walls of the pass itself blocked sight of their smoke, but he and a few others had crept forward to peer down the lane toward the watchtower. Eventually he saw what appeared to be moving forms on the wall itself, and not a shot had been fired. Several of them pulled up onto the outer walkway of the platform simultaneously and then leapt through the nearest windows. MacBain had to presume their success; time was wasting. He called to his men, "Let's move up!" He mentally directed his 'jacks to hasten forward as quickly as possible. "Double time! Let's move!"

The entire column crossed the distance at a fast jog. Beyond this tower and the final bend in the road, they would enter into the larger open ground before the gun battery that was their goal for the day. The two passes converged before the battery to become a single road south along the last stretch of mountain terrain to the main fortress and Bainsmarket beyond. It was possible Cygnar had already received the reinforcements that had prompted them to release him from their service. Hopefully his gambit with the riflemen had drawn some of them away, but once they heard cannon and gunfire behind them, they would turn back.

Drake's prediction that the assassins had succeeded was borne out when they nimbly dropped down to rejoin the column of Steelheads as it reached the tower. Alexei gave MacBain a small nod before returning to the task of cleaning the blood off his wide-bladed Korsk dueling blade. Drake had to admit they had performed up to expectations, which made him hopeful for the next vital task. "Think you can do that again?" he asked.

"Of course, boss." Alexei's cheek and eye twitched again.

"There are too many men at the next position for you to neutralize them all. Go ahead of us and get in position. Multiple cannons there will be ranging in on us."

"Kill cannon crew?" Alexei asked with almost bored disinterest.

"Not right away. There are soldiers guarding them." Alexei seemed unconcerned, but Drake knew there were limits to what even skilled fighters could handle. "Wait until you see my 'jacks halfway across," he pointed to his three warjacks, "then hit the crew hard. We should be in firing range by that point." He still felt uncertain Alexei understood, but the assassin nodded and spoke in rapid Khadoran to the others. They nodded once and rushed off, moving with the same silent grace around the bend and out of sight.

MacBain gave them a few minutes and then sent a mental command to his 'jacks, urging them into motion. The Mule, Nomad, and Talon quickly built up steam. At MacBain's nod, Modarvo shouted to the Steelheads, "Advance! With a quickness! There will be incoming fire! Stay behind the 'jacks and keep your heads down! Anyone who hesitates is a dead man!"

MacBain ran just behind the 'jacks with his hand cannon loaded and ready, and the Steelheads gave a lusty yell and followed, with both halberdiers and riflemen interspersed among the column. They would separate out as needed once they got to open ground. MacBain's arcane turbine was fired up to full battlefield readiness, and hopefully the strength of his power field and his self-built warcaster armor would give him enough protection to endure the upcoming onslaught. He invoked another protective ring of sorcerous runes for his Nomad, placing it forward and to the center to bolster its armor plating and enable it to ignore damage that would ordinarily hinder its systems. Such enchantments were a stopgap measure, as real repairs would need to be conducted after battle to keep a damaged 'jack running, but during the fight such magic could hold the mechanisms together long enough to get the job done. He was still expending some of his arcane power to maintain the magic he had invoked on the assassins, knowing it might keep them alive from pistol and rifle retaliation after their initial strike.

The gap in the sloping cliff walls was narrowest right past the watchtower but opened immediately into a large open valley guarded by the gun battery, which seemed at the moment very far away across a great deal of open and empty land. Nonetheless this approach enabled his men to angle along the mountain wall to their right and would force the cannon crews to turn continually to compensate

for their movement. The east pass they had avoided emptied straight into the line of fire for those cannons and would have necessitated a mostly head-on approach. The Nomad, Mule, and Talon were almost shoulder-to-shoulder as they ran on heavy steel legs, pistons pumping furiously and engines roaring as they poured smoke and steam into the air. The hope was they would draw attention away from the nearly fifty armed men coming into the valley behind them.

The gun battery was almost a small fortress in its own right, being an elevated squat building of reinforced stone with several outer walls allowing good firing angles for its defenders. It was situated atop a slight hill just before a steep cliff face, and its outer walls encompassed the narrow pass road leading to the main fortress. Though it wasn't entirely enclosed, it offered considerable protection to the dozens of men on its battlements. Even at this distance MacBain saw the silhouettes of several Cygnaran warjacks behind the low perimeter walls, including an old Defender and two Chargers. 'Jacks posted at places like this rather than the front line were usually flawed in some regard, with either damaged or quirky cortexes or mechanisms that had been patched and repaired too often and which needed to be completely replaced. Whatever their problems, however, he knew better than to underestimate military hardware.

THE LONG GUNNERS TAKING SHELTER BEHIND IT WERE SHREDDED IN AN ERUPTION OF ROCK, STONE, AND EXPLOSIVE FORCE.

MacBain's force was spotted almost immediately on entering the valley, but the cannons were not yet pointed in their direction: silencing the outer watchtower had paid off. He could imagine the frantic efforts of crewmen cranking gears to haul the chains attached to their rotating platforms and slowly bring them to bear. Shortly thereafter came the distant thumps of powerful charges being ignited, the screaming of incoming cannonballs, and the eruption of explosions near their position. Torn-up rocks and dirt showered down on them, but none of the shots landed precisely on mark, most falling short.

Already those cannon crews were scrambling. Several more shots fell on MacBain's position a few seconds thereafter, and this time both the Nomad and Mule staggered in the wake of the blasts. Other shells soared over them and exploded behind, and he could hear screams of pain from several of his soldiers. The rest of the men ran forward, as did the scarred but largely intact warjacks. The Nomad, at the fore, received incoming fire from the highly accurate Defender, whose shell might have punched through its torso armor if not for MacBain's arcane augmentation. It did not falter but kept running, quickly closing ground. The crackle of rifle fire followed as the long gunners on the walls gained range on them. Bullets flew through the air, mostly focused on the 'jacks but also zipping past MacBain and the rushing Steelheads.

The Steelheads preferred the heavier military rifles favored by Cygnar's trenchers, which hit with more force than those used by long gunners but lacked their range. As soon as they got within an adequate distance, lines of Steelhead riflemen smoothly formed up and dropped to one knee to fire on the walls as the halberdiers continued on, keeping behind the warjacks at the fore. As the guns began to fire their third volley, MacBain saw the kayazy assassins strike among the crews behind the walls, ruthlessly cutting the throats of men focused on reloading. Only two of the cannons managed to fire; one shell detonated nearby the Talon, covering it with debris, while the second explosive shell went off to little effect safely behind the riflemen.

MacBain saw Cygnaran sword knights rushing to deal with the assassins suddenly among them. He fired his hand cannon to punch a hole through the helmet of their commanding officer at the rear. Soon the kayazy duelists were engaged, evading and parrying with their daggers while the knights hacked at them with their heavier and more awkward Caspian battle blades. Even as MacBain readied to fire his pistol again, his mind was divided between his warjacks and appraising the flow of battle. He directed his Nomad to charge the Defender that had already fired twice on it, hoping to put an end to its deadly accurate long barrel cannon. Fortunately the enemy 'jacks were being directed by Cygnaran officers rather than a warcaster, giving MacBain the advantage.

He ordered the Mule to stop moving and divert its steam power from its leg pistons to its cannon pressure chamber, buying it some additional range. It launched a massive shell straight at the center of the outer barrier wall just as MacBain unleashed an earth-tearing rift of arcane energies to rip into the same section of fortifications. The wall exploded, and the long gunners taking shelter behind it were shredded in an eruption of rock, stone, and explosive force. MacBain fired once more on a long gunner that had survived the initial blast and then holstered his hand cannon to draw his sword, Undertaker. He joined the halberdiers as they rushed through the breach he had opened in the wall. Behind them the Mule launched another massive blast to the left of their position, into infantry shifting to support the embattled sword knights.

The Nomad was an old 'jack chassis, decommissioned from military service by Cygnar forty years earlier, but that had been a glorious day for mercenaries across the southern kingdoms. It lacked the fancy newer reflex capacitors and higher-grade cortex of the Ironclad that had replaced it, and certainly its crude but massive battle blade had no mechanikal augmentations, but it nonetheless delivered all MacBain could want when rushing in on the offensive. It brought its long blade crashing directly into the Defender's arm and side with the full impact of its charge. The weapon severed clean through the Defender's right arm and deep into its torso, rupturing its pressure tank and slicing through multiple pistons and other vital machinery. Impelled by MacBain's will, the Nomad pulled the sword back to strike again and again, exposing the Defender's cortex and then smashing the Cygnaran 'jack close to uselessness. It wasn't entirely out of the fight, but with its arm severed MacBain felt confident the Nomad would soon finish it. He paid that particular section of the battle no more attention.

The Chargers had fired on both the Nomad and MacBain as they closed, but the Nomad deflected the shot off its buckler, and MacBain felt the shell directed at him narrowly miss to instead impact the mountain wall to his right with a spray of stone. His Talon set upon one of the Chargers, raising its shield to catch its foe's hammer while stabbing with its spear. The other Charger endured the withering fire of the Steelhead riflemen. While some of these bullets were deflected by armor, others cut through vital pipes and pistons.

As his halberdiers swept in to hack through both sword knights and long gunners in their path, MacBain closed on this bullet-riddled second Charger, finding that Lieutenant Modarvo was at his side, rushing in with his polearm. Even as Modarvo cleaved his halberd into the Charger's steel, MacBain raised his mechanikally augmented blade in a two-handed inverted grip, feeling it vibrating and humming within the grasp of his armored gauntlets. He slammed it down like a spear straight through the Charger's head and into its torso. It crumpled beneath him like a man would suffering the same great blow.

By the time he and his Talon had finished off the other Charger he saw a number of surviving Cygnaran soldiers retreating away from the battery toward the main fortress. His men were inclined to give chase, but he called them back. "Modarvo! Let them go! Hurry, man the cannon batteries!" He pointed to the Cygnaran cannons, empty aside from the bodies of their former crews.

His mercenaries were not trained artillerists, but the Cygnaran fixed cannons were well constructed, and between Modarvo and MacBain they were able to deduce how to rotate them back toward the eastern pass and load charges. As MacBain had suspected, his earlier trick with the riflemen had indeed drawn some segment of the defenders away, and they came rushing back into the valley, clearly having heard the sounds of battle. The long gunners and trenchers were clearly unprepared to have their own cannons turned against them. Even with the inexpert Steelhead crew, the mercenaries were able to deliver several punishing barrages into the ranks of the returning soldiers. MacBain went forward with his Mule to add to the fire and soon made short work of them. There was still no sign of Caine, and MacBain counted his blessings that things had gone so smoothly. The battle had no sooner finished than Modarvo directed his men to crank the cannons back the other way to provide nominal coverage of the main fortress road.

MacBain ensured the men were in position to fire on any who might approach, making use of the battery walls and every firing position they could find. He stationed his halberdiers such that they could easily intercept anyone who entered from the southern road. Not long after they settled, the riflemen who had lured the defenders into the east pass rejoined them and were greeted with warm enthusiasm by the other Steelheads. The gun battery was firmly in their grasp. The sun was well past the mountains and darkness was settling in. They faced a tense evening ahead, but for now MacBain had the chance to appraise their losses.

He felt relieved to discover they had suffered relatively few casualties; most of the bodies strewn about the fortified position wore Cygnaran uniforms. Now that the battle was over MacBain could see the dead more clearly as individuals, and he recognized the faces of several men he had drunk ale with only a few weeks earlier. He was hardened to such sights, but it still put him in a morose mood. It was for this reason he preferred not to get too friendly with his employers. Among his own men, as he had expected, the assassins had taken the worst of it. Only Alexei and two of his men had made it through the first clash. The Khadoran underboss seemed unfazed by the deaths of his subordinates, and the three assassins took watch positions alongside the rest without complaint. He had also lost four halberdiers and three riflemen. Both Lieutenant Modarvo and Sergeant Giles had come through mostly intact; a bullet had penetrated the padded armor on Sergeant Giles' left arm, but he insisted it was an inconsequential wound. Altogether MacBain had expected worse.

His Nomad had emerged from the onslaught intact, although its armor was badly compromised. All three of his 'jacks were battered but still in fighting condition,

which was good, as he lacked a proper field mechanik. Back when he had first taken the Cygnaran job he had just missed the chance to hire the Rhulic expert mechanik Thor Steinhammer, a fact he regretted. There were several other freelancers and teams he wished he had at his disposal, but a mercenary leader could never expect to have the perfect team for every job. A working man had to make do with the materials at hand. He had to admit his crew had done a fine job.

He also knew the real challenge lay ahead. A good number of the Cygnarans posted here had retreated to the main fortress, and his band no longer had the advantage of surprise. The gun mage had not shown his face. Was it possible Caine had been recalled to Stonebridge Castle? MacBain did not expect he had that sort of luck.

The force spent the long night in apprehension, but no counterattack from the Cygnarans ever came. At some point between midnight and dawn the assassins managed to intercept and kill two rangers who tried to scout out their position. Early in the morning a small probing force of trenchers and long gunners attempted some indirect fire on their position, making use of the cover of smoke grenades. A couple of blind cannon volleys followed by an aggressive charge of his halberdiers discouraged them and sent them back. A bit of scouting by Alexei revealed that the Cygnarans were indeed mustering within the fortress and that their numbers were higher than they had been when MacBain had last been there. But there was not much more the assassin leader could discover without revealing himself.

"Where are the Khadorans?" Lieutenant Modarvo asked him in quiet tones as the morning bled into the afternoon and tension at the occupied battery intensified. The men appreciated the secure position they held but knew their time to attack the fortress was slipping by—and there was no sign of the anticipated reinforcements from the north.

MacBain silently shook his head at the question. He regretted mentioning the Khadorans were supposed to send support, although he had done so initially to reassure the men early in the endeavor. His men were solid; the previous day's work had proven that. And at the very least the supply fortress was not fully armed. Nonetheless, he did not like the odds of success for attacking it head-on.

There was a whistle to the north, and multiple heads looked up. MacBain walked to a better vantage and saw the riflemen he had stationed closer to the opening of the eastern pass waving enthusiastically. It was not the warning signal. Shortly they were greeted by the sight of soldiers in the distinct red of Khadoran uniforms marching into the valley. A brief shout went up from his crew, although it cut short. MacBain's own smile turned to a scowl as he saw how few men were approaching their position. He stepped down from the elevated cannon platform to greet them, cigar in hand.

A Winter Guard sergeant stepped forward and offered a nod to MacBain. When he spoke it was in heavily accented Cygnaran, and it was clear he was struggling with the words. "Sergeant Uldinov. Here to attack fort." While he was clearly trying to muster some enthusiasm, none of the Winter Guard looked happy to be there or eager for battle. MacBain counted only a small squad, all Winter Guard, some armed with Khadoran military blunderbusses, and a few with lighter, long-ranged rifles. Two men had packs on their back containing what he recognized to be portable rockets.

"I was expecting more." MacBain stated bluntly. He chomped on his cigar and glowered at the sergeant. "What kind of crap is Sorscha trying to pull?"

Uldinov looked back at the others behind him and then to MacBain. He pointed vaguely north and stumbled again over his words. "Forward Kommander Sorscha, she busy fighting." He said something in Khadoran that MacBain could not understand. "Tied up." He nodded as he said this last phrase as if pleased he had remembered it.

Alexei was suddenly at MacBain's right, appearing so quietly it startled the warcaster. The assassin asked the sergeant something, and they had a brief exchange in rapid Khadoran. Alexei turned back to MacBain and explained, "There is some larger fight nearer Stonebridge. These men do not want to be here, but they obey orders. Attack on fortress to proceed immediately, they say. Timing vital."

"If it's so vital," MacBain muttered under his breath, "maybe Sorscha could have come here herself."

Alexei asked, "I should translate, boss?"

"No. Tell them to form up and get ready with the rest." He pointed toward the Steelhead riflemen. Alexei passed this along but the sergeant responded with indignation. MacBain scowled and waited for the translation.

Alexei looked amused for once. "He said to tell you, he will help support attack, but he is not under your command. You cannot give him orders."

MacBain's face reddened, and he closed to loom over the sergeant, ignoring the muttering and alarmed looks from the armed Khadorans behind him. "Your orders are to help on this assault, and that means you'll do what I say.

Understand? Or do we have a problem?" Alexei translated, and while the sergeant's expression initially suggested he wanted to defy the warcaster, eventually he looked away from MacBain's glowering eyes. He murmured something almost quietly in Khadoran.

Alexei's cheek twitched and he said, "He understands, boss. They will go where you say."

MacBain turned his back on them and marched back to rejoin his men, where Lieutenant Modarvo was getting them ready. Part of his anger was self-directed. He had known he was overlooking something in the Khadoran contract, but the promised bonus had distracted him. He should have insisted on a specific clause outlining the scope of the support he would receive from the Khadorans. He had learned long ago that a contract could never be too specific.

Modarvo leaned close and spoke in a tone no one else could hear. "Should we call this off? Forget the bonus?"

"No." MacBain said it so firmly and with such force that it clearly took the Ordic Steelhead aback. "It's not about the bonus. We were contracted to attack this fort. I don't go back on agreements. If you want work, you stick to your agreements. That's the code."

Modarvo nodded grimly. "I still think we have cause. The Khadorans are hanging us out to dry."

"Technically they did as promised, so we're going to see this through." He jabbed the end of his cigar toward the fort down the road. "We know this place, how they fight. This is a half-finished supply fort not intended to endure a direct assault. Get the men ready."

MacBain could not take sole credit for the idea behind the trick they used to ease their approach. The idea arose from an incident eight years earlier when he had been hired by the Ordic crown to help against a well-armed and belligerent nest of bandits in the eastern Olgunholt. That battle had nearly ended in disaster after the field artillery intended to support their advance suffered from a critical error. An entire shipment of premeasured cannon charges had arrived with entirely imbalanced loads that used almost all black and very little red powder. The artillery volley intended to initiate the fight and shake the bandits' morale had instead misfired and given rise to a massive cloud of choking smoke as the slower-burning black powder ignited

but failed to evenly combust. The artillery shells had stayed in their cannons, and the bandits had been able to use the cover of smoke to rush their position.

Knowing they faced considerable Cygnaran rifle fire on the uphill approach to the keep, MacBain had his men haul three of the large Cygnaran cannons and position them at the base of the road. These he set with charges he'd had sliced open and drained of most of the red powder. When the three cannons "fired" with muffled thumps, they released a spew of sooty smoke. The late afternoon winds were in their favor, pouring south through the canyon passes and pushing the thick smoke ahead of them.

Once again MacBain's warjacks were at the fore with him behind them. His eyes burned and teared up as his throat and lungs were filled with the horrible smoke. "Move!" Modarvo shouted, and the Steelheads rushed into the smoke wall, choking and coughing as they went. The Winter Guard reluctantly followed. It was hardly an ideal situation, but the worst of the dense and lung-searing fumes were closest to the cannons; as they rushed forward the air thinned out a bit while still providing substantial cover.

GLOWING BULLETS INSTILLED WITH SORCEROUS POWER IMPACTED THE TALON ONE AFTER THE OTHER

There was the sound of sporadic fire from the fortress walls in response to the cannons being fired, but the Cygnaran shots were wild and undirected into the dense smoke. MacBain's people were blinded as badly as their foes, but for now that was acceptable. The defenders would have been difficult to dislodge from behind the fortress walls even if a substantial portion of the attacking force had not been outranged.

MacBain's 'jacks emerged from the forward edge of the smoke and were quickly subject to fire from the battlements, even as he urged them forward to demolish the main gate. Again he combined the Mule's firepower with his own sorcerous blast to punish the sealed gate and portcullis, prompting a rain of stone. He let the Mule fire twice and then sent the Nomad in to smash through the battered gate with its blade. Once the outer gate was shattered, the Nomad crashed through the portcullis, tearing it loose from the weakened stones that had been holding it. A number of Cygnaran soldiers had been killed in the Mule blasts, and others were crushed underfoot as the Nomad pushed into the courtyard.

The Steelhead halberdiers rushed from the smoke behind MacBain. Some fell immediately to rifle fire from the wall, but more of them reached the opening. MacBain sent his Talon through the gate to help block against fire from inside the courtyard. He stood behind its shield and shouted encouragement to the halberdiers as they came, urging them toward the stairways leading to the upper battlements, "Get to those long gunners!" His own riflemen were hanging back at the edge of the smoke and firing up onto the walls but were suffering return fire in their exposed position. If his previous experience held, MacBain expected there were few sword knights in the fort itself, so he had hopes his halberdiers might be able to tie up the enemy rifles long enough to hit their objective and get out. He knew neutralizing the gunners on the walkway would be vital to any withdrawal.

When the rest of the riflemen came forward out of the smoke, MacBain saw no sign of the Khadorans. He presumed they were taking their sweet time, allowing the mercenaries to suffer the worst of the initial rifle exchange. He revised this opinion when he heard shots erupting from behind them. The smoke started to thin and he saw they were beset from the rear. Sergeant Giles reached him and shouted, "We have Hammerfall gunners behind us!"

"Thamar's teeth!" MacBain cursed. "How in blazes did Rhulfolk manage to get behind us so quickly?" MacBain could already see the possible answer to his own question. Several Rhulic companies were on permanent hire by the Cygnarans at Stonebridge Castle. Someone must have spotted their advance despite their efforts and sent the Hammerfall Gun Corps. They could have marched through the night and waited in the western pass until MacBain moved on the fortress. He ordered Giles, "Turn your rifles around and help the Khadorans deal with them! We can't get bottled in!"

He had no time to spare, as suddenly several Cygnaran warjacks emerged from the rear of the fortress to fire on his 'jacks. He directed his Mule to join him, taking it from where it had been lobbing shells up onto the wall. He entered into the courtyard and he saw Captain Allister Caine at last. The man looked harried, as if he had rushed there from somewhere else. He had his deadly pistols in hand, and there were two Grenadiers and a Hunter with him. A unit of battle-ready trenchers and several rangers quickly moved into position, several leveraging fire with their military rifles, while a pair stayed back with each of the Grenadiers to help man their manual reloading mechanisms. Explosive rounds poured toward MacBain, his 'jacks, and the halberdiers making their way up the exposed stairs to the wall walkways.

The mercenary warcaster caught Caine's eye. The Cygnaran warcaster looked grim and raised his pistols. MacBain quickly ducked behind the shelter of his Talon even as the Hunter's long arm cannon fired an armor-piercing round into the Nomad's chest. Despite the protective enchantment he had again applied to the 'jack, its armor was already badly compromised from the previous day's battle, and the 'jack-killing shot tore straight through and into its vital machinery. There was a whistling scream of venting steam from its pressure boiler. Through his mental connection to the machine MacBain could tell its cortex was critically compromised. Only his enchantment was holding it together. The Nomad staggered awkwardly toward the Hunter, but its heavy downward strike just missed. The nimble and lighter 'jack evaded to the left, and only cobblestones were shattered by the blow.

Even as MacBain had delivered the mental command urging the 'jack to charge the Hunter, there came the rapid-fire sound of Caine's magelock revolvers. Glowing bullets instilled with sorcerous power impacted the Talon one after the other, first tearing away its battered shield and then piercing through its hull. The Talon had been advancing on one of the Grenadiers but staggered under the onslaught, and by Caine's fourth shot it was annihilated. Even knowing what the Cygnaran warcaster was capable of with those pistols, MacBain felt stunned at the speed with which the heavily armored 'jack had fallen. At the same time, he knew putting power into those shots had to leave Caine vulnerable—his power field would be at low ebb. Crouching for cover behind the smoking heap that had been a light warjack a moment before, MacBain took aim with his hand cannon. He also sent a mental command to his Mule to hurry forward and fire its cannon at the Cygnaran warcaster.

Maybe his heart wasn't in it, since he liked Caine, but even as he squeezed the hand cannon trigger he felt his aim was off. The nimble Cygnaran warcaster was already moving to the left, and the shot harmlessly hit the wall behind him. The Mule fired a massive blast amid the trenchers that sent the soldiers flying like rag dolls. Caine was forced to dive and scramble out of the way to avoid the explosion. MacBain's attempt to take him down had been genuine, but he felt some small relief seeing the gun mage had avoided being torn apart right away.

The Grenadier fire had been taking a toll on the halberdiers, and MacBain was considering rushing in to deal with one of them himself when he saw Lieutenant Modarvo fall back from the lower stairway as a bullet impacted the nearby wall. The Steelhead lieutenant looked more shaken than actually hurt, although his face was bleeding from incidental cuts. The warcaster grabbed his arm and urged, "Come on! We need to get out of the open!" He pointed toward the smithy, not far along the wall to their right. It was a stout building and relatively well fortified as well as having several sizable stacks of construction materials and blocks of stone before its door. They made a break for the cover of those materials as the Grenadiers continued their fire.

Looking through the eyes of his Mule as he directed the heavy 'jack to back up behind them and keep firing, MacBain saw several riflemen and halberdiers scramble to follow them. When the two dove behind the nearest column of stacked building stones. MacBain noticed Alexei had also joined them.

Drake MacBain ignored the questions shouted by the Steelheads. He was focused through the Mule's eyes looking up to the top half-built fortress deck on the main keep, just in range if he used the full steam pressure. He sent all his will to guide the Mule's shot as its valves redirected its steam and then launched a shell up toward the unfinished platform that looked out over the northern wall. The explosion was perfect, taking out several of the main support beams and prompting the main deck floor to collapse entirely. He found himself laughing somewhat maniacally at this sight. He came back to his own eyes to observe that both Giles and Modarvo were looking at him strangely. "Job done," he explained. "The bonus is ours!"

They did not appreciate his sense of humor. Giles groused, "How about we try to get out of this alive?"

MacBain frowned at him, having just realized he was there. He asked, "Didn't I tell you to help the Khadorans?"

"Screw the Khadorans." Sergeant Giles cursed vehemently and spat at the dirt.

"Good point." MacBain responded with a slightly manic grin. He saw the Grenadiers and the Cygnarans closing on them, moving around to the left to get an angle on them past the blocks of stone. He directed, "Quick, get into the smithy; we'll figure something out. Don't let Caine get a bead on you."

They rushed into the cool relative darkness of the smithy, which was lit only by the banked forge fires. Clearly whoever had been working there had vacated at the sound of battle. The men took positions of cover, and those with firearms pointed them toward the door. MacBain directed his Mule to back toward them while continuing to fire in Caine's general direction as quickly as it could reload. Its steam cannon had very limited range while moving, so these shots were well short of the warcaster's actual position, but the vagaries of its high explosive cannonballs were dangerous enough that the Cygnarans gave it a wide berth.

MacBain checked on his Nomad just in time to see and experience its destruction as one of the Grenadiers joined its fray with the Hunter and finally finished the larger 'jack with its heavy mattock. Ordinarily the heavy could have endured a number of such blows, particularly while protected by MacBain's enchantment, but by this point the Nomad was barely holding together. Its eyes dimmed, and MacBain lost contact with its cortex. This freed up the Hunter to begin firing armor-piercing rounds straight into the Mule, MacBain's last warjack. Soon enough Caine and the Grenadiers added their own fire, and despite its heavy armor, the Mule went down under their combined onslaught.

MacBain barely had time to register that he was 'jackless and backed into a corner before the Grenadiers turned on the smithy. Caine seemed to have no compunction about doing some damage to his own fortress if it meant rooting out the mercenary warcaster. "Watch your heads!" MacBain shouted as the whole building shook under the blasts. He had little time to think but invoked arcane protection on himself as well as those around him, sending forth a wave of sorcerous energy to shield them. He had barely unleashed this energy when the roof collapsed and buried them in rubble.

Caine's heavy footsteps could be heard on the cobblestones outside the smithy; likely he was coming nearer to inspect his handiwork. MacBain heaved against a metal panel that had fallen at an angle to shield him and his men and with a back-straining push managed to knock it and the stones above it out of the way. Coughing and bloody, he staggered from the wreckage. Blood was flowing down MacBain's face from a deep gash on his forehead, and he could feel the pain of multiple impacts throughout his battered body. Behind him his remaining men were also alive, albeit barely, because of MacBain's magic.

He looked up to see Caine had one of his Spellstorm pistols raised and pointed at MacBain's face, likely to discourage him from drawing his own hand cannon or reaching for the sword on his back. Caine looked aggravated but amused. Several of the Cygnarans were gathered to watch. Over Caine's shoulder, MacBain could see that a number of the Khadoran Winter Guard were being marched at gunpoint into the central courtyard by Rhulic soldiers. Clearly the survivors had surrendered. Caine observed, "Well, Drake, looks like you've really mucked up our little fort. This how you handle labor disputes?"

"Something like that," MacBain answered. He eyed the pistol. "Do what you're gonna do, Caine."

Caine raised an eyebrow. "You just put a lot of my men in the ground, MacBain. I've got a certain obligation." There was a cold fury behind Caine's eyes despite his almost jocular tone. Drake had fought alongside the Cygnaran gun mage often enough to know it was when he was in this sort of mood that he was most dangerous.

"Wouldn't expect anything less," MacBain chuckled. "Spare me a drink first? For old time's sake." He licked his lips.

Something relented slightly in that steely look, and Caine's smile became a bit more natural. "Why not?" He holstered his pistol in a single smooth motion and drew a metal flask from one of the pockets of his coat. He tossed it underhanded toward MacBain.

MacBain ignored the flask, letting it fly just past him on the left as he grasped his sword and swiftly brought it off his back and around to press the point up against the Cygnaran's chest. The flask clattered across the cobblestones. Smiling, MacBain suddenly noticed that both of Caine's guns were back in his hands and pointed at his considerable midsection. "Huh," MacBain grunted. "Didn't see you draw." The air had gone still around them, and the Steelheads behind him seemed almost reluctant to breathe.

"What are you doing, MacBain? I could have killed you twice already." Caine's voice sounded weary. "You got a death wish?"

"I'm not so sure," the mercenary warcaster noted, "but I don't think your guns will work right now. It might be you should put them away. Let's just consider *this* a little negotiating leverage." He wiggled his sword.

Caine scowled and directed one of his pistols toward the ground, keeping the other on MacBain. He pulled the trigger. There was a click as its firing mechanism worked, but that was all. No blasting powder ignited, and no bullet fired. MacBain had invoked this particular enchantment on himself even as the building had collapsed, hoping it might come in handy. "Right. I forgot about that little trick." Caine seemed to be genuinely amused now. "Regardless, you can't swing fast enough." He holstered his pistols but looked completely relaxed, as if daring MacBain to strike.

The mercenary lowered the point of his sword but kept it in hand. "Hear me out." He glanced up at the darkening horizon, where the sun was already starting to dip below the mountains surrounding the fortress walls. "Khador only hired me for two days, and this was the second. They didn't offer any bonus for killing Cygnaran warcasters, either. So there's really no profit for either of us in killing each other."

"I can see something in it for *me*," Caine corrected, "given all the damage you've done and the questions I'll have to answer."

"I think we've both suffered damages here. We both lost men, and I lost a few expensive warjacks. But you need to consider the more important point of what I just told you."

Caine shook his head, bemused. "What would that be?"

MacBain smiled as he let one hand off his sword and raised it in an exaggerated gesture. "Clearly I'm available for hire!"

It was such an outrageous statement that Caine could not help but laugh. "You want me to hire you after all this?"

MacBain nodded calmly. "I do have a cooling-off period with the Khadorans, but I expect I can get some work down south, against the Menites. I'll even offer a special one-time discount. Maybe, what, fifteen percent?"

"Thirty," Caine countered without missing a beat.

"Let's call it twenty-five and we've got a deal." MacBain extended his right hand, and Caine only hesitated for a second before reaching forward to shake it.

Caine jerked his chin toward the ground behind MacBain. "My flask."

Sergeant Giles hastened to pick up the dented metal flask. He was moving to hand it back to Caine when MacBain took it out of his hands, unscrewed the cap, and took a long swig. He sighed in satisfaction and then replaced the cap. He grinned as he handed it to the other warcaster. "I never refuse a drink once offered. Now, let's put this all in writing before your trigger finger starts itching again."

CONTRACTS & THEME FORCES

Whether for a private war or to supplement the forces of a kingdom, mercenary contracts provide the powerful and wealthy with a means to build an army quickly. Though most patrons prefer to hire larger contingents, in a pinch smaller bands can be combined to form a force large enough for any conflict. The mercenaries of the Iron Kingdoms may be a diverse lot, but they can be relied upon equally to set aside their petty differences for the right price. After all, few loyalties are as solid as gold, and with enough coin one can buy an army, at least for a time. On the other hand, even though each man has his price, not every mercenary is willing to serve any master.

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

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

Mercenary contracts detail the background of the mercenaries' employers, the history of the contract, and rules for constructing an army. While one player may choose a new contract each time he plays, another might dedicate himself to a particular contract, painting and modeling his forces to reflect the flavor or color scheme of a specific army.

THE FOUR STAR SYNDICATE

A shadowy organization notorious even among the pirates and cutthroats in the back streets of Five Fingers, the Four Star Syndicate fills its own pockets through daring raids overland and at sea. Supported with warjacks controlled by freelance warcasters, the Syndicate acts brazenly in openly targeting rail yards, small fleets, and even military supply trains. Land-based raids along the shores of the Dragon's Tongue have captured several shipments of armaments, explosives, and even warjacks that the Syndicate then sold on the black market for outrageous profits. Few know much about the Syndicate's inner workings, but it is believed the high captains who rule the city have influence over which contracts it accepts and make use of its battles to further their criminal empires. Syndicate loyalties are bought with gold coin and bound with iron promises of retribution. Any who hire their services in the mercenary market in Five Fingers are likely to be employed by the Syndicate eventually. It pays well, and a full purse can buy almost anything—even a clear conscience.

ARMY COMPOSITION

- An army constructed under the Four Star Syndicate contract can include any mercenary models/units that will work for Cryx or Khador.
- The army can also include Captain Sam MacHorne & the Devil Dogs and/or Rhupert Carvolo, Piper of Ord.

SPECIAL RULES

None.

THE HIGHBORN COVENANT

Many of Llael's exiled nobles have turned to mercenaries to fight the Khadorans occupying their nation. The Highborn Covenant contract represents the most coherent of these efforts. With considerable backing from émigré nobles and certain merchant concerns, the Highborn Covenant has assembled a formidable army that may not care much about Llaelese land but has a great interest in Llaelese coin. While the Highborn Covenant has the lofty and increasingly unlikely goal of liberating Llael from Khadoran invaders, it also helps the exiled nobility maintain some legitimacy. Without this mercenary army, the exiles' claims on land, title, and station would be tenuous at best. The Highborn Covenant ensures that they maintain at least the appearance of some authority in Llael. Mercenary forces under the Highborn Covenant serve six to eight months, with extensions offered to individuals and mercenary companies that prove trustworthy and reliable. As time has passed with no sign of restoring Llael, this army and its backers have become less selective regarding their targets.

ARMY COMPOSITION

- An army constructed under the Highborn Covenant contract can include any mercenary models/units that will work for Cygnar.
- The army can also include one non-character Arcane Tempest Gun Mage unit or Long Gunner unit. This unit is considered to be a friendly Mercenary unit instead of a Cygnar unit and can include attachments.

SPECIAL RULES

- Solos in this army gain Advance Deployment.

THE SEARFORGE COMMISSION

Fighting in the south has allowed the Rhulfolk to stay apprised of the ongoing struggles in wars abroad as well as giving valuable combat experience against a variety of opponents. Furthermore, no matter who wins the southern wars, the mercantile clans of Rhul are determined to keep trade lanes open. Clan Searforge is one of the wealthiest of these and has taken a controlling interest in the trade of several clans that ship weapons, alloys, and steamjack parts to various southern enclaves in the lands of man. The commission primarily serves the interests of its founding clan, but it has accepted contracts that benefit other mercantile conglomerates. To that end it coordinates the actions of mercenary groups and assigns forces to escort trade shipments through hostile territory. They are more than willing to shed blood and even engage kingdom military forces toe-to-toe to protect their interests.

ARMY COMPOSITION

- An army constructed under the Searforge Commission contract can include Mercenary Rhulic and/or Ogrun models/units.
- Increase the FA of all non-character models and units included in the army by +1.

SPECIAL RULES

- Your deployment zone is extended 4″ forward.

THE *TALION* CHARTER

The *Talion* Charter originally set out the terms and conditions for the crew of the *Talion*, a ship manned largely by men and women brought together by mutiny and turned to piracy for survival. It has been expanded to serve as a rallying point for a motley assortment of powerful and well-armed pirates and privateers, including several notable warcasters-for-hire such as Phinneus Shae, the *Talion*'s captain, Captain Bartolo "Broadsides Bart" Montador of the *Calamitas*, and the Thamarite sorceress Fiona the Black. These formidable individuals have proven they can stand on equal footing with any mercenary company in western Immoren and offer their services at quite reasonable rates, both on land and at sea.

ARMY COMPOSITION

- An army constructed under the *Talion* Charter contract can include Captain Phinneus Shae, any Privateer mercenary models and units, and/or any mercenary warjacks.
- The army cannot include The Commodore Cannon & Crew unless Captain Phinneus Shae is also included.

SPECIAL RULES

- You gain +1 to your starting roll for the game.
- You can redeploy solos after both players have deployed but before the first player's first turn. The redeployed models must be placed on the table in a location they could have been deployed initially.

ASHLYNN D'ELYSE
VIVA LA RÉSISTANCE

WARJACKS	UNITS	SOLOS
Mercenary non-character warjacks	Precursor Knights, Captain Sam MacHorne & The Devil Dogs, Dannon Blythe & Bull	Anastasia di Bray, Gorman di Wulfe, Harlan Versh, Madelyn Corbeau, Rhupert Carvolo, Rutger Shaw, Taryn di la Rovissi

TIER 1

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

Benefit: This army can include non-character Cygnar Arcane Tempest Gun Mage units and Cygnar Gun Mage Captain Adept solos. These units are considered to be friendly Mercenary models instead of Cygnar models and can include attachments.

TIER 2

Requirements: The army includes Anastasia di Bray and Taryn di la Rovissi.

Benefit: You can redeploy solos after both players have deployed but before the first player's first turn. The redeployed models must be placed on the table in a location they could have been deployed initially.

TIER 3

Requirements: Ashlynn's battlegroup includes two or more Vanguard warjacks.

Benefit: Models in Ashlynn's battlegroup gain Advance Deployment.

TIER 4

Requirements: The army includes two Arcane Tempest Gun Mage units.

Benefit: Add a unit attachment to one Arcane Tempest Gun Mage unit free of cost. This unit attachment ignores FA restrictions.

FIONA THE BLACK
DEVIL TO PAY

WARJACKS
Mercenary non-character warjacks

UNITS
Press Gangers, Sea Dog Crews, Mercenary Thamarite units, Croe's Cutthroats

SOLOS
Mercenary Thamarite solos, Doc Killingsworth, Kell Bailoch

TIER 1
Requirements: The army can include only the models listed above.

Benefit: All units in the army are cultists. (Fiona can still gain only 1 focus point from cultists each turn regardless of how many are in her proximity.)

TIER 2
Requirements: This army includes two or more Sea Dog Crew units.

Benefit: You can redeploy one model/unit for each Sea Dog Crew unit in the army after both players have deployed but before the first player's first turn. The redeployed models must be placed on the table in a location they could have been deployed initially.

TIER 3
Requirements: This army includes four or more units.

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

TIER 4
Requirements: Two or more warjacks in Fiona's battlegroup have Amphibious.

Benefit: Models in Fiona's battlegroup gain Stealth during the first round of the game.

GORTEN GRUNDBACK
THE HAMMERFALL IRREGULARS

WARJACKS
Mercenary Rhulic non-character warjacks

UNITS
Rhulic Mercenary units

SOLOS
Rhulic Mercenary solos, Brun & Lug

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Hammerfall High Shield Gun Corps units become FA U. Additionally, the FA of Ogrun Bokur solos increases by +1 for every unit included.

TIER 2
Requirements: The army includes two or more Hammerfall High Shield Gun Corps units.

Benefit: Add a unit attachment to one Hammerfall High Shield Gun Corps unit free of cost. This unit attachment ignores FA restrictions.

TIER 3
Requirements: Gorten's battlegroup includes four or more warjacks.

Benefit: Warjacks in Gorten's battlegroup gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

TIER 4
Requirements: The army includes four or more units.

Benefit: Hammerfall High Shield Gun Corps units gain Advance Deployment.

DRAKE MACBAIN
SOLDIERS OF FORTUNE

WARJACKS
Mercenary non-character warjacks

UNITS
Steelhead units, Alexia Ciannor & The Risen, Captain Sam MacHorne & The Devil Dogs, Croe's Cutthroats, Dannon Blythe & Bull

SOLOS
Alten Ashley, Gorman di Wulfe, Kell Bailoch, Orin Midwinter, Rhupert Carvolo, Rutger Shaw, Stannis Brocker, Taryn di la Rovissi, Thor Steinhammer

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Reduce the point cost of character units in this army by 1.

TIER 2
Requirements: The army includes two or more Steelhead Halberdier units.

Benefit: You gain +1 on your starting roll for the game.

TIER 3
Requirements: The army includes four or more solos.

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

TIER 4
Requirements: MacBain's battlegroup includes two or more Nomad warjacks.

Benefit: Warjacks in MacBain's battlegroup gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

DURGEN MADHAMMER
SHOCK & AWE

WARJACKS
Mercenary Rhulic non-character heavy warjacks

UNITS
Rhulic Mercenary units

SOLOS
Ogrun Bokurs, Gudrun the Wanderer, Thor Steinhammer

TIER 1
Requirements: The army can include only the models listed above.

Benefit: The FA of Horgenhold Artillery Corps units in the army increases by +1 for each Horgenhold Forge Guard unit included. Additionally, reduce the point cost of Ghordson Avalancher warjacks by 1.

TIER 2
Requirements: This army includes two Horgenhold Forge Guard units.

Benefit: You gain +1 on your starting roll for the game.

TIER 3
Requirements: This army includes Herne & Jonne.

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

TIER 4
Requirements: Durgen's battlegroup includes three or more heavy warjacks.

Benefit: Your deployment zone is extended 2″ forward.

MAGNUS THE TRAITOR
MOST WANTED

WARJACKS
Mercenary non-character warjacks

UNITS
Idrian Skirmishers, Steelhead units, Greygore Boomhowler & Co., Croe's Cutthroats

SOLOS
Gorman di Wulfe, Kell Bailoch, Orin Midwinter, Saxon Orrik, Steelhead solos

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Reduce the point cost of each Renegade warjack by 1. Additionally, this army can include one Cygnar Long Gunner Infantry unit or one Cygnar Trencher Infantry unit. This unit is considered to be a friendly Mercenary unit instead of a Cygnar unit and can include attachments.

TIER 2
Requirements: The army includes two or more Steelhead units.

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

TIER 3
Requirements: Magnus' battlegroup includes three or more warjacks.

Benefit: For each warjack in Magnus' battlegroup, place one wreck marker of the corresponding size anywhere within 20″ of the back edge of Magnus' deployment zone after terrain has been placed but before either player deploys his army. Wreck markers cannot be placed within 3″ of a terrain feature or another wreck marker.

TIER 4
Requirements: Magnus' battlegroup includes two Renegade warjacks.

Benefit: Models in Magnus' battlegroup can begin the game affected by his upkeep spells. These spells and their targets must be declared before either player sets up models.

MAGNUS THE WARLORD
MAGNUS' AGENDA

WARJACKS
Mercenary non-character warjacks

UNITS
Idrian Skirmishers, Steelhead units, Greygore Boomhowler & Co., Croe's Cutthroats

SOLOS
Gorman di Wulfe, Kell Bailoch, Orin Midwinter, Saxon Orrik, Steelhead solos

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Reduce the point cost of each Mangler warjack by 1. Additionally, this army can include one Cygnar Long Gunner Infantry unit or one Cygnar Trencher Infantry unit. This unit is considered to be a friendly Mercenary unit instead of a Cygnar unit and can include attachments.

TIER 2
Requirements: This army includes Croe's Cutthroats.

Benefit: You can redeploy one unit/model after both players have deployed but before the first player's first turn. The redeployed models must be placed on the table in a location they could have been deployed initially.

TIER 3
Requirements: The army includes two or more Idrian Skirmisher units.

Benefit: Models/units in this army gain Pathfinder during your first turn of the game.

TIER 4
Requirements: Magnus' battlegroup includes two or more Mangler warjacks.

Benefit: Your deployment zone is extended 2″ forward.

CAPTAIN BARTOLO MONTADOR

ROUGH SEAS

WARJACKS
Mercenary non-character warjacks with ranged weapons

UNITS
Press Gangers, Sea Dog Deck Guns, Sea Dog Crews

SOLOS
Bloody Bradigan, Dirty Meg, Doc Killingsworth, Master Gunner Dougal MacNaile

TIER 1

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

Benefit: The FA of Sea Dog Deck Gun units increases by +1 for each Press Gang or Sea Dog Crew unit included. Additionally, reduce the point cost of Mariner warjacks by 1.

TIER 2

Requirements: This army includes two or more Press Ganger units.

Benefit: Press Ganger units gain Stealth during the first round of the game.

TIER 3

Requirements: This army includes Master Gunner Dougal MacNaile.

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

TIER 4

Requirements: Montador's battlegroup includes three or more heavy warjacks.

Benefit: Your deployment zone is extended 2" forward.

CAPTAIN PHINNEUS SHAE

A PIRATE'S LIFE

WARJACKS
Mercenary non-character warjacks

UNITS
Sea Dog units, Lady Aiyana & Master Holt

SOLOS
Bosun Grogspar, Dirty Meg, Doc Killingsworth, First Mate Hawk, Lord Rockbottom

TIER 1

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

Benefit: Reduce the point cost of solos in this army by 1.

TIER 2

Requirements: This army includes Mr. Walls.

Benefit: Models/units in this army gain Pathfinder during your first turn of the game.

TIER 3

Requirements: The army includes The Commodore Cannon & Crew.

Benefit: You gain +1 on your starting roll for the game.

TIER 4

Requirements: Shae's battlegroup includes three or more warjacks.

Benefit: Models in Shae's battlegroup gain +2 SPD during your first turn of the game.

MERCENARIES OF THE IRON KINGDOMS

The long history of bloody conflict in the Iron Kingdoms has created endless opportunity for those willing to do violence for pay. War is so ubiquitous in the Iron Kingdoms it is only natural that a certain breed of men and women approach it like any other trade. These are the mercenaries, soldiers of fortune generally loyal only to the paymaster currently filling their pockets. The Iron Kingdoms have been wracked by border disputes, skirmishes, civil insurrections, invasions, and outright warfare since the dawn of history. Mercenaries have been leaving an indelible mark on the Iron Kingdoms since the earliest days of the Warlord Era, when rival priest-kings hired mercenary bands to make war with their enemies and defend their lands against marauding Molgur tribes. The early civilized settlements were often outnumbered, and the warlords and priest-kings of the era were not above hiring additional soldiers to ensure their survival. Most early mercenary outfits were little more than tribal bands themselves, owing allegiance to a single chieftain paid to raise a small army.

As warring lords began to consolidate their power across the continent, standing armies began to replace levies raised for a single conflict. Both regular armies and the mercenary bands that served alongside them became more extensive and better organized.

It remains an open question whether the forces of civilization would have triumphed over the savages besetting them without the assistance of sell-swords. The defeat of the Molgur tribes paved the way for the birth of the Thousand Cities Era, a golden age for mercenaries, when countless city-states warred among themselves to extend their influence across the region. Some estimates hold that during this era there were more mercenaries fighting in the wars of western Immoren than there were soldiers in the standing armies of the city-states. It was during this time that many of the traditions and rules governing mercenaries were debated, established, and codified in writing.

By this time mercenary outfits had grown into true companies with generations of traditions and history behind them. The constant employment of sell-swords in the constant conflicts of the Thousand Cities era led to a set of guidelines governing the use of mercenary soldiers that eventually came to be known as "the Charter." Though it has been modified over the centuries, the long-standing code of conduct defines the rules and strictures under which mercenaries operate. The Charter was adopted in its modern form around the same time as the Corvis Treaties.

The Charter clarifies how mercenaries are expected to treat employers, civilians, opposing and allied militaries, prisoners, and other mercenary companies. It offers rules for claiming territory, dividing loot, and ransoming prisoners and lays out what constitutes open rebellion and what orders a company-for-hire can lawfully disobey (such as the slaughtering of noncombatants). Every company is obliged to state its allegiance to the Charter in order to solicit employment. Companies or individuals deemed in egregious breach of the rules of Charter can suffer legal and even military retaliation, and what was once a proud mercenary company becomes little more than a band of brigands or outlaws. The bounties offered for these criminals can serve as an incentive for other, once-competing companies to hunt them, if the matter does not rise to the level of warranting direct military intervention. Even if such an outlawed company keeps a low profile and avoids destruction by force of arms, they might face the most ignominious of fates: death by unemployment. Most nations consider it a matter of policy never to employ those who violate the Charter, although times of extended war bring inevitable corruption and can prompt individual paymasters to ignore this stipulation. The Charter is supplemented by the specific codes and oaths sworn by individual mercenaries and companies. These lesser charters define the specific kinds of contracts a company will accept and the types of warfare they are willing to engage in.

The arrival of the Orgoth disrupted life for nearly everyone in western Immoren. While the mercenary tradition did not go entirely extinct, most war profiteering died out. The invaders had no interest in hiring others to fight for them, and the resistance that opposed the tyrants eventually became so pervasive that its soldiers asked for no payment to fight. The few mercenary bands that endured in this era survived mostly as paid watchmen protecting settlements so remote they avoided the attention of the Orgoth.

When the Iron Alliance finally succeeded in ejecting the Orgoth from their lands, old feuds and alliances started anew. The ink on the Corvis Treaties was barely dry when the new nations began to test the strength of their neighbors' borders. Much of the populace remained armed in the aftermath of the occupation, and not all of them were interested in fighting for a newly founded nation. The chaos provided fertile ground for the rejuvenation of the mercenary profession, and the

MAJOR TENETS OF THE CHARTER

A mercenary company is incorporated by a charter, which is a contract between a sponsoring governing authority and the mercenary commander. Possession of this contract represents ownership of the company and can be passed down to successors. When the contract is burned or otherwise destroyed, the company is disbanded. Many older companies have outlasted the sovereign or power that signed their charter and feel justified in serving any kingdom indiscriminately, while other, more honorable companies follow the old rule and refuse contracts against their sponsoring nobles or kingdom, or their successors.

Mercenary companies are hired to conduct honorable combat against enemy soldiers, mercenaries, bandits, criminals, or others who pose a threat. Unarmed or defenseless communities are not eligible objectives, regardless of pay. In addition, company charters often detail day-to-day operations, including pay shares, ranks, recruitment (which is usually, but not always, voluntary), and length of service.

Once contracted, a mercenary company must fulfill its obligations of the letter of the contract. Breaking a contract to switch sides in the midst of battle for reason—such as on offer of better pay—is both unlawful and dishonorable. Once it has fulfilled its contract, the company is free to depart or negotiate new terms of service.

If a contract stipulates a cooling-off period, the hired company cannot accept contracts against the hiring authority for the specified period after leaving its employ. Furthermore, a company can never take action against the authority that approved their founding charter.

All mercenaries employed by a company must observe its chain of command. Violation of this tenet can result in arrest, disciplinary action, or even execution in the case of severe insubordination or desertion.

Company officers are responsible for the behavior of their men. Mercenaries are expected to behave with honor. Looting, torture, and the execution of prisoners is not allowed.

ancient laws of the Charter were soon renewed. Hundreds of mercenary companies were founded in those days, and so the modern mercenary was born. Some of those companies have survived into the present day.

Some nations have had such long relationships with specific mercenary companies that those companies have come to be considered a semi-official part of their client's standing armies. These outfits are included in the payrolls of the kingdom's military budget and are counted as strategic assets by commanding officers. Their contracts sometimes extend into perpetuity and are ceremonially renewed by the company's leader each decade. They are typically paid at a better rate and receive better housing in the field than regular soldiers, a fact that sometimes causes tension between soldiers and mercenaries.

Most successful mercenary companies have become adept at interpreting the letter of their charters to suit their needs. Additionally, any mercenary worth his salt must learn contract negotiation and trade laws as a side vocation. Less legitimate outfits tend to have vague, incomplete, or contradictory charter, or simply take the expedient of operating with no charter at all. Of course, such methods are not without their own inherent risks and ensure one's clients will be desperate, tyrannical, or clandestine.

Despite the sanctions, there are always renegade mercenary companies who refuse to follow the old codes. The mercenaries who serve in these outfits are often already wanted criminals with no respect for the rule of law. Without a charter, many of these companies are really just groups of organized bandits. It infuriates road wardens and other law enforcement officials that some of the worst scum in the Iron Kingdoms are able to make a living under the protection of a neighboring country's armed forces. Respected mercenary companies often hold such hired brigands in disdain, but the vagaries of war may require some tolerance for working alongside them if hired by the same employer.

Similarly to the general Charter, a company that violates its individual charter or acts without a charter can be fined, disbanded, or even declared an armed uprising and be hunted down by kingdom armies. When a company's charter is revoked, it is ceremonially burned by an agent of the sponsoring state, and the company's men can be arrested and brought up on charges. In ages past, some unscrupulous sovereigns have used such tactics to avoid paying their mercenary forces. Though they have done much to repair their reputation during the Vanar dynasty, Khadoran monarchs once had a reputation for mistreating the mercenaries in their employ. Some companies still will not work for the Khadorans for any amount, as they remain skeptical of receiving their promised pay.

Most mercenary groups are relatively small bands, usually led by an experienced military commander, a personally powerful combatant, or a financial backer. The majority of these outfits comprise fewer than thirty members bound under the company's charter. Quality of life in the smaller mercenary bands varies considerably, depending on that group's leadership, skill, reputation, and clientele as well as the stability of the Iron Kingdoms at any give time.

It takes a special kind of person to take up the mercenary life. Joining a small company can be as easy as showing up with a weapon in hand. Others require passing a series of tests proving combat skill or demonstrating some other ability of value to the organization. The more successful companies can be picky and will turn away thugs, but almost any company is eager to snatch up those with arcane talents. Since many companies spend protracted time in the field and are expected to provide for themselves even when serving a client army, they are often on the lookout for cooks and people with wilderness survival skills.

Many small companies are simply a collection of individuals willing to fight for coin. They carry whatever weapons they brought when they joined or what they have been able to salvage from the battlefield. Better-funded companies often equip their soldiers uniformly, but most small companies require each member to pay for his own arms and armor. Unsuccessful companies can enter a downward spiral when they lose battles, then clients, and finally become unable to afford the weapons and armor they need to be effective combatants.

The more respectable mercenary companies tend to be highly professional and either are large enough to field a small army or specialize in a specific combat role. These groups are often in high demand, especially during the traditional campaign season starting in the early spring. A commander lacking powerful artillery but expecting to face numerous enemy warjacks may hire a mercenary band specializing in anti-warjack combat, for example. Specialists are available for almost any form of modern combat, but they usually charge higher rates for their hard-to-obtain equipment, arms, and experience.

The best-equipped companies bring with them a cadre of warjacks and armed laborjacks. The presence of a 'jack or two on the battlefield can be a powerful force multiplier, and those mercenaries who can afford to purchase and maintain these expensive machines are always in demand. While warcasters remain rare among mercenary bands, 'jack marshals are not uncommon. Mercenaries who spend more than a few years in this line of work are invariably exposed to warjacks, and many take the trouble to learn the basic skills of commanding them in combat.

Not all mercenaries join companies. Many begin their careers as lone swords or guns-for-hire. Only the most talented and deadly of these rise to prominence and continue in the trade very long. Remaining independent takes skill, and those without the chops are either left littering the battlefield or recruited into a larger outfit. In general, the life of a solo mercenary is short and dangerous. The advantages of joining a company include not just better pay but a longer life expectancy. There are, however, notable exceptions.

Some mercenaries bring such highly valued skill sets to the battlefield they can pick and choose employers. Warcasters, alchemists, arcane mechaniks, and combat arcanists of all stripes possess abilities that are always in high demand.

Many of the larger companies view independent mercenaries with some disdain, as do the paymasters of the kingdoms, albeit for different reasons. The mercenary outfits resent the wages that can be commanded by some lone operatives. The clerks prefer the simplicity of dealing with a few large contracts to having to labor over numerous small ones. It frequently takes just as much time to negotiate and draft a contract for a single operator as it does for a large company.

THE DEVIL DOGS

One of the best-known small mercenary companies active today, Sam MacHorne's Devil Dogs are a professional anti-'jack outfit skilled in bringing down heavy armor. They pack an arsenal of specialized arms and equipment, including high-powered slug guns, warjack-tripping chains and nets, and massive pick axes capable of piercing the thick, iron plates of fallen 'jacks. They supplement their specialized weaponry with a small stable of warjacks. MacHorne favors older Cygnaran models, and Dog Company maintains several Nomads and Talons.

Other mercenary companies are sometimes surprised to learn MacHorne hires as many support personnel as she does combatants. For every mercenary soldier in her employ there is at least one engineer, mechanik, or logistics expert on the payroll. The Devil Dogs are one of the best-equipped mercenary organizations around, and keeping their equipment and warjacks in fighting trim is just as much a part of their business as doing battle.

The nations of the Iron Kingdoms vary in their outlook toward mercenaries. Generally, as the strength and professionalism of the national armies has increased, the role of mercenary forces has diminished. There are exceptions, especially in the case of mercenary companies with a long history of service to a given nation, but for the most part mercenaries are hired either for specific military objectives or to shore up a neglected aspect of security until the national army can bring its own resources to bear. Warcasters especially can always find work, as their arcane prowess and the firepower of the machines at their command can sway the outcomes of whole battles. The war in Llael proved to be a tremendous boon for mercenary outfits that flocked to the battlefields of that beleaguered nation. This rush continued until the fall of Merywyn, when Khador officially began its occupation and the Llaelese purse strings were cut.

Khador and Cygnar are by far the largest employers of sell-swords, but their attitudes toward them differ significantly. In recent years, Cygnar has come to rely on increasing numbers of mercenaries as its armies have been stretched thin by the ongoing war with both Khador and the Protectorate of Menoth as well as increased Cryxian incursions along the eastern seaboard and from the Thornwood. Some commanders have been forced to rely on large mercenary companies to fortify border garrisons. Although Cygnar has always relied on mercenary forces to some extent, the expansion of this policy does not sit well with the general staff or the king. The grim realities of fighting a war on three fronts, however, have presented few alternatives. Respected companies can usually find work under the Cygnus, as can some small groups of highly specialized combatants.

Mercenaries generally enjoy working for Cygnar, as it has a reputation for deep coffers and timely pay. This opinion has been threatened since the War in Llael, as lengthy conflicts have clearly had an impact on Cygnaran paymasters. Mercenaries are encountering more delays and excuses from their Cygnaran employers than they like, and this has caused some to turn elsewhere for work. Others have decided to contract more directly with wealthy Cygnaran nobles rather than relying on the crown and its treasury.

Although Khador's High Kommand does nothing to conceal its loathing of mercenary soldiers, its army is nothing if not pragmatic and makes widespread use of mercenary forces. Whereas once the High Kommand was reluctant to assign specific portions of its budget to mercenaries, its senior officers are now more willing to make such arrangements. The Khadoran reputation for reliable pay has increased even as the Cygnaran one has diminished.

Khador finds Khadoran-born mercenaries most palatable, as they have almost always received at least basic instruction in soldiering. Most are veterans of the Winter Guard and have some battlefield experience. Others, like former Iron Fangs and Widowmakers, have years or even decades of military experience behind them. Khador is also willing to hire larger independent organizations such as the Steelheads for specific engagements. The shadowy dealings of Khador's merchant princes have also placed a number of highly skilled though brutish freelance assassins under the command of Khadoran military officers. Though the loyalty of such men is constantly in question, their effectiveness is not. Khador is quite willing to hire bands that have been outlawed by its neighbors. These vicious criminals can sometimes be had at bargain prices, if hired to fight those against whom they hold a personal grudge. Given the results of Cygnar's recent Inquisition and subsequent bloody coup, there is no shortage of deserters, traitors, and war criminals eager to strike out at their former nation.

Many of the mercenaries of the modern era make their homes in Ord. King Baird Cathor II, the Bandit King, has a notoriously laissez-faire attitude toward mercenaries, stemming no doubt from his own occasionally dubious financial practices. The country is well positioned to act as a headquarters for mercenaries, lying as it does between Cygnar and Khador. It is the perfect crossroads to negotiate a gun or sword for hire. The Ordic port of Five Fingers is another draw; given the corruption rife in the city, there is always money to be made through violence. For the determined or desperate, ships can be found that will sail all the way to Cryx.

Although Ord takes great pains to stay out of the wars sweeping western Immoren, the Bandit King is no fool. Ord favors Cygnar over the expansionist regime of Khador but does rely on trade with the nation to the north. Having ready access to numerous mercenaries allows the Ordic court to interfere quietly in the wars of its neighbors. Although Ord does not have the wealth to do so on a large scale, its paymasters are sometimes directed to hire mercenary bands to aid Cygnaran forces, particularly when those forces are working against Khadoran elements near the Ordic border. Furthermore, due to the prodigious dossiers gathered by Ord's extensive spy network, Ordic paymasters know precisely which mercenaries can be hired at a bargain. The threat of blackmail can work wonders against those individuals and groups who already exist on the edges of the law, and special incentives can be found to motivate desperate or driven company commanders.

Cryx makes regular use of mercenaries and living assassins both, sometimes openly and sometimes from the shadows. Often mercenary companies are hired to serve Cryxian interests on the mainland to avoid alerting their enemies to their presence. A horde of necromechanikal thralls always betrays its Cryxian origins, but a private mercenary force could be in the employ of any number of masters. Living agents can also sometimes reach targets barred to the undead.

Many mercenaries have a sensible prohibition against working for the Nightmare Empire and refuse Cryxian contracts at any price. Few mercenaries are particularly interested in taking up work with an unliving nation known for necromancy, blasphemy, and genocide. With a few exceptions, only the most desperate or insane sell-swords will sign on for a contract with Toruk's hideous army. Cryx's agents on the mainland are masters of deception, however, quite adept at concealing the source of their coin from professional killers not known for asking questions.

While the elite of Khador and Cygnar look down upon mercenaries, the Protectorate's leadership holds them in absolute contempt. The idea of paying a non-believer to fight in the name of Menoth is anathema to the faithful. The Protectorate's borders are tightly controlled, and non-believers who enter are likely to be arrested and killed as spies. Furthermore, the Protectorate is not known for its pleasures and offers none of the hospitality or benefits of the larger kingdoms. It can be impossible just to find decent drink.

In spite of these difficulties, the Sul-Menites recognize they are severely outnumbered by their enemies and sometimes deign to hire outside soldiers. The Northern Crusade in particular, with its long supply chain, must occasionally bolster its ranks. Although working with those who hate everything mercenaries represent can be taxing, those who take the Protectorate's contracts can be confident the terms will be upheld to the letter and they will receive precisely the payment that had been promised. On the other hand, the Protectorate is more blatant than other powers in allowing its hired mercenaries to take the brunt of the risk in armed confrontations. Most hired soldiers know this quite well and factor it into reimbursement negotiations.

Not every mercenary works for a nation; there is no shortage of private individuals who have uses for hired soldiers. The raising of private armies is proscribed by the laws of every nation in western Immoren, but it is not as uncommon as those governments would like. Certain nobles and wealthy organizations can find loopholes in these laws on the grounds of protecting their lands or assets. In practice, anyone with deep enough coffers and a large enough grudge can hire an army. Private armies make national governments extremely uneasy, so unless they have a legitimate and recognized purpose they must be hidden away in the most desolate and forbidding places, further stretching the already-complicated logistics that plague any mercenary force. Large private armies are rare, but when one is successfully founded and maintained, it is likely to be a terrible thorn in the side of whoever wronged its master.

THE LLAELESE RESISTANCE

The beleaguered soldiers of the Llaelese Resistance are only mercenaries by necessity, taking contracts to help pay the enormous costs of their rebellion. Since the fall of Merywyn, many Llaelese noblemen have helped to fund the Resistance from exile. They leave the field operations to individuals like the warcaster Ashlynn d'Elyse, who fights an endless war against the Khadorans who invaded her homeland and killed her father. Despite the passion and determination of its leaders, the Resistance is losing ground. No matter how many battles they win, they simply do not have the manpower to retake and hold occupied cities. A recent attempt to parley with the Protectorate of Menoth did result in the liberation of Leryn from Khadoran hands, but only to move control of the city to the Protectorate's Northern Crusade. With each passing day it seems more likely the Protectorate views the Resistance as nothing more than fodder for its own wars of expansion.

In light of these developments, the Resistance has begun to transfer its base of operations to Ord. Although it seems increasingly unlikely Llael will ever be freed, the Resistance remains devoted to striking out at the Khadorans at every opportunity.

THE STEELHEADS MERCENARY COMPANY

There is no other mercenary company in the Iron Kingdoms as large or as profitable as the Steelheads, which maintains chapter houses across western Immoren from Caspia to Blackwater. Founded in Berck as a small group of Ordic army veterans over two centuries ago, the company began with the idea that a highly professional and regimented mercenary force would be in higher demand than the sometimes-unreliable free companies.

Within a few years, the group had grown into a small but scattered army focused on combined arms. The Steelheads were in high demand, as they possessed the flexibility and discipline to face almost any situation. From Berck, experienced officers traveled abroad to found chapter houses in Caspia, Korsk, Merywyn, and Corvis. The Steelheads chapter house in Blackwater is still controversial within the organization, but the Cryxians stick to the letter of their contracts, and the immense wealth that flows into the port from the pirate fleets provides sufficient incentive for the Steelheads to continue to do business with the Nightmare Empire.

The success of these associated chapters has been immense, giving the Steelheads a major advantage over their competitors. Whereas other mercenaries have to endure lengthy cooling-off periods before taking contracts against former employers, the Steelheads can simply assign different chapters. They currently maintain chapter houses in almost every major city of the Iron Kingdoms as well as in some more obscure corners of the continent. From time to time different chapters of Steelheads end up fighting on both sides of a conflict, but the captains take this in stride. In fact, many branches have long-standing rivalries that, while good-natured in peacetime, can turn bloody on the battlefield.

The Founding House in Berck oversees all chapters, but as long as individual chapters pay their dues on time and uphold the company's reputation they are left to do as they please. The fact that each acts independently has allowed the Steelhead Mercenary Company to evade some of the laws that would otherwise hinder its size. Any member of the Steelheads with the cash to spare can attempt to set up a chapter, with the permission of the Berck trustees. The prospective chapter-master must convince his superiors the location he has chosen will be profitable and a new branch will not be a liability. Once approved, this leader is granted the rank of captain and advanced a line of credit to outfit a band of mercenaries and establish a new chapter house. The

new chapter is encouraged to purchase arms and armor in bulk from the Steelheads, for which they receive a significant discount. Each chapter must keep its books in good order and must give the Founding House twenty percent of their annual profits. If a branch proves successful and grows to sufficient size to support more than one captain, the trustees promote the senior-most captain to commander.

The Steelhead approach to training and warfare is codified in the company's handbook, a slim tome written in concise military language that defines every aspect of life in the organization, from battlefield maneuvers and the regularity of meals to the construction of camps and guild houses. The manual is required reading for all Steelhead officers and fully describes the combined-arms tactics of the Steelheads. Though considered antiquated by the more forward-thinking commanders in Cygnar and Khador, the manual has had considerable influence on generations of mercenary captains who attempt to replicate the professionalism of the Steelheads and their success in war.

While some chapter-masters, like Ternon Crag's Stannis Brocker, take to the field whenever possible, Steelhead captains often find themselves spending more time dealing with finances and logistics than leading their men in combat. In most chapters, one to three lieutenants who serve directly beneath the captain lead contingents of Steelheads into battle. Lieutenants are always Steelheads veterans, typically with years of combat experience. Answering directly to these lieutenants are the sergeants who lead the platoons.

The rank and file of the company live more comfortably than most soldiers and significantly better than most of their fellow mercenaries, although Steelhead pay is more variable. While a chapter is active and being hired regularly, its members can expect pay around one and a half times the average pay of a Khadoran or Cygnaran trooper, with less time spent in the field. This contrasts with lean times, when individual Steelheads may be let go or paid an off-duty stipend, which is only a third of their usual pay.

Fortunately for most chapters of the company, work has been plentiful since the outbreak of full war between Khador and Cygnar initiated by the Khadoran invasion of Llael. In this climate, the Steelheads can afford to be choosy in their hiring. Prospective Steelheads must pass a rigorous series of combat tests and prove they are able to take orders with the proper respect for authority. Many mercenaries fail this portion, accustomed as they are to doing as they please. Those who pass are ensured one of the most stable and respected careers any mercenary can hope for.

FOUR STAR SYNDICATE

A shadowy organization based in Five Fingers, the Four Star Syndicate is controlled by the city's four High Captain crime lords. Although it is something of an open secret in Five Fingers, the High Captains do not publicly acknowledge their connection with the Syndicate. By remaining relatively obscure, the Syndicate is able to employ mercenary companies that would balk at working for the High Captains.

Almost no conflict occurs in the Iron Kingdoms that does not profit the Syndicate in some way. In addition to carrying out its own operations, the group also stakes smaller mercenary outfits and lends them money in times of need. The Syndicate's grasp extends surprisingly far; many mercenary companies pay a percentage of their earnings to backers who are under the control of the High Captains. Furthermore, many companies and solo mercenaries not directly backed by the Syndicate are often hired on for individual battles or short-term contracts. Almost all of the most skilled mercenaries of the present era have worked for the Syndicate in one way or another. Even Asheth Magnus has taken contracts for them when it suited him.

The Four Star Syndicate, however, is not always a well-oiled machine. The High Captains control some of the most powerful criminal organizations in western Immoren, and each of them sees the escalating wars of the Iron Kingdoms as an opportunity for profit. Their personal interests and schemes often clash with one another's. It is not uncommon for the Syndicate to hire different groups for competing purposes, as its upper officers are not always fully aware of the actions of one another. This can lead to the Syndicate acting in ways that seem self-defeating or contrary. All four Syndicate leaders value the organization, though, so a way forward can usually be found nonetheless.

Most of the Syndicate's activities are purely for short-term monetary gain, but sometimes they strive for the bigger rewards that are available for the bold in politics. From time to time the Syndicate has even taken steps to ensure that a particular nation is victorious or defeated in a particular conflict. Far from altruistic or patriotic, these manipulations almost always involve trade or another economic interest.

ASHLYNN D'ELYSE
MERCENARY WARCASTER

I've wept for my countrymen. Now let the Khadorans weep for theirs.

—Ashlynn d'Elyse

ASHLYNN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	8	7	17	15	8

HAND CANNON			
RNG	ROF	AOE	POW
12	1	—	12

NEMESIS	
POW	P+S
6	11

FOCUS	6
DAMAGE	14
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: ROULETTE

Through heightened skills and senses bolstered by her arcane power, Ashlynn stacks the odds of battle around her to cheat fate. A true gambler never takes risks—and Ashlynn's gambles carry the highest stakes.

While in Ashlynn's control area, models gain two additional dice on their attack rolls. For each of those attack rolls, you choose two of the dice rolled to be discarded. Roulette lasts for one round.

Mercenary – This model will work for Cygnar and the Protectorate.

ASHLYNN

Gunfighter

Parry – This model cannot be targeted by free strikes.

Quick Draw – Once during your opponent's turn, when an enemy model within 12" of this model that is in its LOS targets this model with a ranged attack, this model can make a ranged attack against the enemy model before it makes its attack roll. If this model's ranged attack hits, the enemy model suffers no damage but its attack automatically misses.

Riposte – When this model is missed by an enemy melee attack, immediately after the attack is resolved it can make one normal melee attack against the attacking model.

Virtuoso – This model can make melee and ranged attacks during the same combat action. When this model makes its initial attacks, it can make both its initial ranged and melee attacks.

NEMESIS

Magical Weapon

Weapon Master

SPELLS	COST	RNG	AOE	POW	UP	OFF
ADMONITION	2	6	–	–	YES	NO
When an enemy model advances and ends its movement within 6" of target model in this model's battlegroup, the affected model can immediately advance up to 3", then Admonition expires. The affected model cannot be targeted by free strikes during this movement.						
DISTRACTION	2	8	–	–	NO	YES
Target enemy warrior model/unit cannot make ranged attacks and suffers –2 DEF and MAT for one round.						
FLASHING BLADE	1	SELF	–	–	NO	NO
This model immediately make one normal attack with one of its melee weapons against each enemy model in its LOS that is in the weapon's melee range. These attacks are simultaneous.						
GALLOWS	3	10	–	13	NO	YES
When an enemy model is hit by this attack, it can be pushed d6" directly toward Gallows' point of origin.						
QUICKEN	3	6	–	–	YES	NO
Target friendly model/unit gains +2 SPD and +2 DEF against ranged and magic attack rolls.						
TWISTER	2	10	3	10	NO	YES
The AOE is a cloud effect that remains in play for one round.						

TACTICAL TIPS

Gallows – This means the model is moved before it suffers damage.

The only daughter of master duelist Benoir d'Elyse—a former member of the Royal High Guard—Ashlynn grew up in training academies and target ranges. By the age of fifteen she had fought and defeated some of Llael's finest swordsmen, and her magical aptitude earned her a place at the Royal Arcane Academe. She soon graduated at the top of her class and began serving as one of her nation's few warcasters.

Ashlynn found her early assignments, such as guarding the Council of Nobles or garrisoning the capitol, tedious. She began to seek out danger wherever she could find it and soon became a renowned duelist. When Khador invaded, she rushed to the front lines, where she was finally able to unleash her full fury as a warcaster. The execution of her father among many other nobles by the authority of the prime minister after the fall of Merywyn only served to harden her already ruthless heart and gave her a different perspective on war.

Ashlynn uses her formidable arcane abilities to bolster her blade skills. Transforming the air around her into a blur of motion, Ashlynn can unleash a storm of saber attacks against anyone unlucky enough to cross her path. Enemy formations are split apart by furious gales that kick up clouds of obscuring dust and debris and plunge the battlefield into chaos. Her allies move as if propelled by the wind itself, evading bullets and charging into battle with stunning alacrity.

Since the occupation Ashlynn has begun freelancing to fund her ongoing operations against Khador. Though she has no love for the Protectorate and blames Cygnar's withdrawal for Llael's defeat, she gladly accepts their gold. The coin she earns funds the continuing effort to liberate Llael. Vengeful and independent, she wages a personal war against her hated enemies. Though only biting at the Motherland for now, Ashlynn hopes not only to repel the invaders but also one day to drive her saber through the heart of the men she holds responsible for ending her father's life. Most notable among these is Kommandant Gurvaldt Irusk, who led the invasion, and the traitor Prime Minister Glabryn, whose collaboration paved the way and who signed his death sentence.

DRAKE MACBAIN
MERCENARY WARCASTER

Pay me now or pay me later. A dead man's coin spends like any other.

—Drake MacBain

MACBAIN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	5	15	15	8

HAND CANNON			
RNG	ROF	AOE	POW
12	1	—	12

UNDERTAKER	
POW	P+S
6	13

FOCUS	6
DAMAGE	17
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: TRUE GRIT

Years of war have taught Drake MacBain survival can be more important than victory. He knows every bolthole in western Immoren, and in battle he scans the battlefield to find any scrap of cover or advantageous piece of ground. It is no accident the grizzled mercenaries he commands frequently live to fight another day.

Choose a number of friendly non-warcaster Faction warrior models currently in MacBain's control area up to the number of focus points on him +5. When a chosen model is disabled, it heals 1 damage point and is knocked down. True Grit lasts for one round.

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

MACBAIN

Tough

Gang Fighter – When making a melee attack targeting an enemy model in melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

Unyielding – While engaging an enemy model, this model gains +2 ARM.

UNDERTAKER

Magical Weapon

Reach

Grievous Wounds – When a model is hit by this weapon, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.

SPELLS	COST	RNG	AOE	POW	UP	OFF
COUNTERMEASURE	2	6	–	–	YES	NO
While within 5″ of target friendly model/unit, enemy models cannot make ranged attacks.						
ENERGIZER	*	SELF	CTRL	–	NO	NO
This model spends up to 3 focus points to cast Energizer. Models in its battlegroup that are currently in its control area can immediately advance up to 1″ for each focus point spent. Energizer can be cast only once per turn.						
FAIL SAFE	3	6	–	–	YES	NO
Target friendly warjack gains +2 ARM and does not suffer the effects of crippled systems.						
FORTUNE	2	6	–	–	YES	NO
Target friendly Faction model/unit can reroll its missed attack rolls. Each attack roll can be rerolled only once as a result of Fortune.						
JACKHAMMER	1	6	–	–	NO	NO
Target model in this model's battlegroup immediately makes one normal melee attack.						
RIFT	3	8	4	13	NO	YES
The AOE is rough terrain and remains in play for one round.						

TACTICAL TIPS

Fail Safe – When all its damage boxes have been marked, the warjack is still wrecked as normal.

Some mercenaries fight for a lost homeland, for vengeance, or for adventure. Drake MacBain fights for coin. He has worked for more armies and mercenary contracts than he can remember, and he is a veteran of countless battles and private wars. His straightforward approach and adherence to the mercenary code have made him one of the most pre-eminent warcasters-for-hire in the Iron Kingdoms.

MacBain's parents died when he was a youth, and it was not long before he fell in with one of the countless mercenary companies roving through Cygnar, Ord, and Khador. One day he looked up at the company's towering Mule and was surprised to see it turn its head to return his gaze. Recognizing Drake's prodigious talent, the merc band's mechaniks began his haphazard education. They taught him what they knew of practical mechanika and the repairs necessary to keep a bodged-together warjack functional.

Largely self-taught in the arcane arts, MacBain learned every trick he knows through blood and sweat. His stable of warjacks have seen battles beyond counting, most having survived decades of hard service before he bought them for a pittance. MacBain refuses to scrap any but the most unrecoverable 'jacks and will work his battlegroup beyond their limits. His employers often shake their heads in concern on first seeing his rusted, patchwork warjacks, but MacBain directs these junkers to deadly effect.

MacBain is a shrewd combatant willing to use every trick and improvised stratagem he can manage to assure victory. Years at war making do with whatever warjacks and men he can muster have made him an expert in exploiting his enemy's weaknesses. He has a reputation for being a stickler with contracts and adheres to their particulars with stubborn devotion. When he signs his name to commit to a task, he delivers on that promise, and this reliability has earned him such constant work that he regularly has to turn offers away. Those who fight with him know he truly loves his job and is never happier than when extricating himself from some deadly situation.

Drake's resilience and determination are legendary. Friends and colleagues alike have given him up for dead on a dozen occasions, only to watch him pull himself from the wreckage of the battlefield after completing his mission by the narrowest of margins. Surviving such absurd odds is part of why he can command such an impressive fee: those who hire Drake MacBain know he will always get the job done.

MAGNUS THE TRAITOR
MERCENARY WARCASTER

Sometimes the machinations of fate conspire to bring down great men, and no amount of valor or loyalty to king and country can excuse bloody deeds committed in a tyrant's name.

—Commander Adept Sebastian Nemo, speaking against Magnus' pardon, 595 AR

MAGNUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	5	14	17	7

SCATTERGUN				
RNG	ROF	AOE	POW	
SP 8	1	—	12	

FOECLEAVER	
POW	P+S
7	13

MECHANIKAL ARM	
POW	P+S
5	11

FOCUS	6
DAMAGE	17
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: HIT AND RUN

Driven to acts of reckless courage, Magnus has learned that constant motion is the key to maintaining the initiative. By overextending his warjacks in combat, Magnus can close in, attack, and then distance himself from an enemy while exploiting his foes' inability to adapt to the changing tides of battle.

Models in Magnus' battlegroup currently in his control area can make a full advance or run after all friendly models have completed their activations this turn. Warjacks do not have to spend focus to run during this movement. During this movement models cannot be targeted by free strikes.

Mercenary – This model will work for Cryx, Khador, and the Protectorate.

MAGNUS

Backstab – This model gains an additional die on its back strike damage rolls.

Feign Death – This model cannot be targeted by ranged or magic attacks while knocked down.

Resourceful – This model can upkeep spells on models in its battlegroup without spending focus.

FOECLEAVER

Magical Weapon

Powerful Attack – When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.

MECHANIKAL ARM

Knockdown – When a model is hit by an attack with this weapon, it is knocked down.

SPELLS	COST	RNG	AOE	POW	UP	OFF
ARCANTRIK BOLT	2	10	–	12	NO	YES
A warjack damaged by this attack becomes stationary for one round.						
BLUR	2	6	–	–	YES	NO
Target friendly model/unit gains +3 DEF against ranged and magic attack rolls.						
IRON AGGRESSION	3	6	–	–	YES	NO
Target friendly warjack can run, charge, or make slam or trample power attacks without spending focus and gains boosted melee attack rolls.						
OBLITERATION	4	10	4	15	NO	YES
The force of this attack blasts apart the earth itself.						
TEMPER METAL	2	6	–	–	YES	NO
Target friendly warjack gains +2 ARM and is immune to continuous effects.						
SNIPE	2	6	–	–	YES	NO
Target friendly model's/unit's ranged weapons gain +4 RNG.						

TACTICAL TIPS

Temper Metal – Continuous effects already on the target model when this spell is cast expire.

The war criminal called "the Traitor" is among the most wanted men in the known world. Magnus wages his personal war against Cygnar while on the run, financing his vengeance with coin from employers who appreciate the exquisite brutality of an outcast warcaster with a score to settle.

Years ago Asheth Magnus was privileged to serve King Vinter Raelthorne IV as a commander in Cygnar's army. In those days he was revered for his mechanikal aptitude and feared for his ferocity in battle. Though Magnus was known to sacrifice troops to ensure victory, Vinter cared little: life was cheap, while warjacks were not. His methods found him favor with Vinter, and his unquestioning service conferred luxuries generally afforded only to nobility. While Magnus took full advantage of his rewards, he remained resolute in his singular desire to honor king and country.

Magnus is inarguably a man of conviction, but what he calls patriotism others have labeled a simple lust for power. Born of ignoble blood, Magnus holds no hope of occupying an official seat of power—but for someone who cannot be king, the next best place is at the king's right hand.

After usurping his brother's throne, King Leto Raelthorne sought to heal his country's wounds by extending pardons and military commissions to officers who had been loyal to Vinter. Magnus refused his offer and instead led loyal remnants of the Royal Knights of Cygnar in a bloody guerilla war. This campaign of random skirmishes was in actuality a cover for Magnus' true agenda, a long-tailed gambit with world-changing stakes.

In Magnus' eyes, Leto's mercy is the new king's greatest weakness. And his greatest mistake was to spare Vinter's life. This was the chink in his armor, the oversight Magnus would exploit to realize his ultimate ambition: the restoration of Vinter to Cygnar's throne.

Over the years following Vinter's exile, Magnus labored relentlessly to pave the way for the return of his liege. Through his underworld connections, Magnus obtained access to weapons and military technology that he smuggled throughout the Iron Kingdoms, supplying the enemies of Cygnar with whatever aid their individual efforts required. Sowing strife and bolstering the power of Cygnar's opponents, Magnus worked to destabilize Leto's already tenuous hold over his kingdom, hoping to throw the nation

into an era of violence. Magnus would raze Cygnar to the ground, and Vinter would rebuild it from the ashes.

Perhaps Magnus underestimated Leto's courage, or perhaps Coleman Stryker, the man responsible for his crippled body, had given the usurper king some vital insight into the Traitor's machinations. Despite the best efforts of Magnus and all that he has sacrificed to see Cygnar's rightful ruler restored, his wish has yet to be fulfilled. His resolve, however, remains undiminished.

The throne will be reclaimed.

MAGNUS THE WARLORD

MERCENARY EPIC WARCASTER

By my sword and the blood of my enemies, I will leave an immortal legacy.

—Asheth Magnus

MAGNUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	7	5	14	17	8

SCATTERGUN			
RNG	ROF	AOE	POW
SP 8	1	—	12

FOECLEAVER X	
POW	P+S
7	13

MECHANIKAL ARM	
POW	P+S
5	11

FOCUS	6
DAMAGE	17
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: KILL BOX

The Warlord is cunning in the art of ambush and betrayal. By the time enemies engage him in battle, they are already caught in his trap. The battlefield is always of his choosing, and he plans his maneuvers to force his enemies exactly where he wishes them. Before they can seek to escape, Magnus and his army move in, showing as little mercy with blade and bullet as with tactics and terrain.

Choose two table edges. Enemy models beginning an advance in Magnus' control area cannot advance toward those table edges for one round.

Mercenary – This model will work for Cryx, Khador, and the Protectorate.

MAGNUS

Backstab – This model gains an additional die on its back strike damage rolls.

Minion Warcaster [Skorne] – If you can have two or more warlocks in your army, this model and warjacks in its battlegroup can take the place of a Skorne warlock. This model counts toward the maximum number of warlocks allowed in an army and counts as a warlock for FA.

Warjack Bond – One non-character warjack in Magnus' battlegroup can begin the game bonded to him. The warjack gains Backstab.

FOECLEAVER X

Magical Weapon

Armor Piercing (★Attack) – When calculating damage from this attack, halve the base ARM stats of models hit that have medium or larger bases. This attack gains +2 to damage rolls against models with small bases.

Powerful Attack – When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.

MECHANIKAL ARM

Knockdown – When a model is hit by an attack with this weapon, it is knocked down.

SPELLS	COST	RNG	AOE	POW	UP	OFF
BULLET DODGER	2	6	–	–	YES	NO
Target friendly model gains +2 DEF against ranged attack rolls and Dodge. (A model with Dodge can advance up to 2″ immediately after an enemy attack that missed it is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.)						
CALAMITY	3	8	–	–	YES	YES
Friendly models gain +2 to attack and damage rolls against target enemy model/unit.						
CONVECTION	2	10	–	12	NO	YES
When Convection destroys a living enemy model, allocate 1 focus point to a warjack in this model's battlegroup that is in its control area.						
MOBILITY	2	SELF	CTRL	–	NO	NO
Models in this model's battlegroup currently in its control area gain +2 SPD and Pathfinder for one turn.						
OBLITERATION	4	10	4	15	NO	YES
The force of this attack blasts apart the earth itself.						

TACTICAL TIPS

Minion Warcaster – The FA for this model's warjacks is based on the number of warlocks allowed. Magnus is not a Skorne model.

Convection – A warjack cannot exceed normal focus allocation limits as a result of Convection.

Asheth Magnus, warlord and exile, exists perpetually in the eye of a storm, manipulating the fates of nations as he carves his legend across western Immoren. Tortured and betrayed by the one he served most faithfully, a lesser man would have been lost. But Magnus rose determined to seize his own destiny.

For years Magnus worked tirelessly to restore Vinter Raelthorne IV to the Cygnaran throne. He orchestrated countless plots, plunged himself into exile, endured being hunted as a traitor, and murdered anyone who got in his way. Despite his inexhaustible labors, his ruthless liege and lord questioned his fidelity and sent a master torturer of the skorne to cut the truth from his flesh. Magnus takes pride that not even Master Tormentor Morghoul could break him with prolonged agony. The proof of his fidelity revealed the true agenda of his former master, sending ripples through the Skorne Empire that would prompt Makeda to turn against the Conqueror and drive him from the Abyssal Fortress. Magnus knows that despite this, his former king is neither unbowed nor defeated.

Magnus works with the inexhaustible energy of a man utterly devoted to his purpose, which is survival and revenge. Armed with intimate knowledge of Cyngar's every dirty secret, Magnus prepares to shape history. He has been at the heart of the hidden network working to prepare for Vinter's return by coordinating spies, informants, and former inquisitors. Soon enough, all Magnus' old enemies will be destroyed.

Although few would understand, part of him is still loyal to his memory of Cygnar, to what he sees as ancient Cygnaran strength. Magnus believes the destiny of his nation was derailed when Leto overthrew his brother, and only bloodshed and hardship can restore the course of history. Determined to be on the winning side of the coming conflagration and to claim a place of power in the aftermath,

he is eager to see the walls of Imer torn down, the Menofix crushed, the Khadoran capital in flames, and the Cryxian Black Fleet sunk to the bottom of Meredius. He bides his time, selling his fighting services to those he despises, all the while accumulating the power and influence necessary to bring his vision to fruition.

RENEGADE
MERCENARY LIGHT WARJACK

Keep yer bloody heads down. If that thing fires again, we're done for.

—Trencher Sergeant Blake Warrant

RENEGADE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	6	6	11	17	—

OBLITERATOR			
RNG	ROF	AOE	POW
14	1	4	16

SHREDDER	
POW	P+S
5	13

DAMAGE

1	2	3	4	5	6
	L	A	A	R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	2
POINT COST	6
MEDIUM BASE	

RENEGADE
Arc Node

Custom Warjack [Magnus] – This model can be included only in a battlegroup controlled by Magnus.

OBLITERATOR
Buckler

Arcing Fire – When attacking with this weapon, this model can ignore intervening models except those within 1″ of the target.

Knockdown – When a model is hit by an attack with this weapon, it is knocked down.

One Shot – An attack with this weapon can be made only once per game.

SHREDDER
Critical Shred – On a critical hit, after the attack is resolved this model can make one additional attack against the model hit.

Sustained Attack – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

Height/Weight: Average 8′7″ / 3.75 tons

Armament: Obliterator Rocket (left arm), Shredder Scrapsaw (right arm), Reconstructed Grade IV Arc Node

Fuel Load/Burn Usage: 335 lbs / 6 hrs general, 65 mins combat

Initial Service Date: 599 AR

Cortex Manufacturer: Fraternal Order of Wizardry / Cygnaran Armory / Magnus the Traitor

Orig. Chassis Design: Engines East / Cygnaran Armory / Magnus the Traitor

TACTICAL TIPS

Critical Shred – If the model hit was destroyed by the attack, this model cannot attack it again. A model can make additional attacks only during its combat action.

Asheth Magnus' magnum opus is a testament to his intuitive skill with mechanika. Designed and assembled in rotting barns and remote caves in the first years of his exile, the Renegade is based on the chassis of decommissioned Cygnaran 'jacks. The machine exemplifies Magnus' approach to war: overwhelming aggression accompanied by a total commitment to each battle.

The Renegade is armed with a savage chain-driven shredder scrapsaw. The first Renegade's saw blades were salvaged from junkyard equipment, but Magnus improved upon them in later iterations after seizing an estate in Ternon Crag, part of which he transformed into a private warjack fabrication facility. The shredder can tear into even the most resilient metals, to say nothing of vulnerable flesh. Supplementing this deadly melee armament is an obliterator rocket, whose powerful concussive blasts are able to toss troops like rag dolls. The obliterator's alchemical payload is quite expensive, but its utility is undeniable.

As impressive as its weaponry is, the Renegade's real triumph is its arc node. Arc nodes are extraordinary complex, fragile, and difficult to manufacture. This feat is outside the scope of any independent armories, and only Magnus' genius has enabled him to salvage damaged nodes and repair them to working order. Given access to the proper materials and tools, Magnus could create replacement nodes from scratch, but presently his Renegades all utilize parts claimed from wrecks abandoned after the countless battles from which he emerged the victor.

TALON
MERCENARY LIGHT WARJACK

That machine is a veteran of more wars than the historians can count. I can salvage parts for it from battlefields across the face of Caen.
—Asheth Magnus

Height/Weight: 9′ / 3.25 tons
Armament: Shield (left arm), Stun Lance (right arm)
Fuel Load/Burn Usage: 330 lbs / 5.5 hrs general, 1 hr combat
Initial Service Date: 522 AR, decommissioned 579 AR
Cortex Manufacturer: Fraternal Order of Wizardry
Orig. Chassis Design: Engines East

Originally developed as a frontline Cygnaran warjack, the Talon is a common sight in today's black markets and salvage yards. After decades of service, the Cygnaran Royal Armory decommissioned the chassis in favor of more modern designs like the Charger. Despite their retirement, Talons have remained a favorite among mercenaries with the gold or influence to acquire them.

The Talon's armament relies on a predecessor to modern cortex-shock technology called "stalling," which uses a negatively tuned apparatus in the head of a stun lance to send conflicting signals to a defender's cortex. These commands cause warjacks to falter and palsy, making quick movements difficult or even impossible. Eventually the cortex will correct this interference, but sometimes a few moments is all the Talon needs to land a critical blow with its lance or spiked shield or for other allied forces to take advantage of the lapse in order to concentrate fire.

Newer, more technologically advanced 'jacks are in production throughout western Immoren, but those commanders who do not have access to royal coffers or government taxes must use what is available. Though expensive, the pervasive and effective Talon will no doubt remain a part of mercenary and freelance forces for many years to come.

SHIELD
Shield

STUN LANCE
Reach

Powerful Charge – This model gains +2 to charge attack rolls with this weapon.

Stall – A warjack hit by this attack suffers the Stall continuous effect. While a warjack is suffering Stall, its base DEF becomes 7 and it cannot run or charge.

TALON

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	4	12	16	—

SHIELD (L)

POW	P+S
1	9

STUN LANCE (R)

POW	P+S
4	12

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE U
POINT COST 4
MEDIUM BASE

VANGUARD
MERCENARY LIGHT WARJACK

I think of it as a four-ton big brother of steel, and it does well looking after this little sister.

—Ashlynn d'Elyse

VANGUARD						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	6	6	13	17	—

SHIELD GUN				
	RNG	ROF	AOE	POW
L	8	1	—	12

TOWER SHIELD		
	POW	P+S
L	1	10

GUISARME		
	POW	P+S
R	4	13

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

VANGUARD

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

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

TOWER SHIELD

Shield

GUISARME

Reach

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

One of the few respected Llaelese warjack designs to grace the battlefield, the Vanguard demonstrates the genius of the Order of the Golden Crucible. Designed as a mechanikal bodyguard as well as an offensive weapon, this lithe, four-ton killer uses a long-hafted guisarme and an ingenious large-caliber cannon built into its tower shield to slaughter anyone approaching its warcaster. Able to keep up with the fastest 'casters and shield them from danger, the Vanguard is a highly prized companion to any mercenary looking to make a living of conflict.

TACTICAL TIPS

Assault – The assaulting model ignores the target in melee penalty even if is not in melee range of its charge target after moving.

Height/Weight: 8′7″ / 3.8 tons

Armament: Oversized Blastbuckler (left arm), Guisarme (right arm)

Fuel Load/Burn Usage: 365 lbs / 6.5 hrs general, 70 mins combat

Initial Service Date: 566 AR

Cortex Manufacturer: Fraternal Order of Wizardry (modified by the Order of the Golden Crucible)

Orig. Chassis Design: Crucible Arms

Only a small number of Vanguards escaped the Khadoran invasion unscathed, and mercenaries who managed to acquire one consider it well worth the cost to keep running. Repairing these machines requires a deft and practiced hand, allowing those capable mechaniks to charge accordingly. Once a badge of honor among noble warriors, the Vanguard is now a sign of affluence for the sell-swords able to afford them.

MANGLER
MERCENARY HEAVY WARJACK

That hideous device tore through some of the Motherland's finest like it was toppling a house of cards. I admire such strength and ferocity even as I lament that it was turned against us.

—Prince Vladimir Tzepesci

TACTICAL TIPS

Thresher – The melee attacks are all simultaneous.

Height/Weight: Average 12´ / 8 tons

Armament: Punching Spike (left arm), Wrecker (right arm)

Fuel Load/Burn Usage: 715 lbs / 5 hrs general, 55 mins combat

Initial Service Date: 598 AR

Cortex Manufacturer: Fraternal Order of Wizardry / Cygnaran Armory / Magnus the Traitor

Orig. Chassis Design: Engines East / Cygnaran Armory / Magnus the Traitor

Originally hammered together from an assortment of scrap materials by Asheth Magnus, the Mangler has quickly become a favored heavy warjack chassis among the mercenary companies of the Iron Kingdoms. Even the originals, while built of flawed materials, demonstrated a certain degree of adaptive genius and the hard-won experiences of a man who had fought in battles against a wide variety of enemies. Although he was an outlaw bereft of the cutting-edge warjacks, Magnus had once been a commander in the Cygnaran army who fought in the Scharde Invasions as well as border conflicts with Khador and the Protectorate. He put his experience to work on a chassis that could more than hold its own, borrowing from stolen laborjacks and outdated warjacks to create new weapons with which to crush his enemies.

The Mangler uses a massive spiked ball of riveted iron attached to a wrecker chain—often nabbed from ship anchors or drawbridges—able to smash through a dozen or more men in a single swing. Its left knuckles commonly feature a wicked three-foot spike that also makes them deadly up close. Because Magnus also uses Manglers for labor and hauling supplies, he designed the spike so that it does not impair the 'jack's ability to open and close its hand.

As a result of Magnus' victories, many of which are plainly due to the Mangler and its simple design, other mercenary mechaniks have stolen and adopted the configuration. Many notable sell-sword companies now include a heavy warjack or two bearing a wrecking ball, spike, and the title of "Mangler."

PUNCHING SPIKE
Open Fist

WRECKER
Reach

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

Thresher (★Attack) – This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

MANGLER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	4	11	19	—

PUNCHING SPIKE (L)	
POW	P+S
4	15

WRECKER (R)	
POW	P+S
6	17

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

FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

MULE
MERCENARY HEAVY WARJACK

Get me a dozen shoeing nails, a pair of rivets, and a quart of pitch tar. The Mule's down, and we'll prolly be needin' her t'morrow.

—Grover Hollenbach, Devil Dog company mechanik

MULE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	5	10	18	—

STEAM LOBBER				
	RNG	ROF	AOE	POW
L	8	1	4	15

BATTLE MACE		
	POW	P+S
R	5	16

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

STEAM LOBBER

Arcing Fire – When attacking with this weapon, this model can ignore intervening models except those within 1″ of the target.

Critical Devastation – On a critical hit, instead of suffering a normal damage roll, each model in the AOE is thrown d6″ directly away from the attacker regardless of its base size. Move models farthest from the attacker first. The model directly hit by the attack suffers a POW 15 damage roll. Other models hit by the attack suffer a POW 8 damage roll. The POW of collateral damage is equal to the POW of the damage roll suffered by the thrown model.

Steam Pressure – This model can forfeit its movement to give this weapon +4 RNG this activation and gain the aiming bonus.

BATTLE MACE

Reach

Height/Weight:	12′1″ / 8.25 tons
Armament:	Steam Lobber (left arm), Battle Mace (right arm)
Fuel Load/Burn Usage:	700 lbs / 5 hrs general, 55 mins combat
Initial Service Date:	459 AR, decommissioned 582 AR
Cortex Manufacturer:	Fraternal Order of Wizardry
Orig. Chassis Design:	Engines East

The Mule is among the most prized warjacks currently available on the open market. The Cygnaran military decommissioned it in 582 AR after 123 years of service, but mercenaries across western Immoren still find the Mule at least as useful as its living namesake. Based on the Nomad chassis, the Mule is inexpensive to maintain: several of its important components are compatible with those of other warjacks, particularly those also designed at Engines East, which can be readily salvaged by canny mechaniks and bodgers. This is a useful trait, because like most older warjacks, a Mule requires constant maintenance, particularly to its steam engine and piping.

The true mechanikal genius of the Mule is its unique steam-driven cannon. The warjack's steam lobber relies on pressure from its boiler to hurl its powerful explosive projectiles, which can demolish entire enemy formations. A simple cutoff valve between the warjack's movement system and the lobber allows the Mule to route the full yield of its boiler's pressure into the cannon to maximize its range.

NOMAD
MERCENARY HEAVY WARJACK

Tough, reliable, and cheap to repair. Like bullets and bruises, the Nomad is a staple of the life.
—Drake MacBain

Height/Weight: 12′1″ / 7.5 tons
Armament: Buckler (left arm), Battle Blade (right arm)
Fuel Load/Burn Usage: 660 lbs / 5 hrs general, 50 mins combat
Initial Service Date: 455 AR, decommissioned 563 AR
Cortex Manufacturer: Fraternal Order of Wizardry
Orig. Chassis Design: Engines East

OPEN FIST
Buckler
Open Fist

BATTLE BLADE
Reach

NOMAD						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	6	5	10	18	—

OPEN FIST	
POW	P+S
3	14

BATTLE BLADE	
POW	P+S
6	17

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

FIELD ALLOWANCE	U
POINT COST	6
LARGE BASE	

One of the earliest products of the arms race between Khador and Cygnar, the Nomad was designed with only one purpose: cutting open heavy armor like a tin can. It inflicted terrible damage with a massive battle blade inspired by the favored weapon of the Caspian sword knights. The Nomad served ably for over a century, fighting in every conflict Cygnar waged with its hostile neighbors, including being allocated liberally to western fortresses defending against Cryx. It was among the first chassis designs in Cygnar that was produced in bulk, with warjack shops in different cities building parts to the same specifications and design. Over time the Cygnaran Armory began to emphasize complex mechanikal designs that could fulfill multiple battle roles. When the last active Nomad was decommissioned in 563 AR, more than one field mechanik mourned the loss of a practical, useful, and easily repaired 'jack.

The Nomad is a simple but effective monster of bolted iron with a reinforced frame. A small buckler above one hand grants it additional protection without affecting its ability to open and close that hand. A 'jack's hands are especially important to mercenary companies, who use them to make up for a lack of available labor. Indeed, the Nomad has become a mainstay for many sell-sword bands throughout western Immoren based on its reliability and straightforward maintenance. Though its design predates anyone living today, the Nomad shows no sign of being truly retired. It is an iron reminder that newer does not always mean better.

STEELHEAD HALBERDIERS
MERCENARY UNIT

Numerous, effective, and tenacious: these are qualities I admire in my allies as well as my enemies. We must remember to hire them next time.

—Great Prince Vladimir Tzepesci

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	13	13	8

HALBERD	
POW	P+S
5	11

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	4
LEADER & 9 GRUNTS	6
SMALL BASE	

Mercenaries – These models will work for Cryx, Cygnar, Khador, and the Protectorate.

LEADER & GRUNTS
Combined Melee Attack

HALBERD
Reach

Powerful Charge – This model gains +2 to charge attack rolls with this weapon.

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

The Steelhead Mercenary Company includes chapter houses across western Immoren, from Ternon Crag to the Khardic Sea. Composed of serious soldiers and dispassionate killers alike recognizable by their prominent badges and distinct helmets, the Steelheads will train anyone willing to work hard and fight when called, no matter their background or homeland.

Formed nearly two centuries ago, the Steelheads realized early the value of training and professionalism. Their disciplined organizational structure includes a detailed recruiting and training manual for all their units. Halberdiers have long been the core of the company, and skilled halberdiers emerge from Steelhead camps monthly and march to battlefields in every corner of the Iron Kingdoms. Wielding simple halberds in well-drilled fighting formations, these mercenary soldiers can bring down more sophisticated enemies with astonishing efficiency. They are accustomed to working with other Steelhead disciplines in coordinated strikes, fielded to intercept enemies closing on riflemen or to hold an enemy in place as heavy cavalry flank to engage.

The halberdiers use a series of coordinated strikes to lay low most smaller targets, a straightforward fighting style that embodies their founding philosophy, "Ye never need defend against the offender ye have already killed." When facing larger opponents like warjacks, Steelheads bury their halberds into them like Ordic harpooners would a hullgrinder. This technique requires a stout heart and flawless execution; a poorly timed attempt can cost a halberdier more than just a day's wages.

Often hired and deployed in large numbers, Steelhead halberdiers demonstrate just how many men are willing to risk their lives for enough money. Whether offered Cygnaran crowns, Khadoran talons, or Cryxian plundered coin, they never ask why—only how much.

STEELHEAD HEAVY CAVALRY
MERCENARY CAVALRY UNIT

We never give up the chase once joined. Ride hard, if you value your coin!
—Stannis Brocker, Steelhead Commander of Ternon Crag

TACTICAL TIPS

Assault (Order) – The assaulting model ignores the target in melee penalty even if it is not in melee range of its charge target after moving.

Larger branches of the Steelhead Mercenary Company often include hardened horsemen who provide the speed and power of heavy cavalry at a reasonable price. These focused professionals command a fair amount more than regular Steelhead infantry, but employers desiring their crushing power consider the horsemen a bargain. The cavalrymen have earned the respect of their peers and a reputation as tough veterans who seek out the greatest risk because it brings them the best pay. These pragmatic sell-swords readily kill for coin and have no interest in the broader implications of their battles. Though some citizens in war-torn areas accuse them of banditry and looting, Steelhead officers insist their men are professionals who take only the normal liberties expected of any red-blooded soldier in a time of war.

Mercenaries – These models will work for Cryx, Cygnar, Khador, and the Protectorate.

LEADER & GRUNTS

Assault (Order) – Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the affected model's activation. Models that received this order cannot make combined ranged attacks this activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends.

Flank [Steelhead Halberdier] – When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	5	5	13	16	8

BLUNDERBUSS			
RNG	ROF	AOE	POW
8	1	–	12

CAVALRY AXE	
POW	P+S
5	11

MOUNT
POW
10

DAMAGE	5 EA
FIELD ALLOWANCE	1
LEADER & 2 GRUNTS	6
LEADER & 4 GRUNTS	10
LARGE BASE	

CAVALRY AXE

Reach

Backswing (★Attack) – Make a normal attack with this weapon. After resolving the attack, make one additional attack with this weapon.

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

Steelhead cavalrymen prefer no particular breed of horse and will gladly use any available steed amenable to training. Some ride the swift, leaner horses bred near Carre Dova in Ord, while others prefer Idrian desert steeds or the hardy and strong Midlund breeds from northern Cygnar. Regardless of their mounts, members of this flexible fighting fraternity carry cavalry axes and cheap but deadly blunderbusses.

STEELHEAD RIFLEMEN
MERCENARY UNIT

You cannot put a price on having more guns than the other guys.

—Drake MacBain

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	5	13	12	8

MILITARY RIFLES			
RNG	ROF	AOE	POW
10	1	—	11

SWORDS	
POW	P+S
3	9

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	9
SMALL BASE	

Mercenaries – These models will work for Cryx, Cygnar, Khador, and the Protectorate.

LEADER & GRUNTS

Combined Ranged Attack

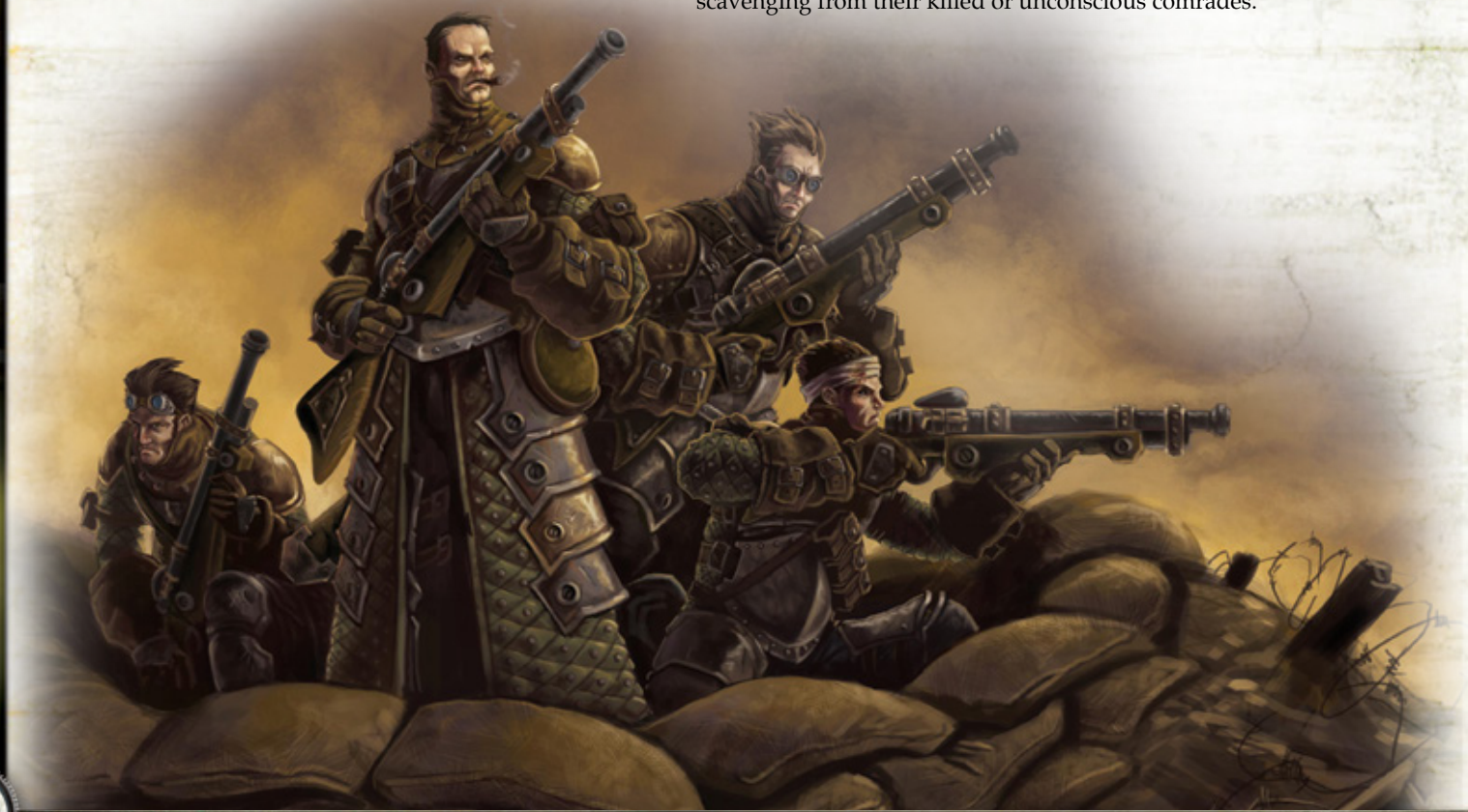
Combined Arms – When this model misses an attack roll for a combined ranged attack, it can reroll that attack roll. Each attack roll can be rerolled only once as a result of Combined Arms.

The Steelheads have men for hire who are equipped to deal with any threat on any battlefield. Working in concert with other Steelheads or the regular forces of a client army, the riflemen are soldiers capable of decimating enemy lines or providing covering fire to ensure their allies reach the enemy in one piece. Every rifleman is a reliable shot; when ordered to concentrate their fire at a single target, a group of riflemen become truly deadly.

Although anyone can apply to join the Steelheads, only those meeting the company's standards of professionalism are accepted as riflemen. Because of this preference, it is no surprise that many disgruntled former soldiers of national armies make their way into rifleman forces, seeking better pay, wider travel, or a greater variety of engagements. Their ranks also contain more than a few former long gunners and Winter Guard, with Ordic militiamen and Llaelese refugees just as commonplace. Men and women with such experience are usually inducted as officers or quickly rise to leadership. Mixed backgrounds occasionally create interpersonal conflicts as old rivalries and grudges flare up. Lieutenants and captains are adept at quashing squabbles and seeing that unavoidable brawls between the men take place off the battlefield—and after the client has paid.

While the overall quality of men is high, these units are filled out by a number of lowlifes and criminals drawn to the mercenary life. Often these are individuals desperate to escape punishment who join the company with the understanding they will be posted far from the nation or gang pursuing them.

Ultimately, coin is the driving force for every member of the company, and Steelhead quartermasters are experts of financial manipulation. As an incentive to increase their skills and decrease wasted shots, riflemen earn bonuses based on their conservation of ammunition. Although this rarely leads to problems, more than one client general has made a dour remark after witnessing the riflemen making a show of aiming at a routed enemy without actually firing. This stinginess with ammunition also leads to riflemen ruthlessly scavenging from their killed or unconscious comrades.



ALEXIA CIANNOR, THE RISEN, & THRALL WARRIOR

MERCENARY CHARACTER UNIT & SOLO

Wherever that woman wanders, her companions death and madness follow.

—Commander Julian Helstrom of the Corvis Watch

TACTICAL TIPS

Death Magic – A model can make additional attacks only during its combat action.

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

Craft Thrall Rune – The Thrall Warrior can activate normally this turn.

Officer – Because Alexia is an Officer, when she is destroyed she does not replace a Risen in her unit. Instead a Risen model becomes the unit commander.

Mercenaries – These models will work for Cygnar and Khador.

ALEXIA

Fearless

Officer

Arcane Disjunction – While in this model's command range, enemy models pay double the focus or fury point cost to cast or upkeep spells.

Death Magic – This model can remove friendly Risen in its command range from play to make an additional attack or to boost an attack or damage roll for each Risen model removed. When this model would suffer damage, you can choose one or more models in this unit that are in this model's command range to suffer any number of those damage points instead, divided as you choose. If you do, this model does not suffer that damage. A model cannot suffer more damage as a result of Death Magic than it has unmarked damage boxes.

Magic Ability [8]

- **Craft Thrall Rune (★Action) –** Choose a Risen Grunt in this unit in formation and replace it with a Thrall Warrior solo. Remove the Risen Grunt model from play.
- **Disbinding (★Action) –** Enemy upkeep spells on this model and/or its unit immediately expire.
- **Dominate Undead (★Attack) –** Dominate Undead is a RNG 10 magic attack. Take control of target enemy non-warcaster, non-warlock undead model hit. You can immediately make a full advance with the undead model followed by a normal melee attack, then Dominate Undead expires. The undead model cannot be targeted by free strikes during this movement.

Raise Dead – When a living model is destroyed in this model's command range, this model gains one corpse token. At the end of your next Control Phase, remove all corpse tokens from this model and add one Risen Grunt to this unit for each corpse token removed. Risen Grunts must be placed in formation. This unit cannot have more than 20 Risen Grunts in play at a time.

RISEN GRUNTS

Combined Melee Attack

Undead

WITCHFIRE

Magical Weapon

ALEXIA						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	6	5	15	14	9

HAND CANNON			
RNG	ROF	AOE	POW
12	1	–	12

WITCHFIRE	
POW	P+S
8	12

RISEN GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	4	3	10	11	3

CLAWS	
POW	P+S
2	7

ALEXIA'S DAMAGE	5
FIELD ALLOWANCE	C
ALEXIA & 9 RISEN GRUNTS	5
SMALL BASE	

Few individuals have lived a life so full of terror as Alexia Ciannor. Her mother Lexaria was decapitated as a witch in the Corvis Witch Trials when Alexia was only seven years old. She was raised by her uncle, a Morrowan priest, who hoped to spare Alexia any more horrors. What he could not have predicted was the power she would eventually command or her compulsive need to reconnect with her murdered mother.

The obsession led her to unearth the Witchfire, the sword that destroyed her mother's coven and imprisoned their very souls. Formerly wielded by the head of Vinter Raelthorne IV's Inquisition, the sword has alternately brought misery and salvation to the City of Ghosts—resurrecting armies of Risen first to ravage the city and later to save it from a skorne invasion. While the sword has been

forced at times to perform acts for the greater good, it is itself a vile and dark relic that seems to have a will of its own, and it has an undeniable influence on those who wield it. The sword hungers to slay priests and arcanists in particular, and it can siphon their power to strengthen its wielder.

For many years she was able to adopt a convincing guise as a normal young woman, but Alexia is no longer entirely sane. Her first misguided attempts to bring back her mother resulted in animating the coven as walking corpses, eager to bring death to the living. That experiment was put down and the souls returned to the blade. Later she turned to an inexplicable machine within the Cult of Cyriss to extract the souls and in the process became their unwilling receptacle. She is now haunted by voices only she can hear. It is sometimes difficult to tell whether her will is her own, but perhaps the counsel of her mother's spirit has prevented her from succumbing entirely to the evil directives of the Witchfire.

Ciannor escaped the blade's domination for a short time after the liberation of Corvis, when the unholy relic was seized by the Church of Morrow. Feeling out of his depth, High Prelate Dumas sent the blade south to the Sancteum to be secured. Alexia heard its siren call and attacked the caravan to reclaim the sword from its guardians and is now hunted by the Order of Illumination.

Having turned to the mercenary life, Alexia has indulged her interest in the war between Khador and Cygnar by offering her services to both sides. She is careful to avoid battle-chaplains of the church but intends them no violence, for they remind her of her beloved uncle. Despite laws against necromancy, many beleaguered captains and kovniks eager for assistance will turn a blind eye to the source of her power so long as her Risen companions slay their enemies and keep their distance from regular soldiers.

Alexia ultimately desires to master the secrets of transcending death in order to restore her mother to life, perhaps an impossible goal. She sifts through the remains of thralls, skarlocks, and bonejacks in an attempt to understand their fabrication and broaden her mastery of death magic. Fascinated by Menite rites, Alexia believes the Testament of Menoth might know secrets she requires. She has no plans to ask politely, however, hoping instead to force him to break his vow of silence at the tip of the Witchfire. Ciannor is hampered in this deranged plan by the fact that Menites shun and loathe her, for her sorcery is an affront to Menoth's will. With no home, kingdom, or refuge, Alexia is doomed to a life of constant battle—a fugitive safe only on the front lines of war.

The Cryxians are eager to destroy Ciannor and reclaim the Witchfire, which was once buried and forgotten under the ruins of Castle Moorcraig. Alexia doesn't know the origins of the sword and shows little interest in learning more. All but one of the men who brought it to the mainland from Cryx are dead, and Kell Bailoch is not given to speaking of his past. Some occultists believe the Witchfire to be a remnant of the Orgoth invasion, forged on some foreign and accursed shore, while others suggest it was created by one of Thamar's scions to extinguish Menite and Morrowan priests and steal their power.

Alexia can call upon two types of unliving servants. The Risen manifest from the dark power of the Witchfire, which is able to animate the slain and bind them to her will. Though not hardy, these creatures can be as numerous as the raw materials available. Death by a plague of Risen is truly horrific, as they mindlessly rend their victims with bare hands and teeth. Alexia can siphon the death energy animating them to strengthen herself in battle.

The second of Alexia's undead servants requires a process born of her unique and disturbing aptitude for necromancy. By inscribing runes of unholy power into a Risen, she can transform it into a powerful thrall guardian. Stronger than their mindless kin, these undead can follow complex orders and act on their own initiative. Ciannor's ability to craft powerful thralls with such ease had made her the envy of many necromancers. What they do not know, however, is the terrible price Alexia must pay for her power. The voices of the dead coven fill her mind, vying for attention and growing louder each day, and a weary Alexia has begun to confuse their desires for her own.

THRALL WARRIOR

Undead

Created – This model does not begin the game in play.

GREAT SWORD

Weapon Master

THRALL WARRIOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	3	11	14	7

GREAT SWORD	
POW	P+S
4	10

SMALL BASE

DANNON BLYTHE & BULL

MERCENARY MINION CHARACTER UNIT

You're wanted dead or alive. Just draw—dead is a lot easier.

—Dannon Blythe

BLYTHE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	6	6	15	13	9

PISTOL

RNG	ROF	AOE	POW
8	1	—	10

SWORD

POW	P+S
3	8

BULL

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	6	13	15	9

DEMOLISHER

RNG	ROF	AOE	POW
10	1	—	12

GREAT SWORD

POW	P+S
4	11

BLYTHE'S DAMAGE	5
BULL'S DAMAGE	8
FIELD ALLOWANCE	C
BLYTHE & BULL	4
BLYTHE SMALL BASE	
BULL MEDIUM BASE	

Mercenaries – These models will work for Cygnar, Khador, and the Protectorate.

Minions – These models will work for the Trollbloods.

BLYTHE

Gunfighter

Officer

Huntsman – After deployment but before the first player's turn, choose an enemy model/unit to be this unit's prey. While this model is in play, each model in its unit beginning its activation within 10″ of the prey gains +2″ movement that activation. While this model is in play, models in its unit gain +2 to attack and damage rolls against the prey. When the prey is destroyed or removed from play, choose another model/unit as the prey.

Take Down – Models disabled by a melee attack made by this model cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.

BULL

Tough

Take Down – Models disabled by a melee attack made by this model cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.

DEMOLISHER

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

Critical Knockdown – On a critical hit, the model hit is knocked down.

Rapid Fire [d3] – When you decide to make initial attacks with this weapon at the beginning of this model's combat action, roll a d3. The total rolled is the number of initial attacks this model can make with this weapon during the combat action, ignoring ROF.

GREAT SWORD

Reach

Backswing (★Attack) – Make a normal attack with this weapon. After resolving the attack, make one additional attack with this weapon.

TACTICAL TIPS

Take Down – Because a boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

Beat Back – The attacking model can advance even if the enemy model is destroyed by the attack.

Wartime opportunities are not only for professional soldiers. Professional bounty hunters also find ample reason to haunt the front lines of the Immorese wars. Regular military and mercenary camps alike are havens for fugitives attempting to elude the law. Notorious war criminals sometimes sell their services as soldiers of fortune, either hiding their true identities or capitalizing on them. Deserters also account for small, but steady, sums of reward money. Such fugitives are the livelihood of professional bounty hunters like Dannon Blythe and her trollkin companion, Bull.

The pair has worked together for years, sometimes scouring the capitals of the Iron Kingdoms for their fugitive quarry and other times taking to the road. The recent fighting has been a boon for the trade, allowing motivated freelancers to supplement agents of the law who have seen their resources dwindle. The job is simple: bring 'em in, dead or alive. Sometimes the work can be messy, but expanding rail lines have made transporting recently expired criminals easier.

Blythe and Bull met years ago in Merin, where they joined forces to dismantle a large network of outlaws operating within the city. Bull's dedication to brutality nicely complemented Blythe's tactical ingenuity, and together they made short work of their quarry. They have been inseparable ever since.

The two have gained a fearsome reputation among the criminal element they hunt. Once they are on the trail, nothing can stop them. They will cross any border, venture into any wilderness, and join any battle in pursuit of their prey, from the darkest depths of the Thornwood to the most degenerate slums of Cryx. A target who hides within the ranks of a marching army makes their job more difficult, but they are more than willing to join any opposing force to gain access to the battlefield. The duo has such an excellent reputation that most commanders are more than happy to include them in their plans.

Blythe and Bull prefer to seize their quarry with an overwhelming show of force. He calmly brings the barrel of his massive Demolisher cannon to bear while she takes down the fugitive. Those too stupid to drop their weapons are killed in a hail of lead, while those with the brains to surrender are soon hog-tied and knocked senseless for a more peaceful journey to justice.

ROYAL
VALIANT

GREYGORE BOOMHOWLER & CO.

MERCENARY MINION TROLLKIN CHARACTER UNIT

That sound! Like a lion riding a church bell in the middle of a landslide. I covered me ears in time, but not all me mates were fast enough. Some of 'em ain't heard a sound since.

—Reid Markus, Cygnaran long gunner

BOOMHOWLER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	5	12	16	9

BLUNDERBUSS			
RNG	ROF	AOE	POW
8	1	—	12

GREAT AXE	
POW	P+S
5	12

GRUNT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	4	12	16	8

BLUNDERBUSS			
RNG	ROF	AOE	POW
8	1	—	12

GREAT AXE	
POW	P+S
5	12

BOOMHOWLER'S DAMAGE	8
FIELD ALLOWANCE	C
BOOMHOWLER & 5 GRUNTS	6
BOOMHOWLER & 9 GRUNTS	9
MEDIUM BASE	

Mercenaries – These models will work for Cryx, Cygnar, and Khador.

Minions – These models will work for Trollbloods.

BOOMHOWLER

Combined Melee Attack

Officer

Tough

Fell Howl – This model can make one of the following fell calls anytime during its unit's activation. A friendly Faction model/unit can be affected by only one fell call each turn.

- **Call of Defiance** – When a model in this unit that is in formation makes a Tough roll of 4, 5, or 6, it heals 1 damage point and is knocked down. Call of Defiance lasts for one round.
- **Call to Action** – Knocked down models in this unit in formation immediately stand up.
- **Rage Howler** – Enemy models/units currently in this model's command range must pass a command check or flee. Warjacks and warbeasts currently in this model's command range suffer –2 to attack rolls for one round.

GRUNT

Combined Melee Attack

Tough

TACTICAL TIPS

Boomhowler – Because Boomhowler is an Officer, when he is destroyed he does not replace a Trollkin in his unit. Instead a Trollkin in the unit becomes the new unit commander.

The legendary trollkin fell caller Bragg was quite virile and supposedly irresistible in his day, spreading progeny bestowed with his peculiar talents across Immoren. These special folk, known as "fell callers," command a power of voice that staggers the imagination. One of the more notable examples is Greygore Boomhowler, a crass axe-for-hire with a great command of the Gift of Bragg. Those who have heard his vocal prowess are generally divided on whether the experience was positive or negative, but without exception they recount it with strong emotion.

Boomhowler proclaims himself the reincarnation of Bragg. An admitted outcast among the wild trollkin tribes, he chooses to wear garish strips of colorful cloth in a style of his own design not related to any true *quitari* tartan patterns of his people. He also refuses to be quiet, even in ambush. Indeed, some commanders have paid him and his mercs double fees to stop singing and cavorting at all hours of the day and night. When Boomhowler is not singing, drinking, or fighting, he is involved in Bragg's favorite activity: procreation. The trollkin's legendary voice has entranced females of all races throughout the Kingdoms. Indeed, he is quite the handful off the battlefield, but his antics are well worth it once the battle has been joined.

Boomhowler is proficient with both blunderbuss and axe, but his rumbling voice is his most powerful weapon. A single bellow sends forth a heavens-shaking cry—a rolling reverberation that rises above the clash of swordplay and the crack of gunfire. Felt as much as heard, this sonic tsunami shatters glass, splinters wood, and rips gashes in the metal hides of warjacks. The sensitive inner workings of the mechanikal giants are susceptible to this swell of sound, which rattles loose cogs and unbalances essential fluids. Truth be told, Boomhowler's wail taxes him a great deal, and he cannot sustain it for extended amounts of time.

Some soldiers claim Greygore's voice was key in winning battles even before the first drop of blood was spilled. His mere presence has more than once caused entire hordes to flee, while at other times his stirring chants have kept his comrades fighting despite their most grievous wounds. Among those who appreciate his unique talents is the outlaw warcaster Asheth Magnus, and the two seem to have come to an equitable arrangement.

Boomhowler's company of trollkin fights with a combination of axe and blunderbuss, though some traditional trollkin dislike the fell caller's influence over the many young who have given up their tribal ways to join him abroad. Greygore is without question more comfortable in the cities than in the wilds, but he occasionally forays into the ancestral homes of his people to recruit for his unique mercenary company. The number of these volunteers waxes and wanes, but Boomhowler is never found without at least a few loyal followers.

Whether Greygore Boomhowler is truly the reincarnation of the legendary Bragg or just a self-important merc with a bloated ego matters little to his employers. He and his trollkin company are an impressive addition to any army, and between bouts of drunken revelry he has a wealth of talent and experience to spread among his troops.

CROE'S CUTTHROATS
MERCENARY CHARACTER UNIT

No coin too dirty, no task too bloody, no one untouchable.

—Motto of Jarok Croe

LEADER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	7	6	13	11	8

HISS			
RNG	ROF	AOE	POW
10	1	—	10

TWO-HANDED SWORD	
POW	P+S
5	10

GRUNT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	6	5	13	11	7

CROSSBOW			
RNG	ROF	AOE	POW
10	1	—	10

MURDER WEAPONS	
POW	P+S
3	8

FIELD ALLOWANCE	C
CROE & 5 GRUNTS	7
CROE & 9 GRUNTS	10
SMALL BASE	

Mercenaries – These models will work for Cryx, Khador, and the Protectorate.

LEADER

Advance Deployment

Pathfinder

Stealth

Backstab – This model gains an additional die on its back strike damage rolls.

Bushwhack (Order) – During this unit's activation, affected models make their combat actions before their normal movement. Affected models must make a full advance as their normal movement this activation.

GRUNT

Advance Deployment

Pathfinder

Stealth

Backstab – This model gains an additional die on its back strike damage rolls.

HISS

Magical Weapon

Silencer – A model directly hit by this weapon cannot cast spells for one round.

TWO-HANDED SWORD

Reach

Poison – Gain an additional die on this weapon's damage rolls against living models.

CROSSBOW

Poison – Gain an additional die on this weapon's damage rolls against living models.

MURDER WEAPONS

Poison – Gain an additional die on this weapon's damage rolls against living models.

Most assassins prefer to work alone in dark alleys, but Jarok Croe has always been a more gregarious murderer. He enjoys the company of his peers, teaching by example while instructing his subordinates in the fine art of stalking humans and slitting throats.

Jarok was born in the slums of Fharin, where he learned the way of the blade as a child. He later apprenticed as a pistoleer under a discredited former officer of the Cygnaran Army. Once he had mastered the gun, he provoked his teacher to a duel, gunned him down, and claimed the enchanted pistol Hiss as a prize. He later spent time in rough neighborhoods across Cygnar serving a variety of crime lords as an enforcer.

Croe soon went into business for himself, assembling a murderous team skilled in the arts of stealth, ambush, and the hunt. These highly coordinated men open their attacks with a barrage of crossbow bolts from cover, close to cut throats in melee, and then slip unseen back into the woods. Their unconventional tactics have baffled and decimated considerably larger forces.

Blithely disdainful of legal authorities, Croe enjoys tormenting soldiers and agents of the Cygnaran government. His death or capture is a top priority of the crown, and Scout General Rebald has dedicated several agents to his recovery. Croe's exploits remain undiminished despite his wanted status, but he has taken his group abroad while he remains such a hot target in Cygnar.

Fortunately for Croe, the outbreak of war has opened lucrative opportunities. A mercenary company in name only, Croe's men value no code and follow no written charter—earning them the scorn (and fear) of more reputable mercenaries. Their only rule is obedience to Jarok Croe, who pays and equips them well. In a display of his own peculiar work ethic, Croe scrupulously stalks those he has been hired to destroy.

A man who has earned his reputation as a survivor without equal, Croe repeatedly evades certain death. In battle he blends in with his men and always finds an escape route from seemingly impossible tangles. Bullets intended for him invariably find his subordinates instead, and some of his men whisper that their leader must have sold his soul to bolster his luck—though none would dare say so within earshot of him.

MR-JACK
'09

CAPTAIN SAM MACHORNE & THE DEVIL DOGS
MERCENARY CHARACTER UNIT

Cross the devil and ye'll get her horns.

—Lieutenant Grebbel Bhug

SAM

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	6	15	12	9

HAND CANNON

RNG	ROF	AOE	POW
12	1	—	12

STUN SWORD

POW	P+S
4	10

GRUNT

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	13	13	8

SLUG GUN

RNG	ROF	AOE	POW
4	1	—	14

NET

POW	P+S
—	—

PICK AXE

POW	P+S
4	10

SAM'S DAMAGE	5
FIELD ALLOWANCE	C
SAM & 5 GRUNTS	5
SAM & 9 GRUNTS	7
SMALL BASE	

Mercenaries – These models will work for Cygnar and the Protectorate.

SAM

'Jack Marshal

Officer

Drive: Pronto – This model can attempt to Drive each warjack under its control in its command range. To Drive a warjack, this model must make a command check at any time during its activation. If the check succeeds, the warjack immediately makes a full advance. If the check fails, the warjack does not benefit from 'Jack Marshal this turn.

Iron Wall – This model gains +2 ARM for each warjack it controls B2B with it. When this model is directly hit by an enemy ranged or magic attack, you can choose to have one of those non-incorporeal warjacks to be directly hit instead. That model is automatically hit and suffers all damage and effects.

GRUNT

Combined Ranged Attack

STUN SWORD

Stall – A warjack hit by this attack suffers the Stall continuous effect. While a warjack is suffering Stall, its base DEF becomes 7 and it cannot run or charge.

NET

Entangle – When a warjack or warbeast is hit by this weapon it is knocked down.

Heavy – If this model attacks with this weapon during its activation, it cannot attack with another melee weapon that activation. If this model attacked with another melee weapon this activation, it cannot attack with this weapon.

PICK AXE

Trash – Gain an additional damage die against knocked down targets.

TACTICAL TIPS

Officer – Because Sam is an Officer, she is the unit 'jack marshal while she is in play. When she is destroyed she does not replace a Devil Dog in her unit. Instead a Devil Dog in the unit becomes the new unit commander and 'jack marshal.

With a history painted by warfare, western Immoren has long boasted a robust and lucrative mercenary trade. In fact, many companies have charters older than the royal dynasties they serve. One such company bears the red-blazoned insignia of a ferocious horned hound: the Devil Dogs or "Dog Company." Established more than 180 years ago by Grigor Dorenski, a former kapitan of the renowned Winter Guard, the Devil Dogs benefited from several decades on the Khadoran payroll. During the Second Expansion War, however, they revised their charter to never again accept Khadoran coin.

The impetus for this change happened in 464 AR, while Kommander Telyev Zerkova pounded the northern Ordic borders. As the lives of Khadoran soldiers disintegrated like ocean waves crashing against rocky cliffs, the northern nation contracted mercenaries from wherever they could be found, including Dorenski's Devil Dogs. Dorenski faithfully carried out orders to take Boarsgate as Zerkova led his army against the walls of Midfast. Unknown to Dorenski, Zerkova never expected the Dog Company to succeed—only to absorb forces from Midfast as the kommander made his grand entrance. The all-too-capable mercenary army toppled the fort in a single night and day, however, sending the Boarsgate garrison retreating for Midfast—which strengthened the defenders enough to repel Zerkova's army. Embarrassed by this folly, Zerkova refused to pay the Devil Dogs. Dorenski rewrote the company's charter in his own blood, swearing the Dog Company would never again fight for Khador, even if they were the last paying kingdom on Caen.

Nearly 150 years later, Dorenski's great-great-nephew lost ownership of the company to an enterprising Thurian named Samantha MacHorne. A former pistoleer, sometimes mechanik, and full-time gambler from Merin, MacHorne had been seeking greater fortune for some time. She saw that with a little discipline, focus, and new equipment, the Devil Dogs could be the most lucrative prize she'd ever won.

The Devil Dogs rallied around her vision, and two years later Captain Sam MacHorne and the all-new Dog Company began hiring themselves out as the best professional anti-warjack unit gold could buy. Boasting slug guns custom-built for blasting armor, chains and nets for entangling warjacks, and heavy pick axes to dismantle them plate-from-piston, the Devil Dogs are once again a force to be reckoned with.

MR JACK 09

CYLENA RAEFYLL & NYSS HUNTERS

MERCENARY MINION NYSS CHARACTER UNIT

My soul is ice and I am bereft of tears. I will endure your loathsome company if it brings me even a single step closer to Ethrunbal's destruction. Use us as you will.

—Cylena Raefyll to Goreshade the Bastard

CYLENA						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	7	7	15	11	9

NYSS BOW			
RNG	ROF	AOE	POW
12	1	—	10

NYSS CLAYMORE	
POW	P+S
4	9

GRUNT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	6	15	11	8

NYSS BOW			
RNG	ROF	AOE	POW
12	1	—	10

NYSS CLAYMORE	
POW	P+S
4	9

CYLENA'S DAMAGE	5
FIELD ALLOWANCE	C
CYLENA & 5 GRUNTS	7
CYLENA & 9 GRUNTS	10
SMALL BASE	

Mercenaries – These models will work for Cryx, Cygnar, Khador, and the Retribution.

Minions – These models will work for Circle and the Trollbloods.

Animosity [Blighted] – This model cannot be included in an army that includes one or more models of the listed type.

CYLENA

Officer

Pathfinder

Granted: Combined Ranged Attack – While this model is in play, models in its unit gain Combined Ranged Attack.

Hunter – This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

GRUNT

Pathfinder

Hunter – This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

NYSS CLAYMORE

Weapon Master

TACTICAL TIPS

Officer – Because Cylena is an Officer, when she is destroyed she does not replace a Grunt in her unit. Instead a Grunt in the unit becomes the new unit commander.

In the far frozen north, the Nyss believed themselves safe from the horrors of war, but the emergence of the all-consuming Everblight proved them wrong. Attacked by unholy terrors and betrayed and subverted from within, many shards fled when they realized the fight was lost. What was once a proud Nyss culture has been shattered and assimilated, and those who remain are fearful refugees. One shard, however, refuses to capitulate or despair.

Cylena Raefyll leads this band of loyal warrior hunters. Witnessing the doom of her people was a watershed event that filled her with a hunger for vengeance, though she knows such a task will require time and patience. She plans to accomplish it on the strength of her band of followers, who have evolved into peerless killers while surviving atrocities that would break lesser men.

Their taut bows unleash withering volleys able to impale or pin even the most nimble or evasive foes. They are equally adept with their elegantly curved Nyss claymores, which bear edges sharp enough to cleave flesh, bone, and even metal. Against such overwhelming odds, necessity and hatred have fueled their relentless endurance.

Cylena's enmity is so strong that she has sought help even from the most perfidious entities in western Immoren. Her hatred allowed her to justify temporarily allying herself with the Nightmare Empire when she was approached by the eldritch Goreshade. Knowing that nation's draconic master seeks to consume Everblight's athanc, she put aside her loathing to help him investigate the Legion of Everblight. Goreshade betrayed her as part of his own inscrutable plans, but her wariness allowed her to evade capture. She fled south with her tribesmen to the heart of Khador, embittered by the experience with Cryx yet still determined to strike against Everblight by any means possible. In Korsk she played a part in preventing the destruction of the god of her people when she forewarned the mage hunter Eiryss about the approach of Goreshade. Unwittingly she began the process that set the Retribution of Scyrah in motion and which might in time bridge the ancient enmity between the Nyss and Ios.

As harrowing as her journey has been, none of these weighty matters distract Cylena from her uncompromising vendetta against Everblight and all the minions that ruined her race. She is willing to lend her loyal hunters to fight in any war as long as she earns favors to be turned against the blighted Legion. She has found those willing to utilize the skills of her band among such disparate contacts as officers of the Khadoran Army as well as the grim mage hunters of the Retribution of Scyrah. Until the dragon is destroyed, nothing else matters. Cylena will not allow either pride or personal risk to stand in the way of vengeance.

KELL BAILOCH

MERCENARY CHARACTER SOLO

All mercenaries are in the business of selling death for coin. They call me an assassin simply because I kill better and faster than they do.

—Kell Bailoch

KELL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	8	14	12	8

SILENCE				
RNG	ROF	AOE	POW	
14	2	—	10	

SWORD		
POW	P+S	
3	8	

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Khador and the Protectorate.

KELL

Advance Deployment

Dual Shot – When this model forfeits its movement to gain the aiming bonus it can also make one additional ranged attack this activation.

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

Sniper – When damaging a warjack or warbeast with a ranged attack, choose which column or branch suffers damage. Instead of rolling damage on a ranged attack, this model can inflict 1 damage point. A model that participates in a combined ranged attack loses Sniper until the attack is resolved.

SILENCE

Magical Weapon

Kell Bailoch is a deadeye rifleman and former soldier who translated his skill for killing into a profitable business. This pragmatic gunman plies his trade with a calm professionalism derived from decades of experience and innumerable dead. For anyone who needs to plant a quick grave, his results are well worth his steep price.

For an assassin, the ability to slip through the cracks unnoticed is better than widespread notoriety, and Bailoch does not regret the fact that his face is forgettable. Those who have need of his services can find him, and he has enjoyed a steady supply of work since the explosion of conflict. War is a mercenary's bread and butter, and Kell has lately eaten very well.

Bailoch has been a wanted Cygnaran criminal since the reign of Vinter Raelthorne IV, a status that has continued since the coup and rise of King Leto, and agents of Cryx are rumored to have offered a large bounty for his head. He is also—as far as he is aware—the last survivor of the expedition aboard the *Ocean's Mistress* led by Head Inquisitor Dexter Sirac in 591 AR. It was in preparation for this ill-fated trip to recover the Witchfire from below Castle Moorcraig in Cryx that Kell received his signature rifle Silence, a mechanikally enhanced rifle magically muffled to make no sound when fired.

TACTICAL TIPS

Dual Shot – This is how the model gets to take the second shot allowed by the ROF 2 of its weapon.

Even before his peculiar business arrangement with Cygnar's head inquisitor, Bailoch enjoyed a colorful past. He began his career as a rifleman in the Cygnaran Army but did not enjoy the military lifestyle, having no stomach for the sycophantic posturing required to advance. He left the army and joined the now-infamous Black Talons, one of the few mercenary companies in recent memory to be discredited publicly and disbanded for their crimes. That this happened under the brutal tyrant Vinter IV is a testament to the severity of atrocities committed by this bloody-minded group of paid brigands.

Some former Black Talon mercenaries were able to evade imprisonment by bribing the right parties and keeping a low profile. Bailoch is still in touch with these men, several of whom have moved to Corvis and still provide him with information and job leads. Kell has spent considerable time in Five Fingers and has an ongoing arrangement with the Four Star Syndicate, but rumor has it one of the city's powerful high captains has it in for him over an "incident" with a sniper.

Bailoch has a knack for disguises and an ability to blend into the shadows. He has impersonated priests, privateers, and military officers in the course of executing his missions. Kell's victims hear and see nothing at the end, experiencing only a moment of dawning surprise and the brief sensation of a precisely targeted bullet.

ANASTASIA DI BRAY
MERCENARY CHARACTER SOLO

The fates of nations hang in the balance of arms and secrecy.

—Llaelese proverb

ANASTASIA DI BRAY						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	6	16	12	8

THROWING KNIVES			
RNG	ROF	AOE	POW
6	1	—	2

SWORD	
POW	P+S
3	8

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cygnar and the Protectorate.

ANASTASIA DI BRAY

Pathfinder

Stealth

Ambush – You can choose not to deploy this model at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place this model within 3″ of the chosen table edge.

Espionage (★Action) – RNG 5. Target enemy warcaster or warlock. If the enemy warcaster or warlock is in range, friendly models / units in this model's command range can immediately make a full advance and a normal attack.

Intelligence – You gain +1 to the starting roll determining the order of deployment and play.

Parry – This model cannot be targeted by free strikes.

THROWING KNIVES

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

Anastasia is a ghost in the night, a fleeting flicker against a bullet-pocked wall, a face glimpsed peripherally in a crowded tavern. She is so adept at hiding that she sometimes loses her identity in the effort of standing motionless in shadow and listening to every whisper. A sentry unlucky enough to shout a challenge finds his words cut short by a knife thrown from the now-empty darkness.

Anastasia was trained as a spy and an assassin by one of Llael's myriad scheming political cabals. Already highly experienced by the time Khador invaded, di Bray became even more determined to master her craft after the fall of her nation. She eventually reunited with members of her former cabal and joined the Resistance gathering in Rhydden. Anastasia helped these patriots in the futile siege of Merywyn and the many lesser battles that followed.

Di Bray has transformed herself into a creature of the shadows able to penetrate any security perimeter, slip past the most watchful guards, and steal vital secrets from enemy headquarters. Her dark eyes and silent stare barely hint at the passions that torment her soul. Only her peers in the Llaelese Resistance truly understand the driving motivation behind her every action: purging the Khadoran invaders and the traitors who aided them. Anastasia plans a reckoning with Deyar Glabryn and the others who sold out their people, but for now she does what she can to aid the Resistance. She smuggles weapons and supplies and organizes the most effective urban cells in Merywyn and Laedry. From there she helps to lead the Resistance's small intelligence network. Her unparalleled field work has drawn the admiration of leaders like Ashlynn d'Elyse, who entrust Anastasia with the most critical and dangerous of the Resistance's desperate missions.

In fact, it was Anastasia who was dispatched to discover the religious leanings of the ranking Greylords of occupied Leryn—information crucial to the Menite liberation of that city. When the Menites rose in the night to kill the Khadorans, Anastasia assisted again by silencing sentries who might have otherwise raised the alarm. Since then, as the Resistance has grown wary of the Protectorate, Anastasia has been gathering intelligence on the Menites. What she has found so far has sent ripples of unrest throughout the already-worn Resistance. Undeterred, di Bray remains determined to throw off the yoke of Khadoran rule—no matter how much time it takes or how many throats she has to slit.

STANNIS BROCKER, STEELHEAD COMMANDER OF TERNON CRAG

MERCENARY STEELHEAD CAVALRY CHARACTER SOLO

The goals of great conquerors would come to nothing without men willing to heed their orders and bathe in the blood of the enemy.

—Asheth Magnus

STANNIS BROCKER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
8	6	7	6	13	17	9

HAND CANNON			
RNG	ROF	AOE	POW
12	1	—	12

THRASHER	
POW	P+S
6	12

MOUNT
POW
10

DAMAGE	10
FIELD ALLOWANCE	C
POINT COST	4
LARGE BASE	

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

STANNIS BROCKER

Commander

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

Tactician [Steelhead] – While in this model's command range, friendly Steelhead models ignore other friendly Steelhead models when determining LOS. Friendly Steelhead models can advance through other friendly Steelhead models in this model's command range without effect if they have enough movement to move completely past them.

THRASHER

Reach

Backswing (★Attack) – Make a normal attack with this weapon. After resolving the attack, make one additional attack with this weapon.

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

Few soldiers relish battle. They see their grim work as necessary to preserve the peace or to shield more vulnerable charges. Stannis Brocker is not one of those men. He has spent decades earning coin by heaping death and misfortune upon others without regret or apology. This hardened man views strife as a herald of good business and feels incomplete clad in anything but his heavy armor. He does not know, nor does he care to learn, how to live without earning fresh bruises and scars in the employ of men who pay him to kill. He cares nothing for the reasons behind their wars; he needs to know only who he commands and where his targets wait to die. He is, in many ways, the mercenary ideal: apolitical, effectively amoral, and interested only in conflict and coin.

Having outlasted many of his oldest friends, Brocker has only recently begun to show his age. He still finds the aches of old battle wounds easily assuaged by ample ale, gambling, or the occasional cheaply wooed female companion. He has spent two decades fighting alongside his brothers in the Steelhead Mercenary Company and has earned his own brand of immortality in its rosters and annals. Brocker seeks no comfortable retirement but awaits the fate he knows will inevitably find him.

TACTICAL TIPS

TACTICIAN – This includes this model.

Brocker makes no excuses for being an opportunist. He expects to be well paid for his work, and it was one such lucrative contract from Asheth Magnus that lured him east to take over the Ternon Crag Steelhead branch. Most consider Ternon Crag barely civilized country, perched as it is at the edge of the blasted Bloodstone Marches, but the environment suited Brocker.

He has since transformed the relatively insignificant branch into a notable chapter house on the rise. Recent fighting near Llael, in the Thornwood Forest, and along Cygnar's eastern border has kept the men busy, though matters briefly got dicey when the skorne occupied the town. Since the invaders' attention shifted, however, Brocker and his men have regained a measure of their influence in the resulting power vacuum, and he enjoys the freedom inherent in commanding a headquarters outside national borders.

Stannis Brocker lords over the local Steelheads as an undisputed tyrant, admired and feared but not always loved. He commands the outfit with an unyielding hand, even as he realistically appraises the appetites and mettle of his men. Brocker's employers appreciate his ability to turn unruly sell-swords into an effective army. His sizable force of halberdiers and heavy cavalry makes even Cygnar's eastern border guard uneasy. The sight of Brocker astride his horse Gorbrute and brandishing his greatsword Thrasher conjures images of the ancient Warlord Era, when men like Stannis Brocker carved out entire fiefdoms with nothing but their bloody blades.

MADELYN CORBEAU, ORDIC COURTESAN
MERCENARY CHARACTER SOLO

She was born to influence the fates of men, but beware. Her smile can bring fortune or ruin, as she decides.
—King Baird Cathor II

MADELYN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	4	4	14	12	9

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cygnar, Cryx, Khador, the Protectorate, and the Retribution.

MADELYN

Advisor – While B2B with this model, friendly warcasters and solos gain +1 CMD.

Intrigue – If one or more enemy models are in this model's command range during your Maintenance Phase, one friendly warrior model in this model's command range can advance up to 3″.

Seduction (★Action) – Take control of a living enemy non-warcaster, non-warlock warrior model B2B with this model. You can immediately make a full advance with the enemy model followed by a normal melee attack, then Seduction expires. The enemy model cannot be targeted by free strikes during this movement.

Sucker! – If this model is directly hit by an enemy ranged attack, choose a friendly living non-incorporeal warrior model within 2″ of it to be directly hit instead. That model is automatically hit and suffers all damage and effects.

The court of King Baird Cathor II of Ord is known for its subtle intrigues and stunning courtesans. Of all the jewels to grace the Bandit King's court, Madelyn Corbeau might be the most brilliant, beautiful, and dangerous. She is able to impart world-changing revelations with a wink and convey more menace with a smile than a legion of assassins. At her pleasure armies are raised, fortunes won, and men's lives ruined.

Born the daughter of an Ordic nobleman and a Llaelese courtesan, Madelyn spent her childhood between the courts of those two nations, receiving perhaps the best possible education for an intelligencer in the Iron Kingdoms. By the time she was of age, Madelyn was already an accomplished spy in the Bandit King's service. Baird has long maintained the sovereignty of his kingdom amid the wars of western Immoren by employing one of the finest intelligence services of any nation. The competing agents of this network congregate at the king's court where they deliver messages, match wits, and curry favor.

Madelyn rose to prominence not only by virtue of her intelligence and grace, but also because of her ruthlessness. She is welcome at all the civilized courts of western Immoren, and her rivals have as many reasons to hate and fear her as they do to envy her. Any who move against her are inexplicably destroyed; some are victims of scandal or financial disaster, while others simply disappear.

TACTICAL TIPS

Intrigue – Models move after continuous effects have been resolved during the step of the Maintenance Phase that says "Resolve all other effects that occur during the Maintenance Phase."

Sucker! – This ability is not optional.

Having crushed countless enemies and made a small fortune for herself bartering favors and selling secrets, Corbeau's ambitions turned to writing her own destiny. With contacts in every nation in western Immoren, it was a simple matter for her to uproot her household under the guise of a sabbatical to Caspia. She now sells her services as an advisor and intelligencer to any organization with coin to pay her staggering fees.

Madelyn's knowledge of the armies, commanders, and tactics of the Iron Kingdoms is quickly growing encyclopedic. Despite rumors linking her to the court of Ord, the Llaelese Resistance, and even the Unseen Hand, both Cygnaran and Khadoran intelligence services believe her to be a free agent—though her true motivations remain unknown.

There is no city in which this canny intelligencer does not have friends, allies, and lovers. Her acquaintances can be found in the upper strata of every society, from the treacherous kayazy of Korsk to the scrutators of Imer. Such is her skill in diplomacy that even the dark masters of Cryx have enjoyed her services. She has hinted that she has even been the guest of the Iosan court—a claim that might be considered a vain delusion from anyone other than the incomparable Madelyn Corbeau.

RHUPERT CARVOLO, PIPER OF ORD

MERCENARY CHARACTER SOLO

'Tis not the shocking cannon's roar, 'tis not the fatal, deadly sword. Tho' death in every shape appears, the cowards have no more to fear.

— The Piper of Ord, "The Song of the Yellow Moorgrav"

CARVOLO						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	13	14	8

SWORD	
POW	P+S
3	9

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cygnar and the Protectorate.

CARVOLO

Piper – During its activation this model can play one of the following tunes. When it does, choose a friendly unit. The tunes affects this model and will affect the unit if it is currently in this model's command range.

- **Dirge of Mists –** Affected models gain +1 DEF and Terror for one round.
- **Heroic Call –** Affected models gain Fearless and Tough for one round.
- **March –** Affected models gain Pathfinder for one turn.

Whereas some mercenaries sell their services in pursuit of gold or the thrill of battle, Rhupert Carvolo walks the world in a haze of regret and song. The "Piper of Sorrows" has heavy eyes so filled with loss that to meet them is to be drawn into an abyss. Within the ephemera of his tunes, however, lies a power beyond simple explanation: the piper's mournful lamentations can freeze men's hearts in fear, infuse them with barely contained energy, or summon mists of palpable dread.

To those who first meet him, Rhupert Carvolo seems as traveled and road-weary a mercenary as has ever walked the lands of Caen. Solemn and quiet except while playing his pipes or relating tales from history, Carvolo makes good enough company and possesses a quick, wry wit. But in truth, he is a man caught between worlds. Even as he moves from battle to battle, Rhupert's heart and spirit are trapped in Urcaen with those he loved and lost. He is made whole only through the music that gives shape to the sorrow in his soul.

Many believe Carvolo's talent to be a singular expression of the Gift, an inborn talent for sorcery fueled by grief and loss. The priests of Menoth consider his tunes to be prayers to the Creator. The men who follow Rhupert into battle often lose themselves in his haunting melodies, a dispassionate courage born not of youthful exuberance or a sense of patriotic purpose, but of a visceral and mournful surrender to their own mortality.

When not engaged in battle, Carvolo is a common sight at the mercenary camps that litter western Immoren as he wanders the southern kingdoms of Cygnar and Ord and sometimes even the Protectorate of Menoth. He asks for little more than enough coin to keep him fed—except when he finds an army preparing to fight Khador. On these occasions the piper will dispense with even this meager fee and work for nothing more than food and shelter. Carvolo's hatred for Khador is well known, and his ever-present anguish is certainly tied to that nation.

Few men have been present at so many of the momentous events of recent history, and Rhupert has become a respected chronicler of his times. Some soldiers cheer to hear their names in his tales, but listening carefully to his songs reveals a man weary of war. Each of his tunes is a variation on a common theme, that men are given mere moments upon Caen before even that is taken from them. Carvolo is a popular figure among the common soldiers, who ask him for sad and nostalgic songs. The camps he visits are somber for his presence, often with only his playing and the sobs of homesick soldiers breaking the silence.

Carvolo himself prefers low dirges and laments. Such is the power of his unleashed sorrow that clammy fog rises from the ground and the dead themselves seem to reach out to comfort him. Nightmares haunt those who have heard Rhupert's aching threnodies, as they suffer trying to reconcile the existence of such unimaginable loss.

EIRYSS, MAGE HUNTER OF IOS

MERCENARY CHARACTER SOLO

It's a shame there's not more mercenaries like her. What Eiryss hunts, dies. She's as reliable as the setting sun.

—Cygnaran Captain Morris Beaumayne

EIRYSS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	4	6	9	16	12	9

CROSSBOW			
RNG	ROF	AOE	POW
12	1	—	10

BAYONET	
POW	P+S
2	6

SABER	
POW	P+S
3	7

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	3
SMALL BASE	

Mercenary – This model will work for Cygnar, Khador, the Protectorate, and the Retribution.

EIRYSS

Advance Deployment

Fearless

Pathfinder

Stealth

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

- **Death Bolt –** Instead of rolling damage, a model hit suffers 3 damage points. When damaging a warjack or warbeast, choose which column or branch suffers the damage.
- **Disruptor Bolt –** A model hit loses all focus points. A model hit with the Focus Manipulation special rule does not replenish focus points next turn. A warjack hit suffers Disruption for one round. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)
- **Phantom Seeker –** This model ignores LOS when making ranged attacks. This model ignores concealment and cover when resolving ranged attacks.

Camouflage – This model gains an additional +2 DEF when benefiting from concealment or cover.

Retribution Partisan – When included in a Retribution army, this model is a Retribution model instead of a Mercenary model.

Technological Intolerance – When this model ends its normal movement within 5″ of a friendly non-myrmidon warjack, its activation ends immediately.

Iosans have long been mysterious—doubly so since their nation isolated itself from outside contact in 581 AR. Any who have ventured uninvited into that territory have vanished. Neither humans nor Rhulfolk comprehend the power of the elves, nor do they understand Iosan technology and magic, but one Iosan hunter has risen to leave her mark on the wars of man: Eiryss has earned a reputation as one of the most reliable and formidable of lone mercenary operatives, a peerless hunter and shooter.

Despite several decades of offering her skills for hire and earning her reputation through word of mouth, Eiryss is still largely a mystery among the mercenary community, as enigmatic as her Iosan people. The mercenary tradition is deeply ingrained in western Immoren, a part of the fabric of both the human nations and Rhul. Carefully observed mercenary rules of procedure date back to the ancient days of the Thousand Cities Era, when every township was inclined to hire sell-swords to fight their wars. Yet Ios has stood aloof from this trade, making Eiryss an aberration among her own kind.

This aura of mystery combined with her reputation as a ruthless and efficient killer has led to cool relations between Eiryss and others in the trade. A variety of suspicious rumors circulate among the various smoky halls, but most people dismiss them as a natural consequence of her successes. Without question there are other skilled bounty hunters and assassins who feel Eiryss has stolen work from them.

To those employing such soldiers, among a bewildering array of disreputable murderers-for-hire, Eiryss' reputation is golden and her services always in demand. Despite this, she is not one to haggle like a fishmonger over her rates; some captains privately admit the very modest fees she sets are far below her worth. They speculate that perhaps human currency means less to her kind—but whatever her reasons, they are happy enough to leave their coin in their pouches and their curiosity unsatisfied.

Eiryss is prompt and professional, often arriving to a prospective battlefield before the rising sun to learn the lay of the land; thus, she often knows the ground better than the commanders themselves. She interacts with all officers, from the lowest to the highest ranks, with the same polite respect and quiet deference, often so unobtrusively that her employers nearly forget she is present during deliberations of plans and tactics. Even from the shadows, her ears and eyes miss nothing; she can memorize a plan of battle in an instant and later perfectly recall the disposition of allied squads and officers. Once battle is joined she needs no instruction, vanishing into the undergrowth with her crossbow in hand to await the opportunity to kill.

The one group that finds Eiryss' skill unnerving—regardless of the glowing reports of hiring bursars—is military arcanists. Hunting and slaying sorcerers and warcasters is a peculiar specialty, and the Iosan offers her services in this area as well as for less arcane targets. She has never

TACTICAL TIPS

Disruptor Bolt – Just as with Disruption, Disruptor Bolt does not prevent a model from gaining focus in other ways. A warcaster can still gain focus from soul tokens, for example.

Phantom Seeker – Keep in mind that Phantom Seeker does not ignore Stealth.

Camouflage – If a model ignores concealment or cover, it also ignores concealment or cover's Camouflage bonus.

explained her skill as a hunter of spell-slingers but clearly has much experience.

Given the relative importance of wizards and warcasters in every western Immoren army, Eiryss' ability to strike decisive blows against enemy arcanists multiplies her worth. Cygnaran officers task her to slay members of Khador's Greylords Covenant, and Khadoran officers are eager to see her assassinate Cygnaran gun mages. Being in the rare position to exterminate a ranking warcaster can completely change the fortunes of battle. Given that she has no particular loyalty to one side or the other, her talent in this regard is seen by members of these hunted professions as a matter of no small concern.

EIRYSS, ANGEL OF RETRIBUTION

MERCENARY EPIC MAGE HUNTER CHARACTER SOLO

We are the blades of retribution. The time has come to mete punishments so terrible the gods themselves will weep for our enemies.

—Eiryss

EIRYSS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	4	6	9	16	12	9

CROSSBOW			
RNG	ROF	AOE	POW
12	1	—	10

SABER	
POW	P+S
3	7

BAYONET	
POW	P+S
2	6

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	3
SMALL BASE	

Mercenary – This model will work for Cygnar, Khador, the Protectorate, and the Retribution.

EIRYSS

- **Advance Deployment**
- **Fearless**
- **Pathfinder**
- **Stealth**

Arcane Interference – When this model hits another model with an attack, upkeep spells and animi on the model hit expire and it loses the focus points on it. When this model hits a warjack with an attack, that warjack suffers Disruption. (A warjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

Camouflage – This model gains an additional +2 DEF when benefiting from concealment or cover.

Retribution Partisan – When included in a Retribution army, this model is a Retribution model instead of a Mercenary model.

Sniper – When damaging a warjack or warbeast with a ranged attack, choose which column or branch suffers damage. Instead of rolling damage on a ranged attack, this model can inflict 1 damage point. A model that participates in a combined ranged attack loses Sniper until the attack is resolved.

Technological Interference – While within 5″ of this model, non-myrmidon warjacks cannot channel spells or be allocated focus.

Whiplash – When an enemy model misses this model with a magic attack, the attacking model becomes the target and is automatically hit by the attack. AOE magic attacks that miss are centered on the attacking model. This model is the point of origin for all these attacks.

For years Eiryss has swallowed her hatred of humanity and hunted spellcasters on the battlegrounds of mankind, and many who profane Caen with foul sorceries have fallen to her bolts and blade. While her methods have never been entirely embraced by her peers, her fellow mage hunters nonetheless see Eiryss as an anointed angel of wrath who embodies everything the Retribution strives to achieve.

She became something more after the pivotal events in Korsk when she confirmed the survival of Nyssor. Swept up in events that culminated in a direct confrontation with Goreshade, the eldritch who had once been Ghyrrshyld,

TACTICAL TIPS

Arcane Interference – If the model hit is part of a unit, upkeep spells and animi on that unit also expire.

Camouflage – If a model ignores concealment or cover, it also ignores concealment or cover's Camouflage bonus.

Eiryss came upon the unholy creature's attempt at deicide. This drove her to such rage that she pursued him as he fled. In retrospect, Eiryss considers her actions reckless—and Goreshade a fool for leaving her wounded but alive. The creature had felt compelled to explain his actions in a vain attempt to convince her they shared a similar purpose. In doing so he had revealed his deranged plan to murder not just Nyssor but Scyrah as well as part of a mad scheme to restore Ios' spiritual balance.

Eiryss ignored her wounds to return to the scene of Goreshade's blasphemy and witnessed Nyssor's frozen vault being stolen by Khadoran Greylords. Too injured to continue the pursuit, she proved her worth by returning to Ios to relate a tale that would shock and electrify citizens across the elven nation and stir the Retribution to full war readiness.

The Iosan sees herself as simply another soldier in the cause and believes she did only what had to be done. Despite this pragmatic attitude, she has served as a rallying point for the Retribution. Particularly among the younger and more idealistic recruits, the legend of Eiryss has assumed almost mythic proportions.

Eiryss ignores this adoration to focus on her ongoing crusade. She fights for Scyrah and proclaims her hatred of humanity with every deadly bolt fired from her crossbow. The intricate dance she conducts of hiring her services to her enemies has reached a new and more dangerous peak. The Retribution's march to war only escalates her risk, and she is convinced she lives now on borrowed time. This only pushes her to work harder to pave the way for the success of those who will follow her. So long as Goreshade plots the death of the Iosan gods, so long as human wizards despoil their divine power, Eiryss cannot rest.

Her role abroad remains as vital as before. She has been urged by Retribution leaders to resume her work and even to increase her contact with warcasters serving in the human armies. The intelligence she can discover in this capacity is impossible to replicate by other means and should give the Retribution a powerful edge in the conflicts ahead.

ORIN MIDWINTER, ROGUE INQUISITOR

MERCENARY MINION CHARACTER SOLO

Midwinter is a mad dog born to hunt. Woe to the world that he has slipped our leash.

—Head Inquisitor Dexer Sirac

MIDWINTER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	6	4	14	12	8

VOID STAFF	
POW	P+S
5	9

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cryx, Khador, and the Protectorate.

Minion – This model will work for Skorne.

MIDWINTER

Magic Ability [7]

- **Arc Lightning (★Attack) –** Arc Lightning is a RNG 10 magic attack. A model hit by this spell suffers a POW 10 electrical damage roll, and lightning arcs from it to d3 consecutive additional models. The lightning arcs to the nearest model it has not already arced to within 4″ of the last model it arced to, ignoring this model. Each model the lightning arcs to suffers a POW 10 electrical damage roll.
- **Null Magic (★Action) –** For one round, models cannot cast spells while within 12″ of this model.
- **Stealth (★Action) –** This model gains Stealth for one round.

VOID STAFF

Reach

Energy Vacuum – When an enemy model casts a spell while within 12″ of this model, this model gains one power token. It can have up to three power tokens at a time. During its activation, this model can spend power tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Orin Midwinter might be the last of a dying breed. The word "inquisition" still evokes dread in Cygnarans who lived through the end of Vinter Raelthorne IV's reign. Few remain of this once-mighty fraternity of ruthless wizards who tortured and killed any opposing their king. Among the elite of this fellowship, Senior Inquisitor Orin Midwinter held a position just below that of Head Inquisitor Dexter Sirac. Midwinter remembers well the days when he walked the halls of power and the sound of his staff on the tiles terrorized his captives. His minions daily dragged before him prisoners accused of sorcery, witchcraft, or treason, and Midwinter can recall in detail the interrogations they endured at his hands before eventually earning the release of death. In fact, Midwinter looks back on those days fondly. The last thirteen years spent concealing his background and living in comparative squalor have been difficult, but he has bided his time until the day he might resume his work.

Raelthorne originally formed the Inquisition to stamp out witchcraft, though he soon expanded it to root out any perceived treason. Midwinter made his name neutralizing rogue sorcerers and had less to do with torturing petty nobles or others captured for sedition. But his devotion to the Inquisition's core principles worked against him following Leto's coup. The more politically minded of his former comrades found shelter, while some fell to their tireless hunters, and others found redemption by pleading for mercy from the Church of Morrow. But Midwinter refused to recant and stayed hidden, so consumed by outrage and fanatically attached to his former glory that he that he lied, debased himself, and sacrificed his pride in order to survive.

Midwinter's squalid life has begun to take its toll, however: he has picked up a back-alley rotting disease similar to rip lung that steadily and painfully chokes the breath from him. He expects death will come sooner rather than later, but he is no more willing to surrender to it than to the usurper Leto's hunters. Though he sees himself as the same great arcane master he once was, Orin Midwinter has changed considerably with the passing years. The wild look in his eyes and occasional explosive surge of temper followed by bloody coughs are the most obvious signs of his degenerating legacy.

No written record of Midwinter's victims exists, either from his tenure as an inquisitor or from the years following, and he zealously guards this historical anonymity. Anyone who probes too deeply into his past is likely to feel the sting of his lightning. Midwinter's fiery temper has fueled his constant movement in and around Cygnar, and he is quite aware that Cygnar's Reconnaissance Service would eagerly snap him up if they could find him. Though he feels restless outside his former nation, he has spent months hiding in the maze-like warrens of Ord's ports and, more recently, wandering the outskirts of the Bloodstone Marches.

Midwinter's paranoia borders on insanity, but his loyalty to Vinter recently prompted him to put aside his fears and contact those he believes still support the former king. In the company of such men he dons the robes of his old station in the brazen hope of creating a new Inquisition before illness claims him. He dreams of the day when the citizens of Cygnar again tremble before him and plead for their lives.

TACTICAL TIPS

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

Arc Lightning – The lightning will still arc to models with Immunity: Electricity; it just cannot damage them. Remember, this damage is simultaneous.

REINHOLDT, GOBBER SPECULATOR

MERCENARY CHARACTER SOLO

What d'ye mean ye don' know who I am? I'm famous, I am! Bloody famous!

—Reinholdt, self-proclaimed world traveler

REINHOLDT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	2	2	2	16	9	4

FIELD ALLOWANCE	C
POINT COST	1
SMALL BASE	

Mercenary – This model will work for Cygnar and Khador.

REINHOLDT

Warcaster Benefits – While this model is B2B with a friendly warcaster, this model can use one of the following special abilities:

- **Lucky Charm (★Action) –** During his activation this turn, the warcaster can gain an additional die on an attack or damage roll. Discard the lowest die.
- **Reload (★Action) –** During his activation this turn, the warcaster can make one additional ranged attack ignoring ROF.
- **Spyglass (★Action) –** Measure the distance between two models within the warcaster's LOS.

Few men can claim they have ventured from one end of the Iron Kingdoms to the other and back, and even fewer gobbers can make such a bold statement. One of these diminutive creatures does more than just suggest, however; he downright insists he has been everywhere at least twice and seen it all at least once.

Reinbaggerinzenholdt, or Reinholdt for short, claims to have seen many wondrous sights, from the throne room of Stasikov Palace to the glowing walls of Shyrr. He sports strange trinkets and baubles from all over Immoren, and his accent is nearly indistinguishable from that of the natives of wherever he happens to be at the time. Whatever the cause or source, Reinholdt is an endless font of esoteric facts and sometimes useful advice. Not an expert at anything in particular, he seems at least partially versed in whatever comes up at the moment.

Even with the veracity of his claims in question, a number of warcasters and other military officers throughout western Immoren are willing to indulge him and periodically hire his services. Although he claims to have once worked as a bodger, Reinholdt has demonstrated little aptitude or interest in fixing things. In some cases it seems likely he is allowed to accompany those who hire him more for his conversational oddities than for any practical purpose. All the same he has proven his worth at unexpected times and places and has demonstrated a skill at several tasks that recommend him to his employers.

Among the gobber's skills is a knack for speedily reloading firearms. In fact, Reinholdt is entirely at ease manipulating volatile ammunition cartridges packed with explosive powder. Those officers who count themselves as riflemen or pistoleers have found this ability alone enough to make hiring him worthwhile.

Reinholdt carries a host of trinkets and artifacts and makes great use of these "tools." His brass Ordic spyglass with its fine lenses—which he says he received for helping beat back a Cryxian pirate invasion near Berck—is one of his favorites. The glass allows him to spot potential dangers from afar and estimate just how long it will take for those perils to cause him personal harm. Though it might take an employer a while to adjust to this seconds-to-impact method, Reinholdt is rarely off by much—and even then it is usually on the conservative side. Some claim Reinholdt's mere presence has brought them luck, though proving such claims is difficult.

Whatever luck he brings to others, Reinholdt seems to have led a charmed life. Despite his presence at countless battlefields across Immoren, he has never suffered a serious injury. He once sneezed himself out of a moving carriage into a patch of thornbriar bushes just before the carriage burst into flames upon hitting a powder trap set by brigands. Another time a blunderbuss shot deflected harmlessly off of a silver soup spoon in his pocket that he had "acquired" earlier that same day. Most often his survival has been the result of anticipating a threat and heading in the opposite direction.

Reinholdt is not what one would call a hero. He is far more likely to run and hide than stick around if a situation gets too hairy. Indeed, he has been known to vanish from sight in typical gobber fashion when an enemy comes too close. If left with little choice, the resourceful chap searches his pockets and pouches for anything that might aid his escape. Few have the heart to hold these habits against him. Those who have become fond of his eccentricities often welcome him back to the table the next campaigning season.

TARYN DI LA ROVISSI, LLAELESE GUN MAGE
MERCENARY CHARACTER SOLO

The dance of battle always keeps to the same impatient rhythm. What begins cacophonous ends in perfect silence.

—Llaelese mercenary saying

TARYN DI LA ROVISSI						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	7	15	12	8

MAGELOCK PISTOL			
RNG	ROF	AOE	POW
10	1	—	10

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cygnar and the Protectorate.

TARYN DI LA ROVISSI
Gunfighter

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

- **Black Penny –** This attack ignores the firing into melee penalty.
- **Iron Rot –** When a warjack is hit by this attack, it suffers d3 points of corrosion damage to its Hull damage boxes.
- **Shadow Fire –** The model hit does not block LOS this turn.

Partner [Rutger Shaw] – While in Rutger Shaw's command range, this model gains Dodge and Tough.

MAGELOCK PISTOL
Magical Weapon

The fall of their nation inspired many Llaelese to patriotic vengeance. Taryn di la Rovissi, on the other hand, thinks her former country got precisely what it deserved.

Taryn became aware of her pistol-linked sorcerous abilities at a young age. While her peers at the Laedry orphanage spent their time talking about boys or gossiping, Taryn was sneaking off to watch the pistoleers practice their dueling skills. The solemn little girl soon became a regular sight at the practice yard, and it wasn't long before a pistoleer named Henri waved her over to join them. She accepted his invitation to try a shot and turned toward the row of bottles they used as targets. As she placed her finger on the trigger, a soft blue glow enveloped the pistol. Taryn fired and hit the neck of the farthest target bottle, eliciting gapes and cheers from the gathered gunmen.

Henri recognized the girl for a gun mage and promised to teach her what he could. Her arcane talents and marksmanship developed quickly, and eventually Taryn began taking work as a bodyguard and proxy duelist. Enamored with the luxurious lives of the aristocracy, she became romantically involved with a string of petty nobles. None of the shallow characters held her attention for long.

Henri, a veteran of Llael's army, was used to putting up with haughty nobility as an unpleasant part of earning a living in peacetime. Even so, when a young duke suggested salaciously that Henri's intentions toward Taryn were not entirely honorable, a riled Henri demanded satisfaction.

TACTICAL TIPS

Iron Rot – Apply this damage before the damage roll. Determine the column normally. A warjack that doesn't have any unmarked damage boxes cannot suffer this damage.

Taryn watched as the tutor who had been like a father was gunned down in front of her. She demanded vengeance, but the scornful duke dismissed her as not worth his time and roughly ejected her from his estate.

Taryn spent half a year plotting her elaborate revenge, but the invasion initiated by the Khadoran High Kommand made her schemes unnecessary. Fleeing the bombardment of the city, she turned a corner only to find herself face-to-face with her hated enemy. The duke barely registered her before she shoved a pistol barrel against his heart and pulled the trigger. In the chaos of the invasion, one more body was scarcely noticed.

Motivated more by the need to make a living than by any real patriotism, she made her way to the Llaelese army's disorganized headquarters. Taryn soon realized that Llael's military was a hopeless wreck riddled with ineffective officers descended from the aristocracy. She was not interested in dying for a country that had crippled itself.

Taryn spent some time wandering occupied Llael. Though she never again enlisted, she did take the occasional contract with the countless mercenary companies that had sprung up in the wake of the invasion. It was while scouting for one of these groups that she met Rutger Shaw in a ruined section of Leryn. She was impressed by the calm with which he met the pistol she pointed at him and even more by his readiness to deal with the Winter Guard patrol that tried to arrest them seconds later. Taryn was surprised to discover a burgeoning affection for him even as bad luck seemed to draw them into one dangerous situation after another. On the road south out of Llael, Taryn grew even fonder of Shaw's demeanor and disdain for the wars of the Iron Kingdoms. She has developed a respect and an attraction for him that no Llaelese noble had been able to inspire in her.

RUTGER SHAW, PROFESSIONAL ADVENTURER

MERCENARY CHARACTER SOLO

Rutger always says that anything worth fighting for is worth fighting dirty for.

—Taryn di la Rovissi

RUTGER SHAW						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	6	13	14	9

HAND CANNON				
RNG	ROF	AOE	POW	
12	1	—	12	

MECHANIKAL SWORD	
POW	P+S
6	12

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cygnar, Khador, and the Protectorate.

RUTGER SHAW

'Jack Marshal

Tough

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

Drive: Reroll – This model can attempt to Drive each warjack under its control in its command range. To Drive a warjack, this model must make a command check at any time during its activation. If the check succeeds, the warjack can reroll one missed attack roll during its activation this turn. If the check fails, the warjack does not benefit from 'Jack Marshal this turn.

Flank [Taryn di la Rovissi] – When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

Flank [Warjack this model controls] – When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

MECHANIKAL SWORD

Magical Weapon

If there is a man to represent each age, Rutger Shaw is a candidate for the current times. Shaw has walked the length and breadth of the Iron Kingdoms, guided by his taste for adventure and coin. Shaw might have been just another grubby merc if not for his conscience. Even so, his best intentions are tempered by the fatalism of a man who has witnessed the harshness of the world.

An idealistic young Shaw enlisted to do his duty for crown and country. During his initial training among the long gunners, Shaw's instructors noted his incredible resilience and, more importantly, his do-or-die attitude. Quickly selected for rigorous Trencher training, Shaw adapted easily to life among the 36th Trencher Company of the 1st Army. When his unit completed their training and joined the regiments in Fellig, he was as prepared as any to fight and die for his nation.

By the end of his tour, Shaw had changed. Years of filthy trenches, brutal skirmishes, and cheapened life had soured his once-positive perspective. He had come to see his country not as a home he must protect but as an employer. Offered the chance to renew his service as a sergeant, Shaw declined. His conscience would not allow him to lead men for a cause he no longer believed in.

Shaw knew he couldn't return to the quiet life of the Midlunds, so he invested a small fortune in arms and set off for nowhere in particular. In the years that followed, Shaw fell in with bandits, adventurers, and mercenaries. He might have become a rich man years ago if not for his nagging generosity. Shaw has more than once handed over the bulk of his gains to a disabled veteran or some unfortunate beggar. Cursing even as he does it, Shaw knows there is always more coin to be earned by a man with his taste for danger.

Shortly after the fall of Llael, a refugee member of the Order of the Golden Crucible hired Shaw to retrieve documents and formulae from Khadoran-occupied Leryn. Inside the ruined building he encountered a hooded woman who calmly leveled a glowing pistol at his head. Before either could speak, Winter Guard troops broke through the doors and interrupted their interlude. It was not until later, as the two fled ahead of the Khadoran Army, that the gun mage simply asked, "How much are these papers worth, anyway?"

Shaw was impressed. He'd met mercenaries before, but none who fought with such casual grace or singular purpose. They grew more comfortable with each other as they traveled to Cygnar, but perhaps a strong sense of mutual respect prevented Shaw from making his usual carefree advances. By the time they'd reached his employer, they'd become fast friends.

Taryn di la Rovissi shares Shaw's lack of interest in the affairs of nations, and though they each prefer to find adventure on their own, bad timing and poor luck have increasingly conspired to keep this deadly team together. Having settled into the routine of friendship, Shaw feels he has lost the opportunity to share his real feelings with Taryn. He instead tries to impress her with increasingly dangerous stunts that are coming closer to imperiling both him and the woman he loves.

HARLAN VERSH, ILLUMINATED ONE

MERCENARY MORROWAN CHARACTER SOLO

Hesitation leads to compromise. No hand can stay the judgment of the righteous.

—Harlan Versh

VERSH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	6	14	13	10

MALLEUS				
RNG	ROF	AOE	POW	
10	1	—	10	

SWORD	
POW	P+S
4	10

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cygnar and Khador.

Animosity [Thamarite and Undead] – This model cannot be included in an army that includes one or more models of the listed type.

VERSH

Fearless

Stealth

Sacred Ward – This model cannot be targeted by enemy spells.

Witch Hunter – After an enemy model casts a spell within 10″ of this model, this model may immediately make a normal ranged attack targeting that model.

MALLEUS

Magical Weapon

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

Multi-Fire (★Attack) – Make an attack with this weapon. On a hit, after resolving the attack this model can immediately make one additional attack with this weapon targeting the last model hit or another model within 2″ of the last model hit, ignoring ROF. This model can make up to four attacks during its activation as a result of Multi-Fire.

Purgation – Gain an additional die on attack and damage rolls with this weapon against models with an enemy upkeep spell on them.

SWORD

Magical Weapon

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

Purgation – Gain an additional die on attack and damage rolls with this weapon against models with an enemy upkeep spell on them.

Harlan Versh is among the most formidable soldiers ever trained by the Order of Illumination. Empowered by the Sanctuem to root out and destroy spiritual threats to the Morrowan faith, the order operates both openly and surreptitiously in Cygnar, Khador, and Ord. Versh has fought this hidden war for nearly twenty years, cleansing the world of all manner of insidious and inhuman abomination. He has made a name for himself as a tireless servant of his faith who hunts down infernal Thamarites, filthy Cryxians, and renegade necromancers. Lately, however, the uncompromising ruthlessness with which Versh executes his duties has drawn ire from within order itself.

TACTICAL TIPS

Multi-Fire – Multi-Fire ignores ROF but does not ignore RNG. Additional attacks against targets beyond this weapon's range will automatically miss.

Even as a child, Versh was a joyless soldier of fearsome faith. He performed backbreaking labor to provide for his family and found peace only in church. The stern youth kept almost entirely to himself, due mostly to his self-righteousness and intolerance for the flaws of others. Versh longed to devote his life to his faith but refused to join a priesthood he judged as too passive in its acceptance of corrupt weakness.

Versh came to the attention of the Order of Illumination when he single-handedly tracked down and destroyed a cabal of Thamarites operating on the outskirts of the mountain village he called home. Among his alleged victims were several minor landed nobles, and Versh was sentenced to hang. The local vicarate council intervened to spare his life and soon began testing his faith and will. Finding him to be an excellent candidate, they immediately encouraged him to enlist in the Order of Illumination.

Versh was trained in pistol, sword, and the holy verses best employed against infernal practitioners and set to bring them to justice. He was unrelenting, willing to hound infernalists to the ends of Caen. His fervor eventually drove him to act without consulting his superiors, often taking actions far in excess of his orders. This culminated in a series of executions he performed without authority, casting final judgment on alleged witches without the order's blessing. Though almost all those individuals later were proven to be infernalists, the order could not tolerate Versh's rogue behavior any longer and cast him out.

Versh continues to serve the Church of Morrow on his own terms, using his blessed quad-iron pistol against any enemy of the faith or his own stringent sensibilities. The order knows he continues to act in their service, and edicts from the highest officers have instructed subordinates not to interfere. So long as Versh succeeds in erasing those guilty of practicing black magic, he remains unfettered by the laws of men, a pure weapon against evil.

GORMAN DI WULFE, ROGUE ALCHEMIST

MERCENARY CHARACTER SOLO

If there is a method to his madness, it lies somewhere deep in his alchemist's mind—a labyrinth best left unexplored.

—Magnus the Traitor

GORMAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	5	14	12	8

ALCHEMICAL GRENADES			
RNG	ROF	AOE	POW
6	1	3	*

STILETTO	
POW	P+S
2	6

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

GORMAN

Immunity: Corrosion

Immunity: Fire

Stealth

Alchemical Mask – This model ignores gas effects. When determining LOS or resolving attacks, this model ignores cloud effects.

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

- **Acid Bomb –** Models in the AOE are hit and suffer a POW 12 corrosion damage roll and the Corrosion continuous effect.
- **Black Oil –** This attack causes no damage. Instead, models in the AOE are hit and suffer Blind for one round. (A blind model cannot make ranged or magic attacks, suffers –4 MAT and DEF, cannot run or charge, and must forfeit either its movement or action during its next activation.)
- **Rust –** This attack causes no damage. Instead, warjacks in the AOE are hit and suffer –2 ARM for one turn.

Smoke Bombs (★Action) – Place a 3″ AOE cloud effect in play. Its center point must be within 1″ of this model. This AOE remains in play for one round.

TACTICAL TIPS

Rust – This attack affects only warjacks.

Born to wealth in Leryn, Gorman di Wulfe always showed great interest in the scholarly path. He eventually became a fine student at Merywyn Academy, where he narrowed his focus to alchemy. After leaving the academy, he returned to Leryn to join the Order of the Golden Crucible.

Gorman was an enthralled apprentice. Every other facet of his life fell away as he pursued alchemical mastery. He surpassed his mentors' expectations on his way to being decorated with the mantle of Master Aurumn Ominus Alchemist by his fifth year. He took great joy in mixing agents to create wondrous effects, and nothing seemed beyond his skills and imagination. His colleagues found him a brilliant, if detached, practitioner. In time, though, he began to requisition certain reagents that raised eyebrows among his peers.

It eventually became obvious that Gorman was manufacturing proscribed poisons and explosives as well as dangerous concoctions of his own invention. His Crucible master confronted him with these accusations, informing him that he must cease his illicit manufacture or be expelled from the order. Di Wulfe at first denied the allegations, but following an accidental detonation that rocked Leryn and incinerated his laboratory the alchemist quietly slipped out of the city and never looked back.

Driven to continue his research at any cost, Gorman sought any available funding to pursue his passion. He labored for a while in the back of an illicit pharmacy in Five Fingers, supplying the criminals of that city with dangerous potions. Then in Khardov he was implicated in a factory fire that cost a local kayazy a sizable portion of its fortune. Later his name was associated with a short-lived Umbrean separatist movement, but by the time its leaders were executed in Llael, di Wulfe was long gone.

Di Wulfe eventually began supplying experimental arms to mercenary companies. His increasingly dark reputation ensured that only the most desperate sought his services, which suited Gorman just fine—desperate men pay higher wages and ask fewer questions. It wasn't long, however, before his mercenary affiliations eventually gave him a taste for bloodshed.

Gorman had gone to make a delivery only to find his employers in full rout. Swept up in the conflict, di Wulfe turned on their pursuers and unleashed all the alchemical firepower in his arsenal. Though his intervention was too little to turn the tide, something stirred within him. He had found his true calling: mingling theory with dynamic application.

Turning his obsession, dedication, and inexhaustible energies toward a new end, Gorman began selling his services to kings and tyrants alike. Now he stalks the battlefield cloaked in obscuring magic, laying waste to anything in his path. A disconcerting figure even to those fighting alongside him, the alchemist can be heard laughing against the cacophony of war.

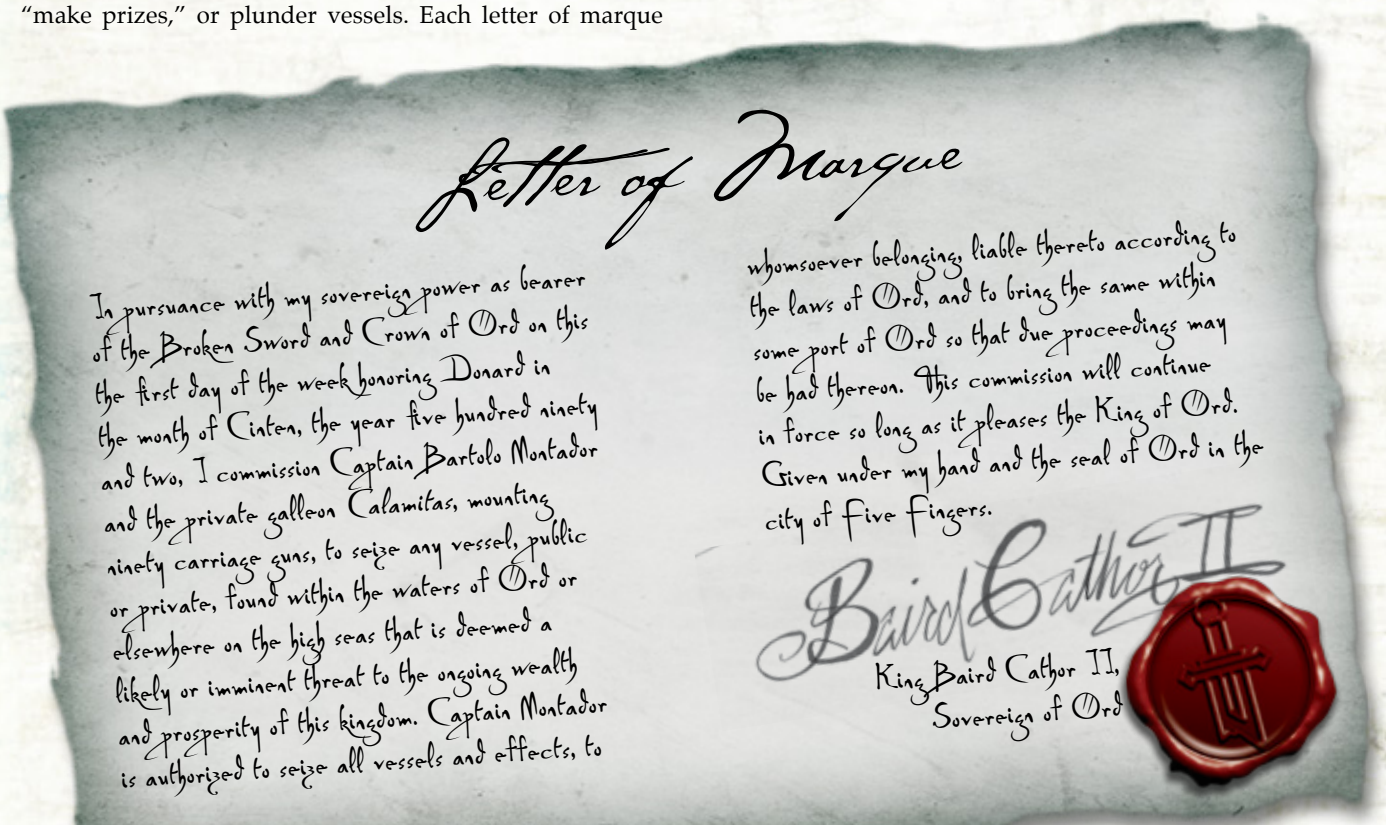
Gorman di Wulfe has a reputation for mayhem even by mercenary standards. Unconcerned with ethics or patriotism, he will work for any paying employer who does not balk at the prospect of experimental alchemicals. Despite the unquestionable effectiveness of the rogue alchemist, some commanders hesitate to employ him. Strange and terrible accidents have a way of following in his wake . . . especially to those who have slighted him.

PIRATES OF THE BROKEN COAST

With the turmoil of war propagating and the navies of the Iron Kingdoms spread thin, it truly is a good time to be a privateer. Some Immorese do not appreciate the subtle differences between pirates and privateers, but the distinction between them is important nonetheless. Pirates are outright criminals—thieves and murderers who plunder weaker ships for profit. Most nations have detailed legal codes forbidding such acts, and the punishments for breaking them are severe. A convicted pirate can usually expect to be hanged, though circumstances might allow for more merciful punishments like branding, maiming, or blinding. Many naval vessels spend as much time hunting pirates and protecting merchant vessels from them as they spend waging war. Despite the risks, however, piracy is a profitable endeavor that tempts even some legitimate governments. Enter privateers, who are sponsored by nations to engage in what amounts to legal piracy against enemies like other nations and pirate crews.

Most nations legitimize their privateers by issuing them letters of marque, which authorize the entitled captain to "make prizes," or plunder vessels. Each letter of marque painstakingly details the types and nations of origin of vessels the privateers may attack, the percentage of any plunder that must be paid to the kingdom that issued the letter, the kinds of weaponry the privateers may employ, and the sort of warfare in which the privateers may engage. The letter can be transferred from one ship to another, but a legal authority must carefully record the process. Such tedious details are necessary to ensure that a government's privateers don't inadvertently incite undesired reprisal from the wrong nation and that unscrupulous captains are not allowed to attack their sponsor's own merchant vessels.

The reality is that privateer vessels are encouraged to engage in what amount to acts of legal piracy against the enemies of their employer nation and to actively combat pirate crews. This legal arrangement is beneficial for numerous reasons: it frees a nation's navies to concentrate on military matters; the government profits from the plunder of enemy shipping; and it usefully occupies crews that might otherwise turn to illegal piracy. Ord, Cygnar, and Khador routinely employ privateers, though they are by no means the only nations to do so.



Lacking the wealth of its neighbors, Ord makes unabashed use of privateers to supplement its naval strength in much the same way some nations use mercenaries to bolster their standing armies. The current king of Ord, Baird II, is known for expressly permitting Ordic sailors to rob Cryxian and Mercarian League ships traveling in Ordic waters. In return for this privilege, His Majesty expects one-quarter of the spoils. It is rumored the king himself captains some privateer excursions, but the Ordic court denies such assertions.

Most privateer crews are largely unconcerned with the details of their legal status, reveling instead in their nearly unfettered capacity to make coin through violence. Because the potential for profit is so great, privateer captains can pick and choose their crews. This makes them some of the deadliest ships to sail the Meredius, and many merchant vessels will surrender to them without a fight.

Each privateer crew is technically beholden to whichever nation sponsors its letter of marque. Most captains are more interested in profit than patriotism, however, and will sometimes take on mercenary contracts for specific tasks. Many navies frown on this sort of work but will not interfere, provided the privateers don't attack their sponsor nation's shipping or blatantly violate their letter of marque. Because all shipping and trade concerns like the Mercarian League or Blaustavya Shipping & Rail are likely pirate targets, they often discreetly hire privateer ships to escort their valuable shipments on the high seas. Some of the most disreputable privateers have been known to turn on the very convoys they were hired to protect, killing the crews and then selling their cargos in ports that ask few questions.

Some privateer vessels are crewed by motley collections of sell-swords who focus more on ground warfare than seizing vessels at sea—they are often occupied raiding coastal villages and island communities deemed acceptable targets by their letter of marque. In fact, many privateer crews view their ships as convenient platforms from which to attack the interior of the mainland. These privateers are much more similar to mainland mercenaries in many respects, with the added advantage of their own floating safe haven and armed transport to take them from one battlefield to the next.

Nearly all successful privateers supplement their arsenals with at least one warjack. Ordic laborjacks refitted with weaponry are highly prized by all naval combatants. Especially sought-after are 'jacks like the Mariner and Freebooter, which can withstand the environmental rigors of maritime use and even function underwater for a short time. Captains unable to acquire or afford these nautical luxuries will settle for decommissioned 'jacks favored by mainland mercenary companies. Mules are a particular favorite for the havoc their steam lobbers can wreak on compact decks.

Many privateers augment their sailing power with massive steam engines. Driven by a stern paddlewheel or a pair of sidewheels, steam-powered privateer ships can run down even the swiftest sailing ships. The privateer captain Bartolo Montador, the nefarious "Broadsides Bart," commands one of the most powerful privately owned steamships on the Meredius. The enormous *Calamitas* is powered by a triple set of paddlewheels and bristles with enormous cannons. The envy of every privateer captain, the *Calamitas* is a nightmare for naval commanders anxious at the thought of such a weapon in the hands of a near-criminal.

Disreputable Ports

Every pirate must periodically find a berth to offload stolen goods, convert booty to coin, or repair and resupply. Those who do prefer some ports to others, particularly valuing those where a captain can bribe dock officials to look the other way.

Blackwater—Many pirates fear this vile Cryxian port, but the brave find it the best place to offload shady cargo. Buyers exist for anything in Blackwater, including slaves and corpses.

Carre Dova—Less lively than the nearby Five Fingers, Carre Dova boasts skilled shipwrights specializing in small and swift vessels.

Clocker's Cove—Considered Cygnar's own "Little Five Fingers," Clocker's Cove is the friendliest port for vessels of dubious origin in the Gulf of Cygnar.

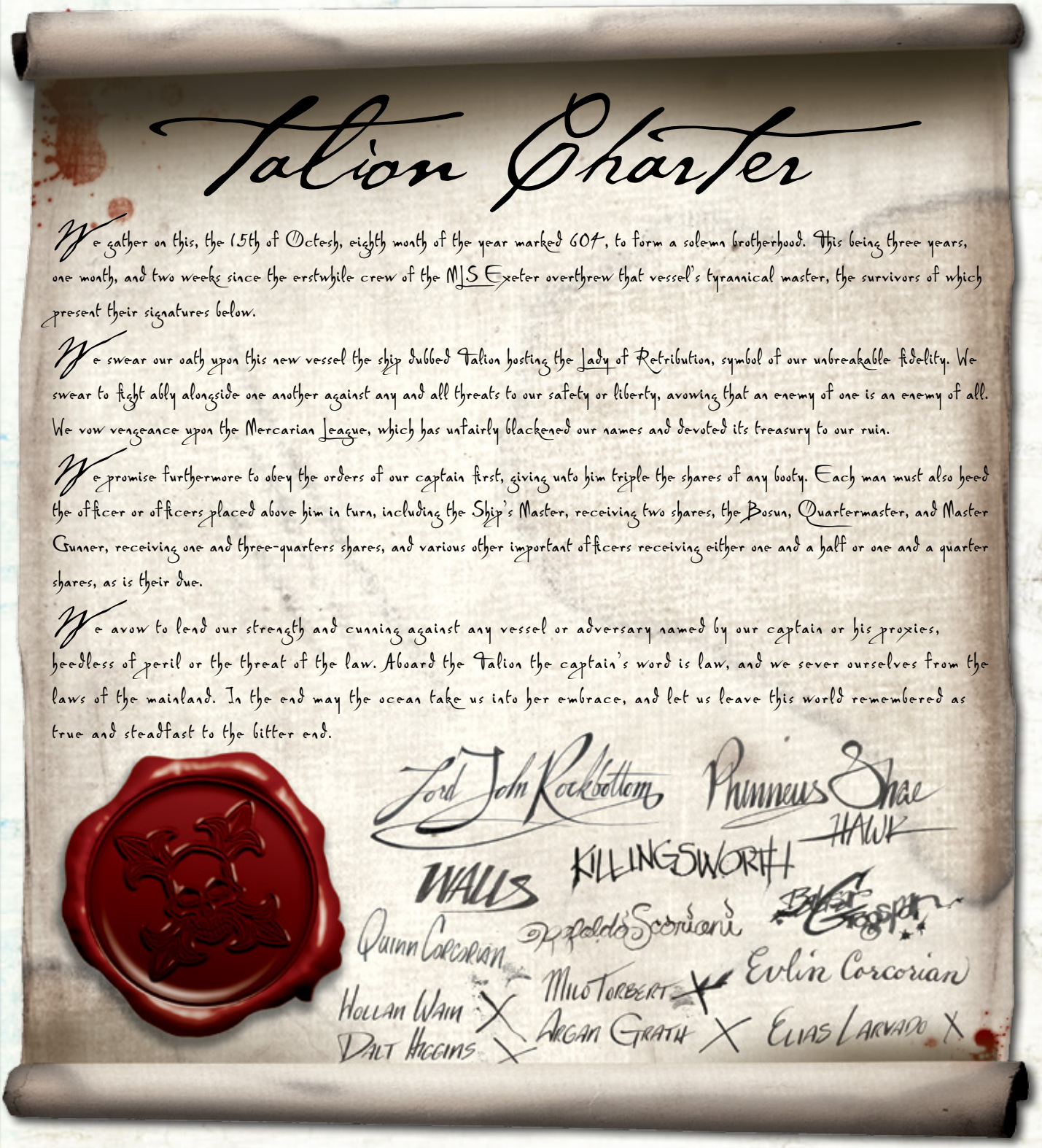
Five Fingers—This notorious Ordic pirate haven is popular for its abundant gambling halls and cheap dockside taverns.

Ramarck—Located deep within a marsh, Cygnar's Ramarck is approachable only by shallow-draft boats, which are favored by small-time pirates and smugglers.

THE CREW OF THE *TALION*

Life as a pirate is hard, dangerous, and short. Such men are at risk of capture and execution every time they venture onto the open sea to pursue spoils. It is not surprising, then, that they would seek to legitimize their names and protect their lives under the less-criminal—if no less dubious—label of "privateer." This desire has fueled an entire market in the sordid port of Five Fingers, where convincing forged letters of marque are created and distributed. Most pirate captains enjoy a fast ascent to fame and endure an even faster collapse to capture, execution, and eventual obscurity. Captain Phinneus Shae and the crew of the *Talion* walk that razor edge better than most.

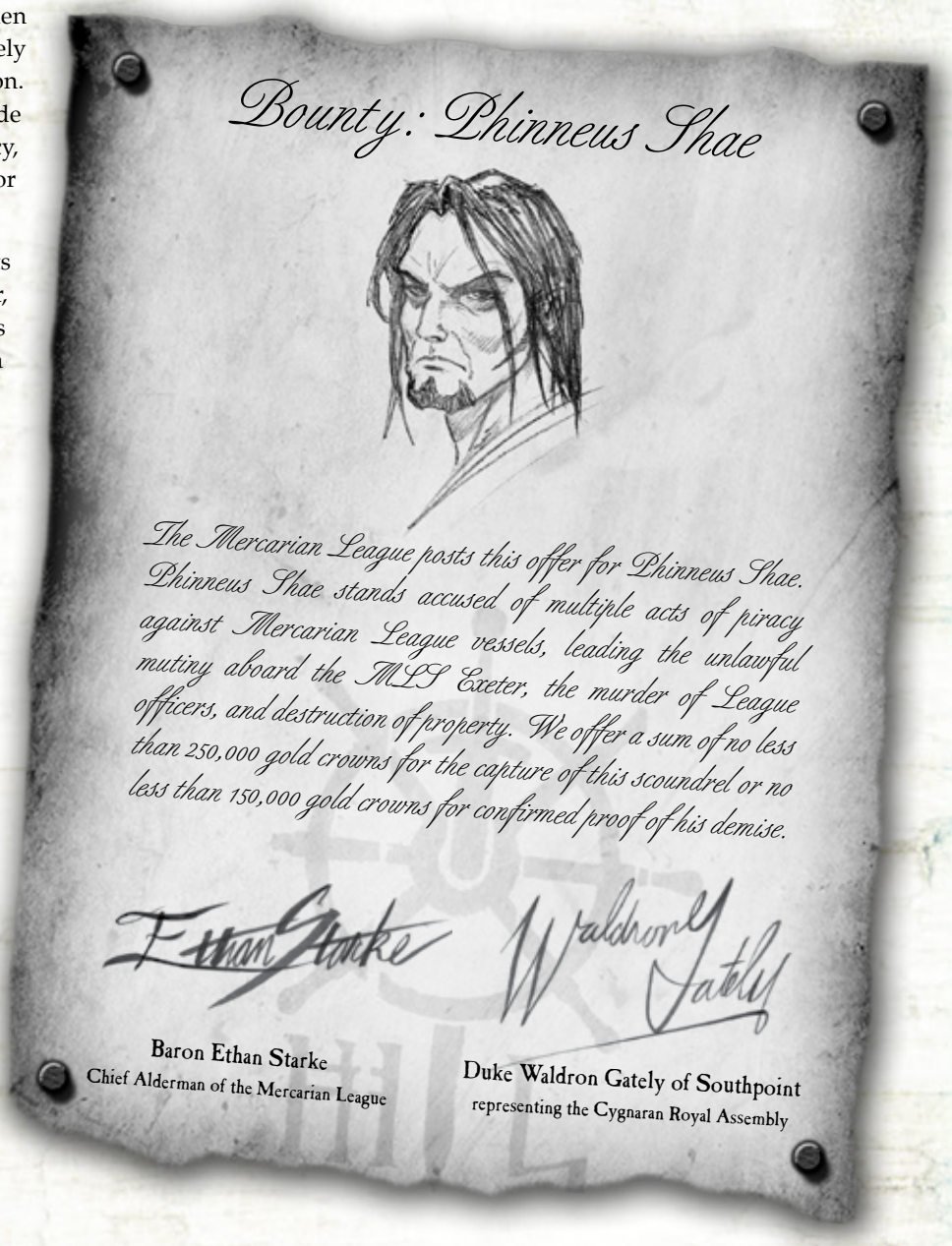
Since the fateful mutiny aboard the Mercarian League ship *Exeter* in 600 AR, Shae and his fellow mutineers have survived and even prospered despite many brushes with death. They did attempt to regain legitimacy as mercenaries in the days after they lost their ship, but the Mercarian League made sure they would never be forgiven or forgotten by ruining the families of all involved in the loss of the *Exeter*. With vengeance in his heart and booty in his coffers from years fighting as a sell-sword along the Dragon's Tongue River, Shae began looking for a ship worthy of his crew. They found their flagship in the *Talion*—a sleek, three-masted fast frigate with forty guns, built for decisive strikes at sea and boasting an impressively large cargo hold for such a swift vessel.



In the last several years Captain Shae and his crew have made war on the League and cemented a reputation as formidable independent pirates, eschewing other organizations. This disciplined and deadly strike force has clashed with both Khadoran and Cygnaran navies, battled Cryxian raiders and rival pirates, and sold their services to a variety of criminal organizations. The networking industry of the Rhulic exile "Lord" Joln Rockbottom has allowed them to maintain tenuous relations at several ports willing to overlook their status, and Rockbottom also arranges lucrative contracts for some among the crew who want independent mercenary work when the *Talion* is between operations or tied up for

repairs. Assuming the legal burden of their piracy, Captain Shae actively shields the crew from his reputation. Phinneus has managed to evade incarceration on charges of piracy, but he is wanted in both Khador and Cygnar.

The *Talion* has been seen in ports like Five Fingers, Blackwater, and even Clocker's Cove, but its home is a smuggler's haven on an unmarked island between Carre Dova and Berck. The crew has largely seized control of this small town, which they have taken to calling "Bottomton" after Joln Rockbottom, its unofficial mayor. Here the ship can make repairs, store supplies, and lay low between operations. Capturing a number of prize ships through the years has allowed Shae and his crew to build a small fleet. It is rumored that Captain Shae might even be in the secret employ of King Baird Cathor II, with a secret but legitimate letter of marque allowing strikes against Mateu Merchant House shipping. If Shae holds any such document, however, he rarely takes advantage of its protection, preferring to survive by his wits, guile, and the authority provided by the thunderous roar of his royal-weight cannon, the Commodore.



The *Talion* charter, which all Shae's crew must obey, effectively declares war on the Mercarian League and their shipping lanes, though the crew will seize vessels from other trade organizations and even periodically engage various naval vessels. The charter delineates terms for dividing the spoils gained in the plunder of these ships, generally granting larger shares to more senior crew members. New recruits are constantly brought in to replace those killed in battle, but the rewards for those who survive have proved worth the risk.

The charter has recently been expanded by Lord Rockbottom to allow for other ships to join in these endeavors and to apportion their shares by negotiation. This was necessitated by combined efforts with the *Calamitas* and other ships in Montador's small fleet. These privateers have proven willing to coordinate efforts against the Mercarian League for their own profits, whether by land or sea. When gathered together under a single banner with the warjacks and warcasters at their disposal, these pirates and privateers have proven superior to any regular army or navy force of comparable size.

FIONA THE BLACK

MERCENARY PRIVATEER THAMARITE WARCASTER

They say she has Thamar's own luck, but believe me she earned it. Even death will not claim her until she is good and ready to make the trip.

—*Captain Santoni of the* Ill Fortune

FIONA						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	6	4	16	15	8

VIPER	
POW	P+S
6	11

FOCUS	7
DAMAGE	15
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: DARK OMEN

The dark goddess Thamar smiles on those who serve her best, and Fiona the Black can invoke her patron's power to twist the odds in her favor. She has only to raise a finger and trace a black arcane sigil in the air to curse those who oppose her with an omen of ill fortune that brings all their plans to ruin.

For one round, enemy models roll one less die when making attack and damage rolls while in Fiona's control area.

Mercenary – This model will work for Cryx, Cygnar, and Khador.

Animosity [Morrowan] – This model cannot be included in an army that includes one or more models of the listed type.

FIONA

Cultists – Choose one friendly Sea Dog unit at the beginning of the game to be Cultists. Cultists are Thamarite models and gain Fearless. During your Control Phase, after replenishing focus, this model gains 1 additional focus point if it is within 1" of one or more friendly Cultists.

Whiplash – When an enemy model misses this model with a magic attack, the attacking model becomes the target and is automatically hit by the attack. AOE magic attacks that miss are centered on the attacking model. This model is the point of origin for all these attacks.

VIPER

Magical Weapon

Reach

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

Grievous Wounds – When a model is hit by this weapon, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.

SPELLS	COST	RNG	AOE	POW	UP	OFF
AFFLICTION	3	8	–	–	YES	YES
When a damage roll resulting from a direct hit fails to exceed the ARM of the target enemy model/unit, the affected model hit suffers 1 damage point.						
INFLUENCE	1	10	–	–	NO	YES
Take control of target enemy non-warcaster, non-warlock warrior model. The model immediately makes one normal melee attack, then Influence expires.						
NONOKRION BRAND	2	6	–	–	YES	NO
Target friendly model/unit ignores intervening models when making attacks. The weapons of affected models gain Magical Weapon.						
ROTH'S MERCY	2	6	–	–	YES	NO
When an enemy attack disables a living model in the target friendly unit, you can choose a non-disabled living model in the unit to be destroyed. If another model is destroyed as a result of Roth's Mercy, the originally disabled model heals 1 damage point.						
SOULFIRE	2	10	–	12	NO	YES
When a living non-soulless model is boxed by Soulfire, this model gains 1 focus point and the boxed model is removed from play.						
TELGESH MARK	2	6	–	–	YES	NO
This model can channel spells through target friendly model as if it were a model in this model's battlegroup with Arc Node.						

TACTICAL TIPS

Cultists – A model can have more focus points than its FOCUS as a result of Cultists.

Soulfire – The boxed model does not provide a soul or corpse token.

An unabashed Thamarite, Fiona the Black brazenly displays her devotion to that widely loathed goddess and takes pride in having liberated herself from quaint, conventional notions of morality. She has found a home among the pirates and privateers of the Broken Coast, where skill and ambition bring ample rewards—and folly and stupidity invite destruction.

Mistress of the *Ill Fortune*, a vessel in Broadsides Bart Montador's private fleet, Fiona is a moody and scheming leader. Her enthusiasm for conflict and her courage in the face of impossible risk have inspired the adoration of an obedient cabal, many of whom crew the *Ill Fortune*. This cult demonstrates a degree of discipline and coordination that other pirates find unsettling. Though Fiona leaves nautical matters to her captain, Calvar Santoni, the ship's decks are unquestionably hers. Even Montador requests permission before boarding.

Fiona manifested sorcery as an impetuous youth in the streets of Ceryl, where she developed an aversion to authority and an appetite for disobedience. These predilections made her a natural target for Thamarite recruiters, who helped her refine her power. Never content to follow, Fiona soon came to loathe the cowardly Thamarites for skulking in the shadows and hiding their faith. She learned all she could from the sept in Mercir before answering the call of the sea.

Taking on the mantle of "Fiona the Black," she quickly became more influential than the pirate captains she joined—until she met Captain Bartolo Montador, who was strong-willed enough to resist her manipulations and earn her respect. The true nature of their strange but mutually beneficial partnership remains a mystery.

Fiona eagerly enters battle to press the attack herself, and with the coordinating support of the *Calamitas* she does not hesitate to tackle ships twice the size of the *Ill Fortune*. Her daring exploits have crafted an untouchable reputation that grows with each bold success.

CAPTAIN BARTOLO MONTADOR

MERCENARY PRIVATEER WARCASTER

I like my women like I like my cannons: big, loud, and full of fire!

—Captain Bartolo Montadorr

MONTADOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	5	15	16	8

ACE				
	RNG	ROF	AOE	POW
SP 8	1	—	12	

RED TIDE		
	POW	P+S
	7	14

FOCUS	6
DAMAGE	17
FIELD ALLOWANCE	C
WARJACK POINTS	+5
SMALL BASE	

FEAT: TYPHOON

Captain Bartolo Montador has sent his ship through the worst storms Meredius has to offer, heading straight into the grinding waves. He draws on those experiences while in battle, using his power to engulf his enemies in a typhoon of howling wind and sheets of blinding rain within which no man can keep his feet for long.

Advancing enemy models that end their movement in Montador's control area are knocked down. While in Montador's control area, enemy models suffer –3 on attack rolls. Typhoon lasts for one round.

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

MONTADOR

Tough

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

Overtake – When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1″.

RED TIDE

Magical Weapon

SPELLS	COST	RNG	AOE	POW	UP	OFF
BATTEN DOWN THE HATCHES	3	SELF	CTRL	–	NO	NO

While in this model's control area, models in its battlegroup cannot be knocked down and gain +3 ARM but suffer –2 DEF. Batten Down the Hatches lasts for one round.

BROADSIDE	3	SELF	CTRL	–	NO	NO

Models in this model's battlegroup currently in its control area can immediately make one normal ranged attack. Attacks gained from Broadside do not count against a weapon's ROF. Broadside can be cast only once per turn.

DEADWEIGHT	2	8	–	12	NO	YES

When Deadweight destroys an enemy living or undead model, choose an enemy model within 2″ of the destroyed model. The chosen model must forfeit either its movement or its action during its next activation, as its controller chooses.

HOT SHOT	2	6	–	–	YES	NO

Target model in this model's battlegroup gains boosted ranged attack damage rolls.

POWDER KEG	4	10	5	14	NO	YES

On a critical hit, models hit lose their initial attacks and cannot make special attacks for one round.

TACTICAL TIPS

Typhoon – Models that do not advance are not knocked down. Remember, changing facing is considered movement.

Deadweight – Remember, a model that forfeits its action cannot run.

In another age and under a different king, this Ordic warcaster would hang from the nearest yardarm, but Bartolo "Broadsides Bart" Montador has won admiration alongside his infamy. His booming voice and lust for life rouse the fighting spirit of his sizable crew. All ports warmly welcome him, and even his enemies speak of him enviously. Few captains walk the delicate line between pirate and privateer with as much style as Broadsides Bart.

Montador has no qualms about stacking the deck to ensure victory, a practice that lost him his arm as a younger man in the card halls of Five Fingers. Years later, when he could afford it, he replaced his missing limb with a mechanikal prosthetic containing a concealed cannon he calls "Ace."

Advocating a doctrine of superior firepower, Montador has built his reputation sailing one of the largest and most heavily armed ships on the seas, the *Calamitas*. Shipwrights at Berck Harbor rebuilt the vessel on the frame of a massive old Tordoran galleon. Retrofitted with enormous steam engines and triple paddle wheels, this floating juggernaut sits heavy in the water even without a hull full of pillaged cargo. To compensate for this ponderous bearing, Bart keeps an escort of smaller and swifter vessels.

Montador takes pride in his status as a "legitimate" privateer, conferred by the letter of marque he holds signed by King Baird Cathor II of Ord. He is welcome aboard the *Laden Galleon* in Five Fingers, where he is rumored to deliver tribute to his king personally. Montador occasionally uses his status to hunt more notorious and less cautious pirates, selecting targets to bolster his reputation. This intermittent pastime gives local authorities the leeway to overlook his criminal exploits.

Bart has demonstrated the moral flexibility to serve any paying master, including the Cryxians the Ordic throne has sworn to destroy. He does not consider himself a traitor but rather a pragmatic man with expensive tastes who requires a steady influx of coin. Many mistake him for a jovial and even magnanimous captain, but those who have seen the fire of conflict enter his eyes know Bart to be a bloody-minded pirate willing and able to kill without conscience or remorse.

Andrea Uderzo

CAPTAIN PHINNEUS SHAE

MERCENARY PRIVATEER WARCASTER

I follow no kingdom's flag, fear no ship on the sea, and bow to no master. Blood calls for blood, and I will spill much more in the days to come.

—Captain Phinneus Shae

SHAE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	6	17	14	8

HAND CANNON			
RNG	ROF	AOE	POW
12	1	—	12

SQUALL	
POW	P+S
7	13

FOCUS	6
DAMAGE	16
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: GODSPEED

Those who fight alongside the warcaster Phinneus Shae are the recipients of unusual luck and good fortune. On the battlefield he can quickly assess the standing of his men and loan them a burst of speed, whether for disengaging to fire pistols or for clearing a lane for a thundering cannonball aimed into the midst of the enemy.

Friendly models currently in Shae's control area immediately advance up to 3". During this movement, affected models gain Pathfinder and cannot be targeted by free strikes.

Mercenary – Shae can be included only in armies that list him as a possible member.

SHAE

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

Groundwork – While knocked down, this model is not automatically hit by melee attacks and its DEF is not reduced.

Swashbuckler – When this model makes a melee attack during its activation, its front arc extends to 360°, and it can make one melee attack against each model in its LOS that is in its melee range.

SQUALL

Magical Weapon

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

SPELLS	COST	RNG	AOE	POW	UP	OFF
BLOW THE MAN DOWN	3	8	–	15	NO	YES

When a model is hit by Blow the Man Down, it is knocked down. On a critical hit, instead of suffering a normal damage roll a non-incorporeal model is slammed d6" directly away from the spell's point of origin regardless of its base size. Collateral damage from this slam is POW 15.

COUP DE MAIN	3	SELF	CTRL	–	NO	NO

Friendly models/units beginning a charge in this model's control area gain +2" movement. Affected models can charge without spending focus points or being forced. Coup de Main lasts for one turn.

PHANTASM	2	6	–	–	YES	NO

When target friendly model/unit is targeted by a ranged attack, the attack suffers –5 RNG.

STORM RAGER	2	6	–	–	YES	NO

Target friendly Faction warrior model gains +2 STR, MAT, and ARM and cannot be targeted by combined ranged attacks or combined melee attacks.

VEIL OF MISTS	3	CTRL	4	–	YES	NO

Place a 4" AOE cloud effect anywhere completely in this model's control area. This AOE does not block friendly Faction models' LOS. While in the AOE, friendly Faction models gain Pathfinder and can move through obstructions and other models if they have enough movement to move completely past them.

TACTICAL TIPS

Amphibious – This model can attack other models that are in deep water.

Beat Back – The attacking model can advance even if the enemy model is destroyed by the attack.

Blow the Man Down – Incorporeal models are not slammed; they are just knocked down and suffer a damage roll.

Coup de Main – Apply movement bonuses only during a model's activation.

Phinneus Shae was born to wealthy parents outside the southern city of Mercir and used his sorcerous powers to earn a warcaster's commission to the prestigious Strategic Academy. Shae came to resent the constraints of military life, however, and was labeled a troublemaker. He left the Academy before completing his training.

Given the rarity of warcasters, Shae easily found enough work escorting merchant ships to maintain his expensive lifestyle. His unique brand of nautical battle magic got him aboard the Mercarian fleet flagship, the MLS *Exeter*, where he proved his deadly skill against Cryxian raiders, merchant rivals, and independent pirates.

Shae earned the respect of many among the *Exeter*'s crew, particularly the Rhulic financier Joln Rockbottom. This influence elicited the paranoid enmity of the captain, Laross Fargen, who threw Shae overboard on suspicion of conspiracy in a fit of irrational rage. Surviving by dint of his warcaster armor and the assistance of the ship's bosun, Shae later orchestrated a mutiny. While attempting to bluster his way out of the situation, Fargen caused an explosion that crippled the ship and forced the survivors ashore. So began Shae's life as a fugitive.

Hard years followed the mutiny. The League placed an exorbitant bounty on Shae's head and used its financial influence to harass the families of those reputedly involved. Shae and his crew found work as mercenaries, taking whatever jobs they could find until they could scrape together the funds to buy a ship and return to sea.

With the purchase of the *Talion*, Captain Shae is now free to pursue his agenda with ruthless enthusiasm. He takes any prize that crosses his path but reserves his focused wrath for Mercarian League ships. Shared hardships have forged

lasting loyalty among his crew and given Shae a sense of responsibility for their lives. He has no family except the men and women of the *Talion*, who would follow him without hesitation into the depths of the Sea of a Thousand Souls.

BUCCANEER
MERCENARY LIGHT WARJACK

Nothing can outrun a Buccaneer once the net comes down.

—*Jenkin Hadderin,* Talion *gunner's mate*

BUCCANEER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	5	13	15	—

NET				
RNG	ROF	AOE	POW	L
8	1	—	—	

GAFF		
POW	P+S	R
2	10	

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	3
MEDIUM BASE	

BUCCANEER

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

NET

Knockdown – When a model is hit by an attack with this weapon, it is knocked down.

GAFF

Reach

Height/Weight: 9′8″ / 3.15 tons
Armament: Net (left arm), Gaff (right arm)
Fuel Load/Burn Usage: 300 lbs / 8 hrs general, 1.4 hrs combat
Initial Service Date: 584 AR (Seafarer 528 AR)
Cortex Manufacturer: Fraternal Order of Wizardry
Orig. Chassis Design: Rohannor Steamworks (Berck)

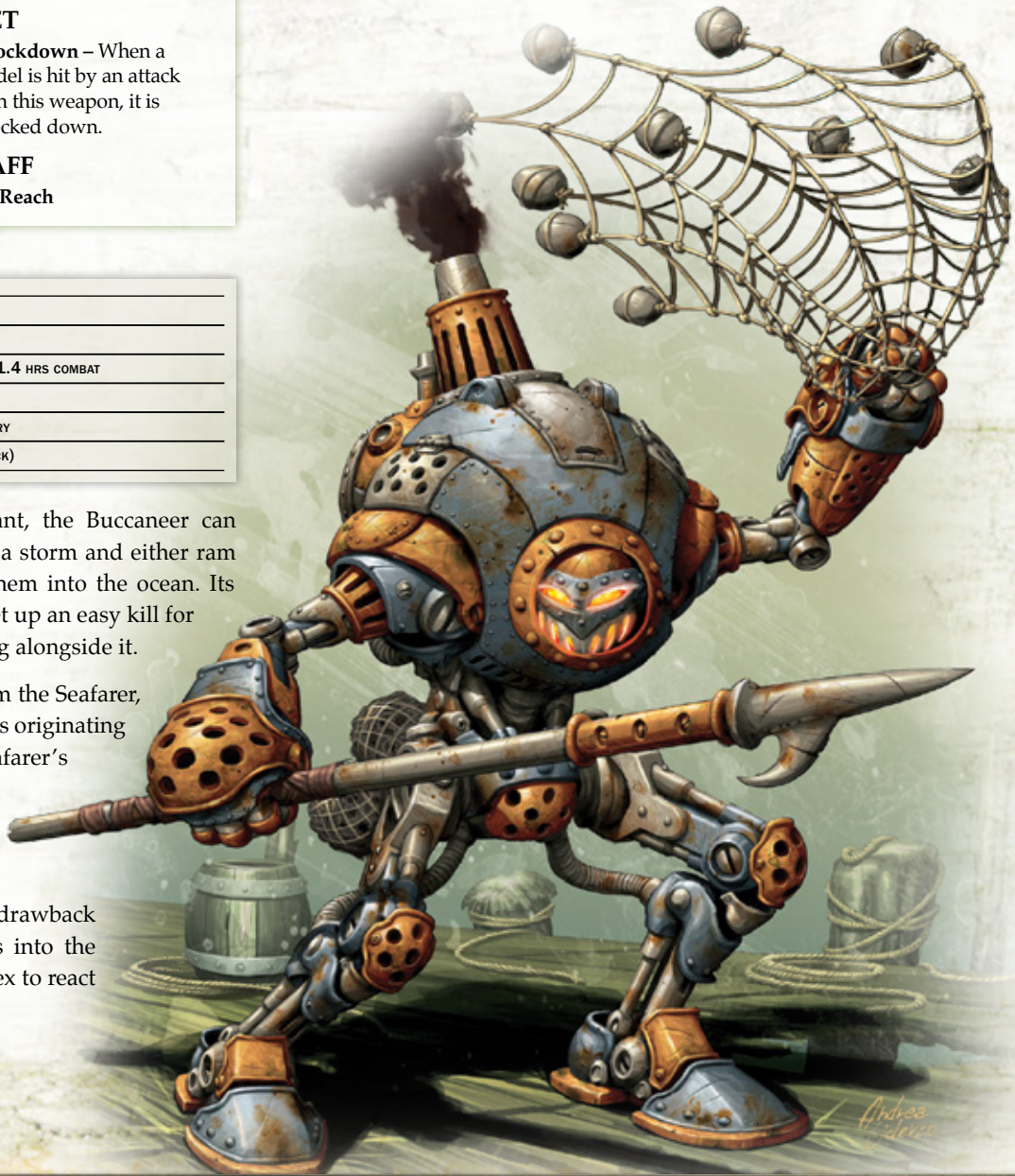
A nimble and sure-footed combatant, the Buccaneer can charge across heaving decks during a storm and either ram its gaff into adversaries or sweep them into the ocean. Its weighted net entangles enemies to set up an easy kill for its own weapon or the sailors fighting alongside it.

Buccaneers are heavily modified from the Seafarer, an older but popular laborjack chassis originating in the Ordic city of Berck. The Seafarer's inferior movement system resulted in poor performance on difficult waters; indeed, the 'jack was always at risk of pitching overboard in high seas. Engineers solved this drawback by incorporating pneumatic pistons into the feet and legs and modifying the cortex to react to heaving decks.

TACTICAL TIPS

Assault – The assaulting model ignores the target in melee penalty even if is not in melee range of its charge target after moving.

A small fishing concern first rigged a Buccaneer with a gaff and a weighted net and found the additions equally successful against both hostile boarders and hull grinders. The 'jack has since enjoyed wide popularity, including aboard pirate vessels seeking a warjack able to keep its feet during turbulent brawls above deck.



FREEBOOTER
MERCENARY HEAVY WARJACK

I could not describe a machine better suited to our purposes: born to fight and strong enough to haul a king's ransom.
—Lord Rockbottom

Height/Weight: 13′1″ / 4.9 tons
Armament: Twin Loading Clamps (left and right arms)
Fuel Load/Burn Usage: 300 lbs / 6.5 hrs general, 1 hr combat
Initial Service Date: 594 AR
Cortex Manufacturer: Fraternal Order of Wizardry
Orig. Chassis Design: Engines West (Ceryl)

Any impression of the Freebooter as a mere laborjack vanishes the instant it barrels across a deck, delivering thunderous blows with its steel clamps and throwing marauders overboard for the waves to swallow.

Mercenary companies and pirate crews often graft a jury-rigged arcane turbine to a Freebooter's engine, allowing warcasters to infuse the 'jack with a surge of speed—albeit at the cost of a few shredded gears. Despite its pugilistic abilities, the Freebooter can carefully handle delicate cargo in even the roughest seas. Watching the machine work so deftly, some crew find it hard to imagine the 'jack capable of such mechanical mayhem.

FREEBOOTER

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

Jury-Rigged [SPD] – At the start of its activation, this model can spend 1 focus point to use Jury-Rigged. This model gains +2 SPD this activation. At the end of this activation, it suffers 1 damage point to its first available Movement system box. This model cannot use Jury-Rigged if its Movement system is crippled. Jury-Rigged can be used only once per activation.

Lash – This model and friendly warrior models B2B with it cannot be knocked down.

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

CLAMP (L)	
POW	P+S
3	14

CLAMP (R)	
POW	P+S
3	14

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	6
LARGE BASE	

CLAMP

Open Fist

Chain Attack: Grab & Smash – If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

Trash – Gain an additional damage die against knocked down targets.

TACTICAL TIPS

Amphibious – This model can attack other models that are in deep water.

Chain Attack: Grab & Smash – Remember, a model with a crippled weapon system cannot use that system to make chain attacks or special attacks, including power attacks.

MARINER
MERCENARY HEAVY WARJACK

We thought we had the Talion dead to rights. Then I spied that warjack leveling its cannon at us with fuse burning.

—Herdwell Mathers, former lookout for the MLS Bounteous

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

SHIP GUN				
	RNG	ROF	AOE	POW
L	15	1	3	14

ANCHOR		
	POW	P+S
R	6	17

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

MARINER

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

Lash – This model and friendly warrior models B2B with it cannot be knocked down.

SHIP GUN

Loader – This model must be B2B with a friendly living Faction warrior model to make an attack with this weapon.

ANCHOR

Thresher (★Attack) – This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

TACTICAL TIPS

Amphibious – This model can attack other models that are in deep water.

Thresher – The melee attacks are all simultaneous.

Height/Weight: 13′1″ / 5.89 tons
Armament: Ship Gun (left arm), Anchor (right arm)
Fuel Load/Burn Usage: 300 lbs / 6 hrs general, 1 hr combat
Initial Service Date: 590 AR
Cortex Manufacturer: Fraternal Order of Wizardry
Orig. Chassis Design: Engines West (Ceryl)

The Mariner is among the heaviest steamjacks built for nautical warfare. The undisputed king of ocean combat, it can continuously fire on an enemy vessel with its heavy gun while its own ship maneuvers for the kill. When boarding begins, a Mariner can clear an entire deck of defenders with a single sweep of its deadly anchor.

The Mariner is perfectly adapted to its role at sea. Based on an innovative laborjack designed to work completely underwater for a limited time, its chassis includes watertight seals, exhaust valves, and a special boiler and piping system that cycles air from internal spaces into the engine while immersed. Its ingenious stabilization compensator enables it to endure the roughest seas without toppling over. In fact, the Mariner is so reliable in difficult waters that crews often strap themselves to its chassis during storms.

PRESS GANGERS
MERCENARY PRIVATEER SEA DOG UNIT

Nothing to it. A slow man is a volunteer; a quick man is a coward. A crack to the head starts a fresh life at sea for either.
—Boarding Master Hadgis Blay

TACTICAL TIPS

Shanghai – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

Many ship captains, particularly pirates and privateers, consider pressing sailors into service to be a practical and time-honored tradition. With willing and skilled recruits sometimes hard to come by, the hardened men and women of press gangs must ensure that their ships have the necessary crew. These individuals delight in "inviting" strangers to their new career at sea by way of a weighty club to the back of the head.

Mercenaries – These models will work for Cryx, Cygnar, Khador, and the Protectorate.

LASS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	13	12	8

HAND WEAPONS	
POW	P+S
3	9

GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	13	12	8

HAND WEAPONS	
POW	P+S
3	9

FIELD ALLOWANCE	2
LASS & 5 GRUNTS	4
LASS & 9 GRUNTS	6
SMALL BASE	

LASS

Advance Deployment

Officer

Tough

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Seduction (★Action) – Take control of a living enemy non-warcaster, non-warlock warrior model B2B with this model. You can immediately make a full advance with the enemy model followed by a normal melee attack, then Seduction expires. The enemy model cannot be targeted by free strikes during this movement.

Shanghai – When a living enemy warrior model in the melee range of two or more models in this unit is boxed by a melee attack made by this model, remove the enemy model from play. You can add one Grunt to a friendly Sea Dog Crew unit in this model's command range. The Grunt must be placed in formation and within 3″ of this model.

GRUNTS

Advance Deployment

Tough

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Shanghai – When a living enemy warrior model in the melee range of two or more models in this unit is boxed by a melee attack made by this model, remove the enemy model from play. You can add one Grunt to a friendly Sea Dog Crew unit in this model's command range. The Grunt must be placed in formation and within 3″ of this model.

A press gang traditionally might frequent seedy dockside bars or taverns to pick up easy drunken targets, but they will also take what they need from the chaos of battle and impress waylaid adversaries on the spot. Only particularly callous and mean-spirited sailors excel at this type of work, and they generally rank among the least popular—albeit warily respected—sea dogs on a given vessel.

SEA DOG CREW
MERCENARY PRIVATEER UNIT

Nice thing about our men is that it don't take a lot of drillin' and speech makin' to rile 'em up proper, just a slug of warm rum before the fight.

—Mr. Walls, Talion *Quartermaster*

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	13	12	7

PISTOL				
RNG	ROF	AOE	POW	
8	1	—	10	

HAND WEAPON	
POW	P+S
3	8

FIELD ALLOWANCE	U
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

Mercenaries – These models will work for Cryx, Cygnar, Khador, and the Protectorate.

LEADER & GRUNTS

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Point Blank – During its activation, this model can make melee attacks with its ranged weapon, with a 0.5″ melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

Motley pirates mustered together from disreputable coastal taverns and wharves, barely kept in check by grizzled mates, and hungry for spoils, sea dogs put their swords and pistols to the service of any master offering a big enough share of the take. What they lack in training and manners they make up for with frightening bluster and enthusiastic avarice. Hailing from diverse backgrounds, many have nothing in common aside from a shared love of fighting for the chance at plunder.

Men like these haunt coastal ports from Uldenfrost to Sul and congregate in those places where people would rather smuggle and fight than trade and negotiate. A number of scurvy ports have traditionally sheltered such men, including places like Dreggsmouth, Five Fingers, and Blackwater. Sea dogs often begin as brigands, cutthroats, and men seeking escape from gambling debts or criminal obligations. Some were even simple sailors or fishermen waylaid by press gangs who awakened to find themselves amid strangers at sea. Convincing such unruly, angry, and disrespectful men to act in concert requires stern oversight.

Loyalty is a rare commodity among sea dogs, as each man looks out only for himself, but the desire for self-preservation and wealth can inspire them to fight together with surprising ferocity. Some sea dogs have "Thamar's luck," as the saying goes, and survive the most calamitous misfortunes with nothing more than a few scratches or bruises. Preferring to overwhelm their enemies with sheer numbers, massed sea dogs with their blood up rush forward screaming creative curses. Such unsubtle tactics are surprisingly effective, and enemies have learned to fear the sight of a gang of unwashed pirates firing guns and brandishing axes or cutlasses with wild abandon.

The freedom of a life at sea appeals to many men and women, despite the generally harsh discipline aboard ship. Even those initially impressed against their will can be swept up in sailing traditions and soon forget about their pasts. Though every sea dog must endure a tedious period as a lowly swab, some make their mark and become respected mates. These veteran salts form an invaluable link in the tenuous chain of command that keeps every pirate ship functioning.

Sailors who exhibit ambition and courage can earn the sweet rewards of ample spoils. A well-run vessel can plunder a king's ransom in a relatively short time, earning its crew a bounty far exceeding what they might see toiling in fields, hauling fishing nets, or engaging in other "honest" labor. These tremendous rewards often vanish in nights of wild excess in taverns and gambling halls in any number of port towns. Just as these men work and fight hard aboard ship, they earn the right to play hard when given a few days' leave. A small number will take the chance to flee, but the ship's press gangs stand ready to make up for any willful attrition.

Andrea Udenzo

SEA DOG RIFLEMAN

MERCENARY PRIVATEER WEAPON ATTACHMENT

Bet ye ten crowns I can give that rig's watchman a third eye afore he even notices our ship creepin' up behind 'em.

—*Gast Lartigler,* Talion *rifleman*

RIFLEMAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	13	12	7

LONG RIFLE			
RNG	ROF	AOE	POW
14	1	—	10

HAND WEAPON	
POW	P+S
3	8

FIELD ALLOWANCE	U
1 RIFLEMAN	1
UP TO 2 ADD'L RIFLEMEN	1 EA
SMALL BASE	

Attachment [Sea Dog Crew] – This attachment can be added to a Sea Dog Crew unit.

RIFLEMAN

Combined Ranged Attack

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Point Blank – During its activation, this model can make melee attacks with its ranged weapon, with a 0.5″ melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

Take Up – If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1″ of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

TACTICAL TIPS

Take Up – Effects include spells and animi. Remember that if this model remains in play as a result of Take Up it is the same model.

Though each rifleman owns and maintains his weapon, quartermasters are notoriously frugal about supplying powder from the ship's stores. Most of the powder is reserved to ignite the ship's valuable cannons and can't be wasted on shots taken willy-nilly at passing sea birds or sharks. Crewmen caught firing haphazardly can expect a thorough keel-hauling. As long as a talented rifleman stays in the good graces of his officers, however, he might receive a bonus share of the loot as well as extra rum for each kill.

Any pirate worth his salt can handle an old pistol, but sea dogs prize accurate rifles for their ability to lay down fire at nearly twice the distance. Shots from atop a crow's nest or prow can pick off enemy officers and defenders before boarding. Some riflemen boast at being crack shots, but in truth most have little training. Like other sea dogs they rely on delivering a concentrated barrage from as many guns as possible.

Pirate and privateer captains know the deadly potential of rifle fire during engagements, but such guns are scarce aboard lean ships. Given the short life expectancy of most sea dogs, it falls to individual privateers to buy and maintain rifles, which frequently change hands as a rifleman's nearest friend "inherits" the rifle in the heat of battle. Only cutthroat sea dogs survive for long, and such men enthusiastically embrace these opportunistic windfalls as an expected part of life at sea.

SEA DOG DECK GUN

MERCENARY PRIVATEER WEAPON CREW UNIT

Given a choice between running up waving a sword like a ninny or staying here and firing a cannon in their faces, I'll take the cannon.

—Jarver Prauly, Talion *gunner*

Most large guns used on ships are too heavy to bring to fights ashore. Deck guns, however, combine portability with a deadly punch, allowing them to be used as mobile artillery. Aboard a ship they offer the advantage of rapid repositioning, unlike the ship's main guns, whose aim relies on the vessel's orientation. Though not as devastating as true cannons, deck guns can decimate enemy troops at close range, either before beginning a boarding action or in defending against one, maximizing casualties before melee begins.

Young deck gunners often start their careers as "powder monkeys," running powder between the lower and upper decks in the heat of battle. Many swabs prefer duty on deck guns, where they can take shots at the enemy from a distance rather than fighting on the front line. Even so, working with a deck gun is a dangerous occupation. The crew must work in perfect synch to clear the breech, load the cannonballs, stuff powder, and light the fuse. Many a sailor has lost a hand or foot when the gun's forceful recoil sent it rocketing back. Firing these powerful guns ashore is a slightly simpler and less dangerous proposition, as the gunners need not account for a pitching deck.

Mercenaries – These models will work for Cryx, Cygnar, Khador, and the Protectorate.

LEADER & GRUNT

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

DECK GUN

Light Artillery – This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Range Finder – While B2B with one or more grunts in this unit, this model gains +2 to attack rolls with this weapon.

LEADER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	5	5	4	13	12	7

DECK GUN			
RNG	ROF	AOE	POW
14	1	3	13

HAND WEAPON	
POW	P+S
3	8

GRUNT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	5	5	4	13	12	7

HAND WEAPON	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & GRUNT	2
LEADER: LARGE BASE	
GRUNT: SMALL BASE	

MR. WALLS, THE QUARTERMASTER

MERCENARY PRIVATEER CHARACTER UNIT ATTACHMENT

Come a fight, he's the last one to worry about. Seen 'im take four bullets in the gut without flinching and keep on firing.

—Doc Killingsworth

MR. WALLS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	13	12	8

HEAVY PISTOLS				
RNG	ROF	AOE	POW	
8	1	—	12	

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Attachment [Sea Dog Crew] – This attachment can be added to a Sea Dog Crew unit.

MR. WALLS

Officer

Tough

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Monkey Bite – Living enemy models suffer –2 to melee attack rolls while in melee with this model.

No Quarter – Once per game during its unit's activation, this model can use No Quarter. Models in this unit gain Fearless, Pathfinder, and Terror. A model in this unit that charges gains +2″ movement. No Quarter lasts for one round.

Point Blank – During its activation, this model can make melee attacks with its ranged weapon, with a 0.5″ melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

Tactics: Advance Deployment – Models in this unit gain Advance Deployment.

Even on a ship with more than its share of battle-hardened old salts, some men rise to special prominence. Mr. Walls, the senior quartermaster of the *Talion*, boasts more combat experience than anyone on the ship—including Captain Shae. Ten years the captain's senior, Walls has earned a reputation for leaping to the fore of battle with pistols blazing; in fact, he rarely carries fewer than three braces of well-oiled firearms on his person. Stubs, his pet monkey from the continent of Zu, is an ever-present fixture on his shoulder. The quartermaster tolerates no mistreatment of the monkey, spoiling Stubs with food from his own table and a portion of his rum rations.

Mr. Walls displays two distinct demeanors. One is a stern taskmaster who accepts no excuses from his men. The other often intercedes on his crew's behalf and always has their backs in a scrap. This soft spot has occasionally gotten him in trouble over the years, as he bends the rules for those under his watch.

This innate concern led Mr. Walls to take a key role in Phinneus Shae's infamous mutiny aboard the MLS *Exeter*. He informed Shae of the mistreatment of Joln Rockbottom, prompting the warcaster to confront the ship's captain. That this confrontation got Shae thrown overboard is a fact Mr. Walls remembers with a keen sense of guilt, and he holds a special obligation for the men among his crew who survived the original mutiny. When stopping at port he often spends most of his share buying the crew rounds at dockside taverns.

Despite his generosity, the pirate life has hardened Walls into a grim, vengeful man. He knows that sizable bounties attract many pirate hunters to the *Talion* and that his crew risk their lives every time they put to sea. He accepts that they must take whatever work they can get and tries not to dwell on the fate of those they inevitably leave drowning in the deep. He focuses on his loyalty to Shae and his duty to keep his men alive and in line.

Mr. Walls does not talk about the loss of his eye, but Doc relates the story whereby Walls took a bullet in the face during a boarding action against Blackwater raiders. The quartermaster fell to the deck as the Scharde who shot him stepped past. Stubs leapt on the man and bit him, giving Mr. Walls the time to stand and finish his assailant with a shot to the neck. Mr. Walls continued fighting for another half-hour before he passed out from blood loss. He hasn't shot straight since and now suffers from piercing headaches. He has not allowed this to dampen his enthusiasm for pistols, though, allowing only that he has better luck when he gets up close and personal before firing both barrels square into the face of an enemy.

TACTICAL TIPS

Officer - Because Mr. Walls is an Officer, when he is destroyed he does not replace a Grunt in his unit. Instead the unit leader becomes the unit commander.

Andrea Udevizo

THE COMMODORE CANNON & CREW

MERCENARY PRIVATEER SEA DOG CHARACTER UNIT

Why do we drag this thing ashore? If it'll hole a Cygnaran ship o' the line, what do you think it'll do ta them Steelheads?

—Mr. Walls, Talion *Quartermaster*

CREWMEN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	13	12	7

PISTOL			
RNG	ROF	AOE	POW
8	1	—	10

HAND WEAPON	
POW	P+S
3	8

COMMODORE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
0	0	—	—	5	18	—

CANNON			
RNG	ROF	AOE	POW
*	1	*	*

COMMODORE'S DAMAGE	10
FIELD ALLOWANCE	C
COMMODORE & 3 CREWMEN	4
COMMODORE LARGE BASE	
CREWMAN SMALL BASE	

Mercenaries – The Commodore Cannon & Crew can be included only in armies that include Captain Phinneus Shae.

CREWMEN

Fearless

Cross-Trained – A Sea Dog Crew Grunt ending its normal movement within 3″ of the Commodore can join this unit if it has fewer than three Crewmen. Replace the Grunt with the Crewman model. The Crewman has effects that were on the replaced Grunt, except for upkeep spells on the Grunt's unit. Sea Dog Crew Grunts replaced this way do not count toward Massive Casualties in their original unit.

Fire! (★Attack) – This model must be B2B with the Commodore and not engaged to make a Fire! special attack. Only one model in this unit can make a Fire! special attack each activation. This model makes a ranged attack with the Commodore. Both models must have LOS to the target. The Commodore does not block this model's LOS for this attack. This model cannot gain the aiming bonus. Base the RNG and all modifiers for the attack on the Commodore.

Gunnery (★Action) – RNG 2. Target Commodore. If the Commodore is in range, a model attacking with the Commodore this activation gains a cumulative +2 to its attack roll.

COMMODORE

Construct

Focal Point – This model's unit has no unit commander. Models in this unit within 8″ of this model are in formation. If a model in this model's unit is out of formation when beginning its normal movement, it must either advance toward this model and forfeit its action or run directly toward this model. If this model is destroyed or removed from play, remove the remaining models in this unit from play.

Heavy Artillery – This model is not a warrior model. It does not activate but can advance up to 1″ for each Crewman B2B with it at the beginning of its unit's activation. If this model is moved during its unit's activation, Crewmen in the unit cannot make a Fire! special attack that activation. This model is automatically hit by melee attacks. This model cannot be knocked down or made stationary.

CANNON

Ammo Type – Each time this weapon is used to make an attack, choose one of the following abilities:

- **Canister Shot –** This weapon's base stats become RNG SP 10, AOE –, and POW 20. When resolving this attack, the firing model gains +2 to attack rolls.
- **Cannonball –** This weapon's base stats become RNG 20, AOE –, and POW 16. Regardless of its base size, a model directly hit is slammed d6″ directly away from the Commodore. Collateral damage from this slam is POW 16. If the model directly hit cannot be slammed, it suffers a POW 16 damage roll.
- **Incendiary Shot –** This weapon's base stats become RNG 16, AOE 4, and POW 14 for this attack. This attack causes fire damage, and models hit suffer the Fire continuous effect.

TACTICAL TIPS

Cross-Trained – The new Crewman is now part of the Commodore Cannon Crew and not part of its original unit.

One personality aboard the *Talion* is neither alive nor a person—though the gunners speak to it like another member of the crew. A special legacy of the MLS *Exeter* mutiny, the Commodore is a massive royal-weight cannon like those typically found only on first-class ships of the line. Combined with a healthy store of various deadly ammunition, the Commodore is a powerful and versatile weapon able to change the course of a battle with a single deafening roar.

The weapon's name is a sardonic tribute to former Captain Laross Fargen of the *Exeter*, who once demanded his crew address him as "Commodore." It is his skeleton that hangs from the cannon's wide barrel, proof of the surviving mutineers' morbid humor. In the fight after his crew mutinied, Captain Fargen accidentally set off an explosion in the *Exeter*'s powder room that broke the ship's back and forced it to crash ashore and be abandoned.

After taking Captain Fargen captive and hauling him ashore, Bosun Grogspar strapped the hated tyrant to the cannon and fired it repeatedly until the man was dead. The crew still whisper about this grisly execution, further reinforcing Grogspar's cruel reputation and spawning the legend that the captain's restless spirit haunts the cannon. Some swabs claim to have spotted his ghostly specter lingering near the cannon as it sits quietly between battles, while others discount the tales as rum-sodden nonsense.

The mutineers have carefully maintained the massive gun over the years since and have used it as a formidable piece of field artillery in countless battles both at sea and ashore. Phinneus Shae insists on bringing the Commodore along for all significant land engagements. The warcaster sees the weapon as an oversized good luck charm and is convinced he can never be defeated so long as it remains loaded and ready.

Costing a small fortune, royal-weight cannons represent the apex of Cygnaran naval gunnery. Their barrels incorporate advanced metallurgical and casting techniques that allow for particularly heavy powder loads and repeated firing without risk of damage. When such a cannon is manned by a skilled crew, these traits provide it with tremendous accuracy and extended range.

The navy ordinarily reserves such weapons for their premier vessels; Duke Waldron Gately of Southpoint, the most influential noble backer of the Mercarian League, had advocated in the Cygnaran Royal Assembly to grant a special dispensation for the *Exeter*. If the other charges against Phinneus Shae do not forever guarantee his infamy, his ownership of this cannon will. Its seizure during the mutiny technically constituted an act of war against Cygnar, though no one has yet successfully enforced this fine point of maritime law. Certainly Shae has accumulated enough counts of piracy not to worry himself with this particular crime.

The *Talion* crew consider it a privilege to serve as a gunner or gunner's mate for the Commodore despite the hazards of manning a gun that Shae's enemies consider a priority to neutralize. Given how often the crew use smaller cannons, both aboard the ship and ashore, Shae expects each of his sea dogs to know his way around the Commodore and to stand to task as a gunner if needed.

LADY AIYANA & MASTER HOLT

MERCENARY PRIVATEER CHARACTER UNIT

The air about them is thick with secrets, but who doesn't have something to hide?

—Lord Rockbottom to Captain Shae

LADY AIYANA						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	4	4	15	11	9

MASTER HOLT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	8	15	11	8

HAND CANNON			
RNG	ROF	AOE	POW
12	1	—	12

GUN BLADES	
POW	P+S
3	8

DAMAGE	5 EA
FIELD ALLOWANCE	C
LADY AIYANNA & MASTER HOLT	4
SMALL BASE	

Mercenaries – These models will work for Cygnar, Khador, the Protectorate, and the Retribution.

LADY AIYANA

Officer

Magic Ability [8]

- **Ayisla's Veil (★Action) –** This model gains Stealth. While Holt is B2B with her, he also gains Stealth. Ayisla's Veil lasts for one round.
- **Kiss of Lyliss (★Attack) –** Kiss of Lyliss is a RNG 10 magic attack. For one round, when a model/unit hit by Kiss of Lyliss suffers a damage roll add +2 to the roll.
- **Lurynsar's Touch (★Action) –** RNG CMD. Target friendly model/unit. If the model/unit is in range, its weapons gain Magical Weapon for one turn.

MASTER HOLT

Gunfighter

Quick Draw – Once during your opponent's turn, when an enemy model within 12" of this model that is in its LOS targets Holt or Aiyana with a ranged attack, this model can make a ranged attack against the enemy model before it makes its attack roll. If this model's ranged attack hits, the enemy model suffers no damage but its attack automatically misses.

Virtuoso – This model can make melee and ranged attacks during the same combat action. When this model makes its initial attacks, it can make both its initial ranged and melee attacks.

A stranger pair would be hard to imagine. Everything about this duo is mysterious, even among seafarers noted for their peculiarities. The first and most obvious oddity is that the Iosan Lady Aiyana has inexplicably chosen the human pistoleer Master Holt to be her bodyguard.

Iosans, widely regarded as aloof and arrogant, have grown increasingly rare outside their insular kingdom. It is always surprising, then, to meet one as warm and affable as Lady Aiyana—even if she reveals very little in her engaging conversations. A master of misdirection and small talk, Aiyana politely deflects probing questions into flirtatious banter that leaves would-be interrogators both charmed and clueless regarding her purposes. She betrays none of her people's infamous loathing of humanity, though it is unclear whether this is a convincing facade or if she has spent enough time among humans to have adapted.

TACTICAL TIPS

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

Officer - Because Aiyana is an Officer, when she is destroyed she does not replace Holt. Instead Holt becomes the new unit commander.

Though seemingly reluctant to bloody her hands, Aiyana is an adept spellcaster able to call on formidable magic unknown outside the vales of Ios. Her powerful invocations carry power that is almost sacred, and the reverence with which Aiyana holds her vanished and ailing gods shines through when she unleashes her spells. Holt, a refined pistoleer, takes advantage of Aiyana's mystical protections to spray a hail of gunfire upon any who threaten her. Against the rare assailant able to close on him, he gracefully wields the blades of his pistols in a blur of death. The cool and dispassionate efficiency with which he ends lives is chilling even to hardened killers.

The odd pair inevitably attracts questions, but the spectacled Master Holt is an evasive man of few words. Alert and clever, Holt possesses keen eyes that miss nothing. The speed with which he moves to protect Lady Aiyana suggests that more than gold motivates him. The way they communicate in fragmented sentences and gestures hints at a longer partnership, as do their quarrels.

Recent arrivals to the *Talion*, the pair have only recently begun to find their place among the crew. Lady Aiyana has insisted they remain—over Holt's objections—and she clearly believes her own goals have a better chance to succeed alongside the warcaster Shae and his ragtag army.

Though none aboard the *Talion* would suspect it, Aiyana and Holt each belong to an elusive cabal not ordinarily associated with the conflicts of the Broken Coast. A member of the Seekers, an Iosan religious sept, Lady Aiyana considers it her sacred obligation to investigate any trace of the missing elven gods. Her mission has brought her west to investigate Cryx. Master Holt has equally enigmatic affiliations: Cygnaran authorities suspect he is an agent of the Unseen Hand, a highly secretive organization of spies whose agenda remain unclear. Whatever the goals of their respective organizations, some deeper bond ties these two together. Their shared future is as veiled as their individual pasts.

BLOODY BRADIGAN

MERCENARY PRIVATEER SEA DOG CHARACTER SOLO

To see a man commit to a skull-crushing, bone-snapping, merciless terror of a beating, just wait until Bradigan gets his blood up!

—*Quartermaster Duffock of the* Calamitas

BLOODY BRADIGAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	3	13	14	4

WRAPPED FISTS	
POW	P+S
1	9

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

BLOODY BRADIGAN

Fearless

Tough

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

Gang Fighter – When making a melee attack targeting an enemy model in melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

Stumbling Drunk – This model cannot be knocked down. If it is hit by an enemy attack anytime except while it is advancing, after the attack is resolved this model is pushed d3″ in a direction determined by the deviation template, then you can choose its facing.

WRAPPED FISTS

Weapon Master

Critical Knockdown – On a critical hit, the model hit is knocked down.

Many men have foul tempers, but the term "berserker" is reserved for men like Torc Bradigan. Better known as "Bloody Bradigan," this half-mad sea dog seeks violence as other men pursue wealth or women. He is so inclined to murderous rage that his quartermasters keep him constantly drunk and numb or locked away like a maddened gorax in a cage. His handlers let him loose only when ships collide and boarders leap across the gap to capture their prize. Then Bradigan experiences his only true happiness: hammering his chain-covered fists through wood and steel, slashing throats, and strangling invaders with his own bonds.

Even with Captain Montador's indulgence, Bradigan's penchant for "accidentally" breaking the necks and ribs of his fellows finds him in the brig more often than not. All restraints come off, however, when bloodshed is afoot. On more than one occasion he has torn the brig's bars from their mountings when not released into battle quickly enough. With an incoherent scream of unbridled rage he leaps headfirst into the closest enemy mass, bloodshot eyes bulging. Nearly naked except for the chains dangling from his massive arms, Bradigan leaves behind a trail of fresh corpses and the piteous groans of the wounded.

Bradigan's story began in Five Fingers, where his natural inclinations served him as a street enforcer. His life irrevocably changed when during a back-alley brawl he choked the life from the wrong man, a low captain employed by High Captain Velter Waernuk. To repay his debt, Bradigan was forced to shed blood in Five Fingers' notorious fighting pits.

One night while the crew of the *Calamitas* enjoyed the town's entertainment, Captain Montador saw one of Bradigan's matches. Seeing great potential in the fighter, he maneuvered to acquire Bradigan during a bout of high-stakes gambling with Waernuk. Bradigan has proved a dismal sailor, but it's his ferocity in battle that led Montador to take him aboard. Montador likes to say he gave the man his freedom—an ironic boast, considering how much time Bradigan spends in the brig.

Bradigan is not always angry; his moods swing rapidly from cheerful enthusiasm to melancholic brooding to barely restrained aggression. What is most frightening is the speed with which he shifts from one extreme to the other. A moment of singing and dancing with his mates can degenerate into a savage rage at the most insignificant incident. He even thrashes about in his sleep, punching holes in the walls of his berth while dreaming of battle.

The crew of the *Calamitas* are glad Bloody Bradigan is comfortable sleeping in the brig. Despite his obvious gratitude toward Captain Montador, Bradigan does not speak regretfully of his days in Five Fingers. In fact, he can drunkenly recall every match he ever fought. Some of his descriptions include reenactments of punches that land a mere hair's breadth from the faces of whichever unlucky swabs he chooses for his audience.

Andrea Olevzo

BOSUN GROGSPAR

MERCENARY PRIVATEER TROLLKIN CHARACTER SOLO

Listen to the bosun. Do what he tells ye or expect to land in the sea like a fish not worth guttin' fer supper.

—Mate's advice to a new recruit

BOSUN GROGSPAR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	6	5	13	15	8

HARPOON GUN			
RNG	ROF	AOE	POW
10	1	3	12

GIANT HOOK	
POW	P+S
4	12

DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	2
MEDIUM BASE	

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

BOSUN GROGSPAR

Commander

Tough

No Sleeping on the Job [Privateer] – This model and friendly Privateer models in its command range cannot be knocked down.

GIANT HOOK

Pitch – Instead of making a normal damage roll on a hit, this model can throw the model hit as if it had hit with and passed the STR check of a throw power attack. The thrown model suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

TACTICAL TIPS

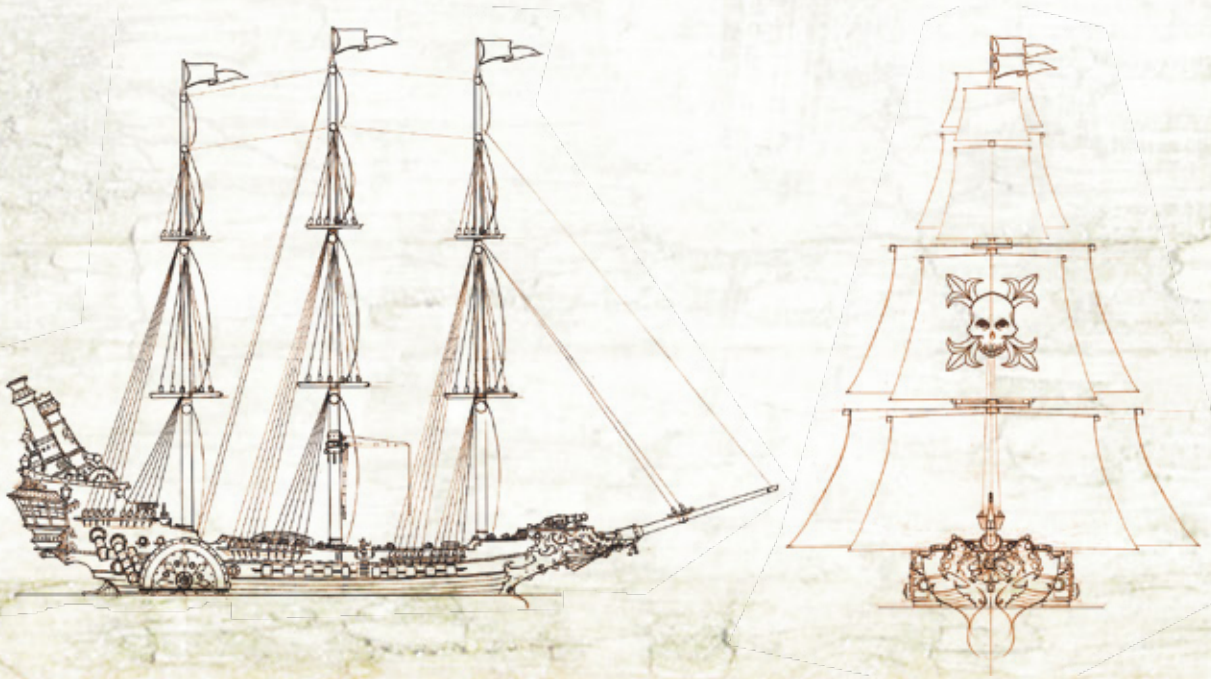
Pitch – A model cannot throw a model whose base is larger than its own.

The *Talion*'s bosun is a veteran sea salt named Balasar Grogspar, though no one ever refers to him by his first name. Grogspar was born and raised on Kithgrav Island, part of the Ordic port of Five Fingers. The hovels and sneak thieves of the city disgusted the young trollkin, who dreamed of escaping to the sea.

Grogspar spent his youth working on the docks, where he established a well-respected work ethic in only a few years. He had no patience with the slackers and thugs who occasionally tried to bribe him to let shipments go "missing." Grogspar's violent but strangely good-natured reprisals impressed many sailors, and within a few years he had become an expert seaman sought by any number of captains looking to expand their crews.

The cantankerous trollkin spends little time pondering discipline aboard ship: he simply hurls worthless lubbers over the rail with his hook. Grogspar eventually reels in those he thinks worth saving, particularly anyone who has shown some skill in battle, after letting them flounder in terror for an appropriate amount of time. Such men quickly find themselves at the front of the next boarding party, and the bosun sheds no tears if they take a bullet to the gut or drop screaming into the waves between ships. Some have mistaken the trollkin's stern demeanor for an act and attempted to call his bluff. Such idiots rarely get the chance to repeat their blunder.

Grogspar is strongly attached to the ships on which he serves and takes any attack on his vessel as a personal affront. Every cannonball strike deepens his frown, causes his teeth to clamp down harder on his pipe, and stokes his battle rage. In defense of his ships he is willing to get creative with his choice of weapons, including delivering cut-rate explosives on the end of a wickedly sharp harpoon. This is but one example of his cruel streak. Few things make the trollkin smile as widely as watching an enemy explode and take down a few of his mates for good measure. Grogspar



also enjoys watching a wounded adversary plead for his life as the fuse on the bosun's explosive harpoon burns toward its fatal terminus.

Because of his strong sense of duty, Grogspar was among the most reluctant of the original mutineers who followed Captain Shae to take over the MLS *Exeter*. It was actually Mr. Walls who finally persuaded him, and to this day Grogspar speaks of the "incident" with a grumble of resentment. Most likely the trollkin would have joined the other side if he had known the mutiny would result in the *Exeter*'s destruction. The bosun often waxes melancholy about that ship's fate with more emotion than that inspired by deaths among his current crew, who would do well to insult his family before bringing up that particular subject. Grogspar eventually forgave Shae only because it was the ship's captain, Laross Fargen, who actually caused the explosion that broke the back of the *Exeter* and led to its destruction. In retribution, the trollkin personally oversaw Fargen's brutal execution by strapping him to the Commodore and repeatedly firing the cannon.

Grogspar's responsibilities go well beyond his title. The trollkin has never much heeded those above his station and freely speaks out against any of their "fool ideas." Shae tolerates this impertinence and sometimes even outright insubordination with good humor, perhaps remembering that Grogspar fished him out of the water when the *Exeter*'s captain cast him overboard to drown. Most days Grogspar functions as undisputed master of the ship, serving wherever needed most, whether as navigator, carpenter, or master of the watch. The only individual to whom he readily defers is First Mate Hawk, and even she occasionally receives blunt summations of his displeasure. By and large this is accepted without complaint because Grogspar boasts decades of hard-earned experience running the ropes aboard dozens of ships. As skilled a sailor as Shae could hope to find and an unholy terror in battle, Grogspar is one of the few crewmembers deemed indispensable aboard the *Talion*.

DIRTY MEG

MERCENARY PRIVATEER CHARACTER SOLO

Never get on the bad side of a woman whose friends weigh six tons and carry cannons.

—"Broadsides Bart" Montador

DIRTY MEG						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	5	13	13	8

JUNKER				
RNG	ROF	AOE	POW	
10	1	—	12	

GREAT WRENCH	
POW	P+S
3	9

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cygnar, Khador, and the Protectorate.

DIRTY MEG

'Jack Marshal

Tough

Drive: Off Road – This model can attempt to drive each warjack under its control in its command range. To drive a warjack, this model must make a command check at any time during its activation. If it passes, the warjack gains Pathfinder and must charge or power attack slam without spending focus during its activation this turn. If it fails, the warjack does not benefit from 'Jack Marshal this turn.

Repair [8] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

JUNKER

Stall – A warjack hit by this attack suffers the Stall continuous effect. While a warjack is suffering Stall, its base DEF becomes 7 and it cannot run or charge.

Though many steam ships boast mechaniks who know their way around an engine, Meg was born with a natural engineering aptitude others might lack after a lifetime of training. Employed by a warcaster famous for running his 'jacks hard, Meg is well aware of the value of her skills and enjoys throwing her weight around. "Dirty Meg" fits right in on the *Calamitas*, giving as good as she gets. Anyone standing in her way is liable to lose teeth to her wrench or be heaved overboard by the nearest Freebooter laborjack.

Those who have earned Megan Melroane's grudging friendship know that she once worked as a member of the Ceryl Dock Workers' Affiliation, whose elements attend to the countless crates of cargo shipped through Cygnar's second-largest city. Though Meg became a top-notch laborjack handler, she received a pittance for her efforts. She began stealing from her employers to redress this inequity, using her access to 'jacks to move purloined goods with a speed none of her competitors could match.

TACTICAL TIPS

Repair – A wreck marker cannot be repaired.

A lucrative job selling stolen laborjacks to Bartolo Montador attracted the attention of Mercarian League enforcers. When mercenary thugs came to question her, one of them made the mistake of laying a hand on her, at which point a nearby Freebooter moved up and tore the man in two. Meg evaded capture but became a fugitive wanted for murder.

She arranged for a berth on the first vessel leaving Ceryl in the middle of the night, a smuggling ship bound for Five Fingers. Meg moved from one ship to the next nursing leaky steam boilers and patching up tangles of pipes. Ever alert for the *Calamitas*, she eventually caught up to the ship's captain in a tavern. She elbowed her way into his dice game and demanded on the spot that he give her a job, calling it her "just due" given that he had lost her the last one.

Spurning her request, Captain Montador awoke the next morning to find one of his 'jacks disassembled in a pile in front of his door—and Meg standing calmly by with a wrench in hand. She offered to reassemble his 'jack as soon as she had the job. Meg joined the *Calamitas* that same day and quickly acclimated to the various sea dogs and massive arsenal of Montador's vessel. Meg has also become a frequent visitor to pirate havens like Bottomton, Captain Phinneus Shae's island headquarters.

Meg loves to enter battle alongside six-ton, steam-belching 'jacks, using her custom-built mechanikal cannon to seize up gears or short out conduits with jolts of energy. Meg has proven as grim and pragmatic in battle as any of her mates, and they can always find her in the heat of combat by the sound of her cursing over the grinding of gears.

Andrea Oderzo

DOC KILLINGSWORTH
MERCENARY PRIVATEER CHARACTER SOLO

Get up and walk it off, son. You don't want him cutting on you. Those knives have seen more use than a Five Fingers madam.

—Lord Rockbottom to an injured sea dog

DOC KILLINGSWORTH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	5	12	13	7

DIRTY THROWING KNIVES			
RNG	ROF	AOE	POW
6	1	—	2

MEAT CLEAVER	
POW	P+S
4	11

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

DOC KILLINGSWORTH

Tough

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

No, I'm Fine – When another friendly Privateer model makes a Tough roll of 4, 5, or 6 while in this model's command range, that model heals 1 damage point and is knocked down.

Surgery (★Action) – Choose a friendly Faction warrior model B2B with this model. That model heals d6 damage points.

DIRTY THROWING KNIVES

Poison – Gain an additional die on this weapon's damage rolls against living models.

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

Creb Killingsworth's skill with knives is useful in his role as both ship's cook and surgeon. "Doc's" patients do not share his enthusiasm for his practice of medicine, and often the mere threat of "treatment" convinces them to fight on. Doc has variously claimed to be an Arjun from near Mercir, a Morridane from Corvis, a Sinari from Five Fingers, and even a "black Tordoran" from Berck—though none among the Ordic crew have heard of such a race.

Though rarely on the front line, this enthusiastic scrapper has accumulated an impressive tally of kills. Clad in his blood-spattered apron, brandishing an enormous meat-cleaver, and accompanied by the metallic clinking of his ever-present knives, Doc is an unnerving sight aboard ship for friend and foe alike. He has honed his throwing skills by hurling cutlery at ship rats, and anyone on the receiving end of those filthy instruments often suffers terribly from the thick film of gore, spices, and foul sauces.

Sailors accept unusual meals as part of the job, and most have a pragmatic attitude toward the food they are served. Given Creb's penchant for rat-hunting, few but the freshest swabs blink at the presence of these creatures in Doc's ever-simmering galley stew. If one trusts the testimony of his shipmates, Doc puts on a surprisingly tasty spread, whatever its ingredients. Even officers on the *Talion* prefer not to ask questions, perhaps both because they don't really want to know and because they don't want to risk getting under Creb's notoriously thin skin.

TACTICAL TIPS

No, I'm Fine – "Another" means that Doc himself still needs a Tough roll of 5 or 6 to heal damage.

More vital to the crew is Doc's role in stitching up the injured, a task that elicits his basest enthusiasm. Lacking any formal training in anatomy or surgery, he came by his skills through years of bloody practice, claiming that cutting apart meat and men are similar enough. He relishes immersing his arms in gore up to his elbows while chomping gleefully on a lit cigar.

Though his brand of self-taught surgery makes the men uneasy, Captain Shae and his officers trust Doc to know his business. Doc has saved the life of every officer aboard the *Talion* at least once, his disregard for cleanliness notwithstanding. These include Joln Rockbottom, whom Doc saved from a painful death by removing his gangrenous left leg just before the mutiny on the MLS *Exeter*.

Many crewmembers have similarly lost fingers, hands, feet, eyes, or entire arms and yet survived to tell of their terrifying time in Doc's care. Crewmen have also seen Doc carve up enemies during battle and stuff choice "morsels" in his pockets. Though no one can confirm that Doc's soups include human remains, few would put it past him. Just to be sure, however, many veteran salts stick to stale bread directly after a large melee in order to avoid the meat dishes Killingsworth cobbles together.

Talion Stew
(Serves 100)

15 pounds fresh meat (any kind)

10 pounds aged peppered meat (any kind); remove maggots

5 cups olive oil, butter, bacon grease, or lard

120 cloves garlic

1 barrel meat stock or stew-pot leavings

2 fistfuls dried spices and/or leaves

1 sack chopped potatoes

1 sack chopped onions

1/2 sack chopped carrots, tomatoes, or other vegetables not rotted through (mold okay)

Top pot with weak ale or cheap wine (not Five Fingers water!).

Cook at least 12 hours. Keeps indefinitely over low fire.

Andrea Olevzo

FIRST MATE HAWK

MERCENARY PRIVATEER CHARACTER SOLO

I saw her cut a man's sword hand off at the wrist, then bid him draw a knife with his good hand so he might not feel helpless when she took that too.

—Captain Phinneus Shae

HAWK						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	7	5	15	13	9

CUTLASS	
POW	P+S
4	9

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

HAWK

Commander

Tough

Acrobatics – This model can advance through other models if it has enough movement to move completely past their bases. This model cannot be targeted by free strikes. This model ignores intervening models when declaring its charge target.

Inspiration [Sea Dogs] – Friendly Sea Dogs models/units in this model's command range never flee and immediately rally.

Object of Desire – While in this model's command range, friendly Sea Dog models gain an additional damage die on Hand Weapon attacks against warrior models.

Sucker! – If this model is directly hit by an enemy ranged attack, choose a friendly living non-incorporeal warrior model within 2″ of it to be directly hit instead. That model is automatically hit and suffers all damage and effects.

CUTLASS

Weapon Master

Responsible for keeping Captain Shae's sea dogs ready for action, the legendary Hawk suffers neither foolishness nor sloth. Hawk is one of the deadliest sword wielders to walk a deck on the western seaboard, and some claim she has killed more men than rip lung. Her nimble acrobatics and blinding speed make her attacks nearly impossible to withstand; indeed, she navigates battle like a bird of prey, gracefully dancing across the deck to land strike after piercing strike.

Hawk is considerably less comfortable in social situations, where her taciturn and abrasive manner often leads to heated arguments. She has a peculiar but strong bond with Captain Phinneus Shae, who seems to tolerate her moods and is the only one on the ship willing to argue back. The pair of them demonstrate a more harmonious accord in battle; their perfectly coordinated movements require no communication beyond a gesture or shouted word.

TACTICAL TIPS

Sucker! – This ability is not optional.

One cannot overstate Hawk's standing among the crew of the *Talion*, and these sailors will go to great lengths for even the slightest nod of her approval. Though all admire Captain Shae, they look to Hawk first and last, going silent at her passing and hanging on her every word. It is not an exaggeration to say that Captain Shae commands only because Hawk stands at his side. The fact that so many men have died taking bullets meant to end her life only enhances her reputation, and she willingly spends lives to buy her survival. Only a chosen few have gotten close enough to consider her a friend, and even these cannot claim to know her mind.

Hawk's past, including her given name, is a mystery. An unspoken darkness from her youth adds fire and fury to her eyes, and she claims never to have felt the slightest qualms about killing to defend her ship or seize spoils. Even as a sailor aboard Mercarian League vessels she carried an ominous reputation as an untamable, dangerous woman too valuable and skilled not to employ.

Hawk has a tense and enigmatic relationship with Shae. The reluctance of sailors to speak of this matter on a ship notorious for rumormongers and gutter-mouths testifies both to Hawk's reputation as a killer and the unique esteem in which she and the captain are held. The crew know only that Shae trusts Hawk above all others on the *Talion*. She does as she wishes at all times and has the power to make executive decisions in Shae's absence. In fact, Hawk often serves as acting captain at sea to free the warcaster for other matters. Whenever danger threatens Shae in battle, Hawk is instantly there to fight alongside him—and perhaps that tells anyone all they need know of their true relationship.

Andrea Olivero

LORD ROCKBOTTOM, EXPEDITION FINANCIER

MERCENARY PRIVATEER RHULIC CHARACTER SOLO

That dwarf can make a coin sit up, spin, even dance. We don't ask where they come from, so long as he keeps 'em coming.

—Mr. Walls, Quartermaster of the Talion

LORD ROCKBOTTOM						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	6	6	12	14	6

FIRE BREATHER				
RNG	ROF	AOE	POW	
SP 8	1	—	12	

CUTLASS	
POW	P+S
4	10

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
ROCKBOTTOM'S COINS	5
SMALL BASE	

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

LORD ROCKBOTTOM

Tough

Bought Loyalty – When a friendly Faction model/unit fails a command check in this model's command range, you can mark one of this model's five coin boxes to cause the model/unit to pass the failed check.

Coin – This model gains +1 CMD for each of its unmarked coin boxes.

Paymaster – During this model's activation, you can mark one or more coin boxes on its card. For each coin box you mark, you can use Paymaster once. When you do, choose one of the following incentives. Incentives are RNG CMD and can target only friendly Sea Dog units. A Sea Dog unit can be affected by an incentive only once per turn. When all five of its coin boxes have been marked, this model loses Paymaster for the rest of the game.

- **Money Shot –** Affected models gain +2 to ranged attack and damage rolls for one turn.
- **Payday –** Affected models' melee attack rolls are boosted. When an affected model destroys an enemy model with a normal melee attack, immediately after the attack is resolved the affected model can advance up to 1". Payday lasts for one turn.
- **Walk It Off –** Affected models gain Tough for one round.

FIRE BREATHER

Continuous Effect: Fire

Damage Type: Fire

TACTICAL TIPS

Bought Loyalty – After all five boxes have been marked, Bought Loyalty can no longer be used.

Few aboard the *Talion* are more striking in appearance than the dwarf "Lord" Joln Rockbottom. With one wooden leg and an imperious countenance, he stands at attention in the forecastle wearing a well-tailored, bright red jacket with polished brass buttons and with a tremendous bicorn perched atop his head. Comical though he might appear, none who have sailed for long aboard the *Talion* would dare so much as chuckle where he could hear it. The dwarf has a position of singular importance among the crew and boasts a deadlier hand with weapons than appearances suggest.

His combat prowess is not what keeps the men in line, however: Rockbottom is the ship's treasurer, maintaining finances and paying the crew. His dizzying contact portfolio keeps the *Talion* working, and though the outfit has a shadowy reputation in many ports, Joln's bribes and negotiations obscure any misdeeds with an air of legitimacy. Without the dwarf, the *Talion* could not maintain its aggressive posture and would not find any welcome ports.

Rockbottom is offended by characterizations of Rhulfolk as greedy meddlers. He insists *most* Rhulfolk are good-hearted and focus on their families and crafts. Joln has chosen to master the "craft" of speculative finance, a sacred calling emulating Great Father Ghrd, the patron of wealth. Rockbottom will not explain the exact conditions under which he left Rhul or the status of his "lordship." Rumors describe a dispute with the Moot of the Hundred Houses over a breach in the Edict of Ownership. Apparently the Moot lacked sufficient evidence to execute or brand Joln, but some speculate he chose a life at sea in an attempt to obey their dictate to stay as far away from Rhul as physically possible. He still has friends in both the Glass Peaks and Cygnaran dwarven conclaves as well as an ally or two in the Searforge Commission.

Rockbottom soon developed an association with the cutthroat Mercarian League, which at first seemed a perfect match—until his greed and penchant for constructing webs of delicate alliances eventually soured his relationship with the organization. No one knows the full extent of Joln's dealings, but he has kept company with Cryxian smugglers, Khadoran kayazy, and Caspian inventors, sometimes all in the same day.

Rockbottom believes a well-placed coin can solve nearly any political or legal difficulty. This philosophy backfired in his position as paymaster and financier for the *Exeter* and put him at cross-purposes with her captain, who called him out on several charges. Joln was guilty of many of the allegations leveled against him, except insurrection; he prefers to let others lead and to influence indirectly using coin. The crew's effort to save him from the *Exeter*'s brig genuinely moved Joln, and he is grateful to Doc for removing his gangrenous leg before the subsequent mutiny.

Most of the *Talion* crew view Rockbottom as Captain Shae's equal, and he might be the linchpin that holds the ship together. His financial prowess and political acumen perfectly complement Shae's courage and tactical brilliance. In fact, Joln still owns a small fleet of merchant vessels and invests some of the proceeds from these outside interests into maintaining the *Talion*—among other

dubious ventures. Recently, he has taken a greater interest in his private fleet after coming into possession of a rudder that showed the way to the distant and barely explored continent of Zu. He has taken measures to journey to its main trading port and back, establishing several lucrative deals, and certainly hopes to leverage this into even greater gains in the future. Rockbottom dreams big and hopes someday to influence trade across the entire region as well as possibly fund other expeditions to exotic locales.

Meanwhile he uses the luxuries gained through pillage at sea to increase his comfort while aboard the pirate vessel. No one on the *Talion* resents the fact that Rockbottom never lifts a hand to help with mundane tasks. Such menial tasks, after all, are beneath a "lord."

MASTER GUNNER DOUGAL MACNAILE

MERCENARY PRIVATEER CHARACTER SOLO

Show me a gunner with the nerve to walk the decks barefoot and I'll show you a man who's got iron in his veins or a plate in his skull—or maybe both.

—Kade Tolbot, master gunner of the Stiletto

DOUGAL MACNAILE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	6	7	14	13	8

GRENADE			
RNG	ROF	AOE	POW
6	1	3	12

QUAD-IRON			
RNG	ROF	AOE	POW
10	1	—	10

CUTLASS	
POW	P+S
4	9

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cryx, Cygnar, Khador, and the Protectorate.

DOUGAL MACNAILE

Commander

Tough

Artillerist (★Action) – Choose a friendly Faction model. While in this model's command range, the chosen model gains +2 to AOE ranged attack rolls. When the chosen model's AOE ranged attacks deviate, you can reroll the direction and/or distance of deviation. Each roll can be rerolled only once as a result of Artillerist. Artillerist lasts for one turn.

Double Powder Ration – Once per game during its activation, this model can use Double Powder Ration. Ranged attacks made by friendly Faction models while in this model's command range gain +2 RNG. Double Powder Ration lasts for one turn.

Field Officer [Sea Dog Deck Gun Crew] – If this model is included in an army, you can include one additional Sea Dog Deck Gun Crew unit over that unit's FA.

Hit the Deck! – This model cannot be hit by AOE attacks. If it would be hit by an AOE attack, it is instead knocked down. While this model is knocked down, ranged attacks targeting it automatically miss.

GRENADE

Cumbersome – If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

QUAD-IRON

Multi-Fire (★Attack) – Make an attack with this weapon. On a hit, after resolving the attack this model can immediately make one additional attack with this weapon targeting the last model hit or another model within 2″ of the last model hit, ignoring ROF. This model can make up to four attacks during its activation as a result of Multi-Fire.

TACTICAL TIPS

Field Officer – This does not add 1 to the unit's FA; it allows one unit beyond the FA limit. That means in a game with three warcasters, you still get only one extra unit.

Hit the Deck! – This model never suffers the effects of AOE attacks because it is not hit by them, regardless of whether it is directly hit or just caught in the AOE.

Multi-Fire – Multi-Fire ignores ROF but does not ignore RNG. Additional attacks against targets beyond this weapon's range will automatically miss.

To hear the crew of the *Calamitas* talk, one might expect Dougal MacNaile to be more (or less) than human. They claim he was born from a cannon and that he breathes blasting powder rather than air. Such fanciful exaggeration aside, MacNaile *has* crewed big guns longer than anyone else on the ship—and some would say longer than anyone alive on the Meredius.

Many crewmen covet the commission of master gunner without understanding the unforgiving and dangerous nature of the occupation. All sailors know to take care with the volatile blasting powder, but daily contact brings a cumulative chance of mishap. A mistake made wrapping powder charges or packing guns rarely gives a gunner a second chance. The lucky ones lose only a couple of fingers—an impairment men can learn to work around—but all too often such incidents are fatal. Even those who avoid blasting themselves apart usually lose their hearing to the thunderous explosions surrounding them day in and day out.

Although he does often have to ask his men to repeat themselves, MacNaile's hearing seems otherwise intact, and he happily retains all his fingers and toes. So brazen is this master gunner, in fact, that he walks the deck barefoot. Dougal has defied the odds to become a legend akin to a patron saint of gunners, cloaked in the mystique of having survived countless near fatalities at sea. Each time the dust clears, Dougal jumps to his feet with a whoop before exhorting his deck gunners to load up the next round and deliver some payback.

MacNaile would be hard-pressed to find a better post than the *Calamitas*. The ship, widely acknowledged as the best-armed privateer vessel sailing today, boasts as many cannons as a first-class ship of the line, and the master gunner rightfully ranks as one of the vessel's most important officers.

Andrea Odevizo

MERCENARIES OF RHUL

RHULFOLK AND HUMANITY

With records dating back over six millennia, the dwarves of Rhul have the oldest and most stable continuous civilization in western Immoren. The Rhulfolk seem to have no thirst for conquest outside their homeland in the great northern mountains—a vast expanse of soaring peaks, rugged mountains, sheltered valleys, and deep gorges. The landscape is both beautiful and terrifying, for the Borokuhn Mountains, Silvertip Peaks, and Glass Peaks boast some of the highest peaks and most treacherous passes in western Immoren. Crossing the outer barrier mountains from the south or west requires using the dangerous icy roads and trails created by the dwarves over the centuries. Many of these lead into chokepoints, run under massive fortifications, or twist back on themselves as they climb the mountains, allowing watchers to observe those venturing inward.

Though they have officially maintained neutrality in the affairs of humans for thousands of years, Rhulfolk keep a close eye on the outside world and periodically do involve themselves in outside affairs. After the arrival of the Orgoth their determination to stay aloof gradually eroded. Near the end of the Rebellion against the Orgoth the Rhulfolk shared the fruits of dwarven industry with the rebels, enabling them to construct the Colossals, which played a key role in the eventual defeat of the invaders. This partnership gained Rhul the knowledge to construct cortexes and manufacture blasting powder. The dwarves quickly demonstrated an enthusiasm for both mechanika and firearms, incorporating them into many aspects of their culture, which has long placed an emphasis on honorable battle. Interest in the south has increased in the last few centuries, as the dwarves remain impressed by the innovations of humanity and see great opportunities to expand their trade interests. Some dwarven clans are mercenary by nature and never let an opportunity for profit pass them by; others watch affairs abroad, knowing foreign politics could threaten the security of their homeland.

After the signing of the Corvis Treaties, many younger clans set forth to find their fortunes in the south. King Benewic the Bold, first king of Cygnar, and King Makaros Taranovi, first king of Khador, agreed to allow the settlement of dwarven enclaves within their borders. These arrangements were made with the Stone Lords of Rhul in exchange for lucrative trading rights and access to hardy Rhulic laborers and craftsmen during the rebuilding process. Thousands of entrepreneurial Rhulfolk emigrated to the fledgling nations of western Immoren and were given lands in remote and difficult regions, little exploited by each kingdom's inhabitants, to settle as self-sufficient enclaves governed by Rhulic law. Rhulfolk have since become a common sight among humanity, both on and off the battlefield. Although Rhul itself seems to have no interest in conquest, its leading clans do seek profit and happily adopt mankind's technological developments. It was not long before a number of these individuals also offered their fighting skills for trade, joining with the already well-established human mercenary tradition dating back to the Thousand Cities Era.

In some parts of eastern Khador and the Upper Wyrmwall Mountains mixed communities of humans and Rhulfolk have been established, though recent tensions between Khador and Cygnar sometimes threaten their safety. Both kingdoms host substantial numbers of dwarves, and their neutrality periodically causes strain. Relations are particularly tense for dwarves in Khador; Rhul's long relationship of commerce with Cygnar is notorious and prompts suspicion.

OGRUN

The ogrun of Rhul are fully integrated members of Rhulic society despite constituting a minority of the nation's population. Millennia ago, the dwarven clans provided shelter and food for neighboring ogrun tribes during a famine. The primitive ogrun placed the same great value on duty and honor as their dwarven saviors, and in only a few generations the ogrun had become citizens of the Rhulic nation. Over time they have become much more civilized than their forebears, but they retain a unique, if complementary, culture within Rhulic society.

Central to ogrun culture is the concept of a *korune*, a lord to whom they devote their service. Young ogrun adults enter a lengthy period as *bokur*, or "unsworn," during which he hones his combat skills and tests potential korune candidates by serving as a freelance combatant. This deeply ingrained transitional process was adapted quickly to life in Rhul, with many ogrun communities offering their services to a patron clan.

Most Rhulic ogrun are full members of dwarven clans and are thus subordinate to a clan lord, whom they consider a korune. In some purely ogrun communities, one or several ogrun korune will speak for their vassals. All ogrun communities in Rhul have at least some ties of loyalty or friendship to nearby dwarven clans, and there is a shared sense of responsibility between both species.

Dwarves in Cygnar are not immune to similar scrutiny, and human soldiers resent providing a safe haven that enables Rhul to prosper while it refuses to intervene the war with Khador. In Cygnar these sentiments are reduced by the assistance the dwarves give with infrastructure projects such as construction of the rail line or bridges. Additionally, Rhulic gunsmiths craft the magelock pistols manufactured for Cygnar's Militant Order of the Arcane Tempest in the enclave connected to Ironhead Station.

RHULIC GOVERNMENT

Life in Rhul has always centered on the clan, a tightly knit extended family of shared bloodlines and marriages. Clans vary considerably in size, with the largest clans having thousands of members. Periodically, new clans are formed by young dwarves seeking to branch out from their families and start afresh.

The clan lords are the most respected dwarves in Rhul; they are the patriarchs or matriarchs of their extended families. Each clan lord is given respect and deference proportionate with the size, prosperity, and honor of the clan. The most powerful of the clan lords are the stone lords, thirteen clan lords who constitute the ultimate authority in Rhul. They are responsible for the defense and prosperity of the Rhulic people and handle all interactions with foreign powers. Not all stone lords are equally talented, intelligent, or suited to their position, yet each is a direct descendant of one of the Great Fathers, the gods of the dwarves, and has been declared worthy by the Church of the Fathers. Because they are the heirs to a divine heritage, stone lords have both spiritual and secular authority. Although these thirteen lords represent the most powerful clans, Rhul is an oligarchy, and many other clans wield considerable influence. Throughout Rhulic history strong clan lords have banded together to share leadership over lesser clans. Councils of the most prestigious local lords preside over the counties, towns, and cities of Rhul.

The Moot of the Hundred Houses is Rhul's central legislative and judicial body and meets frequently in the Rhulic capital of Ghord to discuss the concerns of the realm. Attendance is limited to representatives of the one hundred most powerful clans. Membership changes periodically as clan fortunes rise and fall, but most of the top clans have held their status for centuries. Moot judges enforce the legal edicts of the Moot and are special experts appointed by the stone lords. These well-educated arcanists, priests, and scholars spend

their working lives studying the Codex, a single body of lore containing all the legal precedents in Rhul's written history, back to the words of the Great Fathers themselves. Moot judges have jurisdiction over entire clans and can pass judgment on clan lords.

Violent competition, duels, and deadly clan feuding is part of life in Rhul. However, these conflicts are generally small in scale and are not considered actual warfare by the standards of the Rhulfolk. Even the largest feuds are regulated by ancient traditions and laws laid down by the Great Fathers and supervised by the grim judges of the Moot of the Hundred Houses. Most clans regularly become embroiled in vendettas of one type or another, even over such matters as property ownership or building rights. These conflicts are formally regulated and monitored by neutral parties, but they can be violent in the extreme. Most often the two feuding clans will dispatch relatively evenly matched forces to do battle in a mutually acceptable location. This kind of battle is highly regulated and is almost never decided by the rout of one side's warriors but instead by victory conditions negotiated in advance, such as the loss of a standard or the casualties of a certain percentage of one side's force. These sanctioned battles ensure only the strongest and most creative clans earn the right to immortalize themselves in the sacred art of building. As in most extended families, the clans will set aside their internal conflicts whenever they are threatened by outside forces. Additionally, the stone lords and Moot judges brutally enforce the peace whenever feuds threaten to disrupt general commerce and industry.

The idea of being unable to aid one's clan in combat is unthinkable for most Rhulfolk, and few of them fear death in battle or in the bloody duels in which they take pride. As a result, virtually every Rhulic citizen is a capable fighter, and although Rhul does not maintain a national army, its citizenry is made up of near-professional soldiers. If needed, Rhul could raise a tremendous well-trained and well-equipped defense force with little effort.

THE SEARFORGE COMMISSION

Mercenaries are highly respected in Rhulic society. Most of them come from clans with strong martial traditions, such as the ones that guard the fortresses of Horgenhold, Hammerfall, and Lakeforge. These clans apportion a certain amount of their forces as mercenaries, both for profit and to ensure that their armies remain battle-tested and ready for action. The stone lords find this arrangement satisfactory, though the Moot reserves the right to veto any contract for mercenary work outside Rhul. It is understood by all that should Rhul itself be threatened, these soldiers would immediately be recalled to defend the homeland. Even

HAMMERFALL AND HORGENHOLD

All roadways approaching Rhul from the west converge on Hammerfall, the great fortress complex serving as the land gateway to Ghord and Armsdeep that dates back to the time of the Feud of Ages. A terraced fortress composed of dozens of smaller fortifications linked into a single compound, Hammerfall is a triumph of dwarven defensive stonemasonry. It has been long centuries since it faced actual battle, but it withstood many attacks in ancient times by western barbarians and later by more organized Khadoran Menites. The dwarves of Rhul consider it essential to keep the fortress ready for war at all times. It is garrisoned by over ten thousand dwarves rotated through periodically from assorted clans, along with dozens of warjacks. With its massive walls guaranteeing a safe journey for all who bring trade or news to Rhul, Hammerfall has been a regular stop for overland travelers for thousands of years.

Stone Clan Dhurg is directly responsible for this great complex, and its leadership is made up of hundreds of Dhurg kinfolk permanently stationed here. The most notable is Champion Pelgor Dhurg, the older cousin of the stone lord. He spent his youth as a mercenary in Llael and has a strong loathing for Khadorans, exacerbated by the deaths of some of his oldest human friends at Redwall Fortress and Laedry during the invasion.

Horgenhold is a massive, squat fortress atop a sheer cliff overlooking the primary river used to enter Rhul from the south. A major roadway between Leryn and Hammerfall passes directly by it, and scores of cannons are permanently fixed on both the river and the road. Horgenhold has a colorful past and was actually tested briefly by the Orgoth after they conquered the old human kingdom of Rynr. Orgoth losses were so staggering that they never tested Rhul again.

Maintaining the hold is the responsibility of Stone House Udo, although dwarves of many clans serve there. The hold also serves as headquarters for the hundreds of scouts who patrol the southern mountains and the other forts and watchtowers along the border. All these dwarves have been on high alert since the occupation of Llael. Many dwarves here felt the fall of Leryn personally; some have friends and even family in the nearby Llaelese city. The hold has received many Llaelese refugees, and none have been refused—though they are searched and thoroughly questioned before allowed admittance.

In times of need the waterway can be closed to incoming traffic via a gate of massive, slow-rusting iron alloy rising from the riverbed on gigantic chains and gear works. The fortress garrison searches suspicious ships before allowing them to journey onward. Horgenhold integrates an impressive array of telescopes to watch incoming vessels. Since the start of the wars abroad, the fortress' already large garrison has been heavily reinforced. The Khadorans understand any attempt to bypass or lay siege to Horgenhold would come at a tremendously high cost.

33RD HAMMERFALL HIGH SHIELD GUNNER CORPS

"We fear not the high mountain, nor the deep abyss."

One of the mightiest groups working for the Searforge Commission is the hardened 33rd Hammerfall High Shield Gun Corps. Accompanied by dedicated ogrun bokurs, they specialize in rugged mountain and tunnel fighting. The 33rd Hammerfall Corps was among the first mercenary groups to make extensive use of the Ghordson Driller. The company has also made periodic use of the services of Herne Stoneground and Arquebus Jonne. The two demolitions experts are kept on retainer, and they supply the corps with specialized explosives and direct assistance as needed.

The corps works both within and outside Rhul. They have earned the esteem of many far-flung dwarven enclaves in the Khadoran and Cygnaran mountains, including diverse mining groups working at the Ironhead Conclave in the Wyrmwall mountains. They have tangled with Cygnaran and Khadoran patrols alike—anyone who would have delayed or intercepted the shipments of the Searforge Commission. In the spring of 606 AR, the 33rd broke through a Khadoran blockade of the Black River and got an essential shipment of alloys to the Ironhead Conclave. One month later, on the return trip, the group took out a Cygnaran checkpoint on the same river when the guards did not want to let them pass with their shipment of bullion promised to Clan Searforge.

Recently the 33rd were asked to recover mines long held by outlying dwarven clans in the Thundercliff peaks east of Skirov. Preliminary reports suggested the mines were overrun by the dragon-blighted, so the company thought it would be prudent to secure the services of both Gorten Grundback and Durgen Madhammer. This marked one of the few occasions when these warcasters agreed to work together. The timing of this job worked to the company's favor, for Gorten had lost warjacks in the battle at the Temple of Garrodh, and his Cygnaran employers had told him his payment was months away. Negotiators sweetened the deal by offering the use of several new warjacks.

The source of the problem turned out to be a large force of blighted Nyss and Everblight dragonspawn. The battalion quickly went to work securing the occupied surface facilities before besieging the mines. Weeks of bloody and difficult battles followed, though the 33rd suffered only a few unfortunate explosives accidents and cave-ins. The group pushed the blighted horrors out of the area and returned the mines to dwarven hands. The expedition was such a success that Gorten conceded he might accept similar contracts in the future on a limited basis, but it was clear he would prefer to keep his distance from Madhammer.

those legally exiled by Rhul would likely answer such a call, so strong is their sense of solidarity.

Rhul has taken more interest in both the activities of mercenaries abroad and the strength of its own borders since the Khadoran invasion of Llael in 605 AR. The invasion brought home the fact that war had come to Rhul's doorstep. This realization in turn resulted in the founding of the Searforge Commission, a group charged with overseeing mercenaries outside Rhul in order to ensure the security of vital weapons and military shipments. The dwarves of the Searforge Escorts wear bright colors to warn potential trouble that they are not to be interfered with. They bear the sigil of the Searforge Commission while accompanying important trade caravans or guarding supplies of gold ingots or other valuables being sent to Rhul.

The Commission does not answer directly to any one stone lord but rather serves the Moot as a whole. Elements of many martial clans are rotated through the Commission

as required. Most clans are happy to lend their soldiers to the Commission, as it pays well, gives them excellent field experience, and enables them to keep abreast of developments among the human nations of the Iron Kingdoms.

Acquiring supplies and military hardware has always been easier for Rhulic mercenaries than for their human counterparts. The Commission has the backing of several influential houses in Rhul and enclaves abroad, which ensures their mercenaries have steady supplies of parts and freshly produced 'jacks. Even clans with a vested interest do not give away warjacks for free, however, so Rhulic mercenaries often request pay in raw materials or items they know will be of use to their suppliers.

Increasingly, Rhulic mercenaries have grouped together to consolidate their skills, forming bands similar to the chartered companies common to human sell-swords. Those who have faced a dwarven company attest that they are exceptionally well disciplined and highly organized. Rhulic respect for law also extends to the charter laws of their clients. Rhulic mercenaries employ some of the toughest contract negotiators in the business to ensure that both the mercenaries and their clients know exactly what they are getting.

Some larger Rhulic mercenary outfits allow their troops to be hired on both sides of a conflict, taking care during contract negotiations to ensure members of the same company do not face each other in battle. For example, one Hammerfall High shield Gun Corps platoon might be hired to bolster Point Bourne against Khadorans on the western end of the Thornwood, while another platoon is hired by Khador to protect a supply depot near Corvis from Cygnarans on the eastern end of the same front. Each platoon's role is clearly defined, so they will not fight each other even though they serve on both sides of a war.

GORTEN GRUNDBACK
MERCENARY RHULIC WARCASTER

Grundback's the next best thing to hiring an avalanche.

—Herne Stoneground

GORTEN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	7	7	5	13	19	8

DUAL HAND CANNON			
RNG	ROF	AOE	POW
12	2	—	12

FORGE FATHER	
POW	P+S
7	14

GUTTER	
POW	P+S
2	9

FOCUS	5
DAMAGE	18
FIELD ALLOWANCE	C
WARJACK POINTS	+7
SMALL BASE	

FEAT: LANDSLIDE

Gorten's command of the elements of deep earth extends to a mastery of tectonic forces. The powerful warcaster can force the ground itself to shift or slide and can thereby draw his enemies closer or push them away, quickly turning an enemy offensive into a scramble for escape.

Choose a table edge and a distance up to 8″. Enemy models currently in Gorten's control area are pushed the chosen distance directly toward the chosen table edge in the order you choose. For one round, affected models cannot give or receive orders and suffer –3 SPD, RAT, and DEF.

Mercenary – This model will work for Cygnar and Khador.

GORTEN

Rhulic Warcaster – This model can have only Mercenary Rhulic warjacks in its battlegroup and can reactivate only friendly Mercenary Rhulic warjacks.

DUAL HAND CANNON

Both Barrels (★Attack) – This model gains +4 to the damage roll for this attack. This model cannot make additional ranged attacks with this weapon during an activation it makes a Both Barrels attack.

FORGE FATHER

Magical Weapon

Critical Smite – On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6″ directly away from this model and suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

SPELLS	COST	RNG	AOE	POW	UP	OFF
ERUPTION	3	8	3	14	NO	YES
Models hit suffer a POW 14 fire damage roll. The AOE is a cloud effect that remains in play for one round. Models entering or ending their activation in the AOE suffer an unboostable POW 14 fire damage roll.						
MOLTEN METAL	2	10	–	–	NO	YES
Target warjack suffers 1 point of fire damage to each column on its damage grid.						
ROCK WALL	2	CTRL	WALL	–	YES	NO
Place a wall template anywhere completely in this model's control area where it does not touch a model's base, an obstruction, or an obstacle. The wall is a linear obstacle that provides cover.						
SOLID GROUND	2	SELF	CTRL	–	YES	NO
While in this model's control area, friendly models cannot be knocked down and do not suffer blast damage.						
STRENGTH OF GRANITE	2	6	–	–	YES	NO
Target model in this model's battlegroup gains +4 STR.						

TACTICAL TIPS

Critical Smite – The slammed model is moved only half the distance rolled if its base is larger than the slamming model's.

Molten Metal – If a damage column is full, apply the damage to the next column to the right.

Gorten of Clan Dohlan grew up quickly in the mines of Rhul, where he discovered early his inherent ability to wield the magic of earth and stone. His clan, a storied family of ore-smithing miners, saw great potential in the young dwarf, and Gorten found increasing tools and manpower at his disposal as he swiftly ascended the hierarchy of the Grundback mining conglomerate to which his clan belonged.

When Gorten began commissioning mining steamjacks to further his work, he also uncovered an affinity for the arcane energies associated with mechanika, which he honed during his trade expeditions with the dwarves of Llael and Khador. Tapping into the machines' every vibration—from the deep resonance created in their multi-ton steps to the delicate frequencies within their cortexes—Gorten learned to command them just as he could the tremors of the earth itself.

One day Gorten had a revelation: he was meant to be a warcaster. Having heard tales among men and dwarves about the great honor and glory of those who can wield such magic in battle, he decided to leave the mining life behind. He turned the foremanship of his mines over to his nephew, gathered a few of his personal steamjacks, and ventured forth to become one of the few Rhulic warcasters in the Iron Kingdoms. For a while, he lived as any mercenary does—sometimes his coffers were full and his tankards overflowing, while at other times he had barely a scrap to speak of—but after proving the worth of his warjacks a time or two, his services became highly regarded by those able to afford them. His reputation and expert use of their 'jacks even earned him enough respect from the Grundback clan and they elevated him to full clan standing, letting him adopt their name.

Gorten brings a mighty command of stone and earth to the battlefield. At his call, walls of rock will rise from nowhere, molten ore will slag his enemies, or allies will become rooted to the ground so that nothing short of death can move them. He can even focus his will to send a gigantic

landslide of stone and soil careening through enemy ranks while leaving his allies virtually untouched.

Gorten's combat abilities are every bit as remarkable as his powerful and relentless magic. Physically, the dwarf is a block of armored muscle, plodding through battle to close with Forgefather, a mechanikal maul tempered to withstand terrible impacts and counterbalanced to add titanic force to its blows. If he faces foes too cowardly to meet him in battle, he also carries a double-barreled Stoneground pistol modified to his specifications. Gorten Grundback is a skilled technician, a masterful manipulator of geo-elements, and a proud and mighty Rhulic warrior—all available for a mere few thousand gold coins.

DURGEN MADHAMMER
MERCENARY RHULIC WARCASTER

Blood is for butchers. I will give them fire!

—Durgen Madhammer

DURGEN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	6	14	17	8

BUSTER			
RNG	ROF	AOE	POW
12	1	4	14

LEVELER	
POW	P+S
6	13

FOCUS	6
DAMAGE	16
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: BOMBS AWAY

The study of explosive force and the application of kinetic energy is Madhammer's specialty. He appreciates masterful pyrotechnics with the focused attention of a connoisseur. Sending forth his power he can augment the explosions of his army into a crescendo of destructive perfection.

While in Madhammer's control area, friendly Faction models gain an additional die on blast damage rolls and AOE ranged attack rolls this turn.

Mercenary – This model will work for Cygnar, Khador, and the Protectorate.

DURGEN

Blast Armor – When this model would suffer blast damage, it gains 1 focus point instead of suffering the damage. It cannot gain focus points beyond its FOCUS as a result of Blast Armor.

Rhulic Warcaster – This model can have only Mercenary Rhulic warjacks in its battlegroup and can reactivate only friendly Mercenary Rhulic warjacks.

BUSTER

Arcing Fire – When attacking with this weapon, this model can ignore intervening models except those within 1″ of the target.

Carpet Bomb (★Attack) – After determining the point of impact, roll deviation for two additional 4″ AOEs from that point. A model hit by one of the additional AOEs suffers a POW 7 blast damage roll.

Case Cracker (★Attack) – This weapon's base stats become AOE – and POW 7 for this attack. When calculating damage from this attack, halve the base ARM stats of models with medium or larger bases. For this attack, this model gains +2 to damage rolls against models with small bases.

LEVELER

Magical Weapon

Reach

Back Blast – When this model hits with an attack with this weapon, it can spend 1 focus point to use Back Blast. If it does, center a 3″ AOE on the model hit. Models in the AOE suffer a POW 10 blast damage roll. This damage is not considered to have been caused by a melee attack.

Boasting a well-earned reputation as a genuine master of disaster, Durgen Madhammer is compelled to destroy with a fervor that goes beyond sadistic, completely oblivious of collateral damage. This lethal instrument of hostile intent is inflamed by the energy of conflict, greedily feeding on the bedlam of battle as he tears into his enemies.

SPELLS	COST	RNG	AOE	POW	UP	OFF
EXPLOSIVO	1	6	–	–	NO	NO
When target friendly model makes a normal attack with a non-spray ranged weapon, the weapon gains Magical Weapon. If the weapon was AOE – it becomes AOE 3. An affected model cannot participate in a combined ranged attack. Models in the AOE other than the model that was directly hit suffer blast damage but do not suffer any other effects of the attack. Explosivo expires immediately after resolving the target model's next ranged attack. Explosivo lasts for one turn.						
GROUND ZERO	3	SELF	5	13	NO	NO
Center a 5″ AOE on this model. Each other model in the AOE is hit and suffers a POW 13 damage roll. Each enemy model damaged by Ground Zero is pushed d6″ directly away from this model in the order you choose.						
INHOSPITABLE GROUND	3	SELF	CTRL	–	NO	NO
While in this model's control area, enemy models treat open terrain as rough terrain. Inhospitable Ground lasts for one round.						
POWDER KEG	4	10	5	14	NO	YES
On a critical hit, models hit lose their initial attacks and cannot make special attacks for one round.						
PRIMED	2	6	–	–	YES	NO
Target friendly warrior model/unit gains +2 to melee attack and melee damage rolls but suffers –2 ARM. If an affected model is disabled by an enemy attack, center a 3″ AOE on it and remove that model from play. Models in the AOE are hit and suffer an unboostable POW 14 blast damage roll.						
REDLINE	2	6	–	–	YES	NO
Target warjack in this model's battlegroup gains +2 STR and SPD and can run, charge, or make power attack slams or tramples without spending focus. When it ends its activation, it suffers d3 damage points.						

TACTICAL TIPS

Bombs Away – The friendly Faction models do not gain an additional die on the damage roll against a model directly hit.

Ground Zero – Roll separately for each model pushed.

Primed – The disabled model does not provide a soul or corpse token because it was removed from play before being destroyed.

Madhammer's history is rife with catastrophe, due mostly to his preference for and reliance on unstable magic and devastating mechanika. He got his start working in his family's mines ordering 'jacks and blasting tunnels but left the mines after several mishaps and significant loss of life. His kinfolk went so far as to have him legally excised from their clan. Hell-bent on becoming a warcaster, he spent two decades as a mercenary mechanik and battle mage.

Demolitions, elemental magic, and mechanikal know-how have transformed Durgen into a legendary mercenary. His small arsenal includes warjacks routinely pushed beyond their limits and in constant need of repair. Because the dwarf has gained a reputation for being deadly to friend and foe alike, few soldiers of fortune will intentionally work within leagues of him. Those desperate few who do stay well clear of his aim until he has literally blown his payload.

As he cackles madly amid detonations and discharges, Madhammer is often captivated by the complex beauty of the destructive energy he has unleashed. Drawing upon the turmoil of combat to drive him higher and higher, the dwarf rides the rush of battle on an ever-growing wave of devastation—to an eventual collision with an equally spectacular end.

GRUNDBACK BLASTER
MERCENARY RHULIC LIGHT WARJACK

You think that's a mess? You should see what happens when it fires in the confines of a tunnel!

—Thor Steinhammer

BLASTER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	6	12	18	—

HAIL SHOT CANNON				
	RNG	ROF	AOE	POW
H	SP 8	1	—	10

BASH		
	POW	P+S
—	0	6

DAMAGE					
1	2	3	4	5	6
	H	H	C	M	
H	H	C	C	M	M

FIELD ALLOWANCE	U
POINT COST	3
MEDIUM BASE	

BLASTER

Rhulic Warjack – This model can be included only in a battlegroup controlled by a Mercenary Rhulic warcaster or assigned to a Mercenary Rhulic 'jack marshal. This model can be reactivated only by a friendly Mercenary Rhulic warcaster or a friendly Mercenary Rhulic 'jack marshal.

HAIL SHOT CANNON

Powerful Attack – When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.

Height/Weight: 4′10″ / 3.1 tons
Armament: Hail-Shot Cannon (head)
Fuel Load/Burn Usage: 360 lbs / 16 hrs general, 4 hrs combat
Initial Service Date: 551 AR
Cortex Manufacturer: Brand of Odom
Orig. Chassis Design: Aruhn Grundback

The dwarves of Rhul specialize in adapting utilitarian steamjack designs into brutal and economical machines of war. The Grundback Blaster is an excellent addition to the Rhulic arsenal and is a prime example of their industrial design philosophy. Like its cousin, the Grundback Gunner, the Blaster is based on the chassis of the compact and durable Grundback Runner.

The Blaster is armed with the canister-fed hail-shot cannon, a single blast from which unleashes a resounding volley of tiny projectiles designed to cut swaths through masses of enemy troops. By shaping the inside of the barrel with a metal choke, Rhulic engineers were able to concentrate the cannon's blast significantly. Additionally, their calculated weapon design allows controlling warcasters to increase the killing potential of the cannon with a minor flex of will.

To protect the intricate and delicate internal mechanisms of the Grundback Blaster, Rhulic engineers constructed a heavily reinforced armored shell. Dwarven ingenuity has ensured that Rhul's enemies will be feeling the death-dealing blasts of this tough, efficient little 'jack for years to come.

GRUNDBACK GUNNER
MERCENARY RHULIC LIGHT WARJACK

Steinhammer said that thing started out as a messenger—well, I think they heard it loud and clear.
—Sam MacHorne

Height/Weight: 4´10˝ / 3 tons
Armament: Rhulic Cannon (head)
Fuel Load/Burn Usage: 350 lbs / 16 hrs general, 4 hrs combat
Initial Service Date: 526 AR (Grundback Runner 513 AR, lacking armament)
Cortex Manufacturer: Varies (each clan relies on its own manufacturer)
Orig. Chassis Design: Aruhn Grundback

The compact form of the Grundback Gunner has caused more than one group of brigands to underestimate an isolated Rhulic mining party, to their shock and dismay. Despite its somewhat comical appearance, the warjack is unquestionably lethal when commanded by a skilled 'jack marshal or warcaster. Its stout cannon can deliver powerful explosive shells, and its small size is superbly designed to navigate the narrow caves and switchback roads of the Rhulic mountains. Together, the armament and maneuverability make the Grundback Gunner a small force to be reckoned with on the battlefield.

The 'jack was originally designed to carry messages quickly through tunnels and mines rather than to perforate the enemy with cannon fire. After crafty dwarven mechaniks added the powerful Rhulic cannon to its chassis, however, the Grundback "Runner" became known as the Grundback "Gunner." When compared to the millennia-old reputation of the Ghordsons, Clan Grundback is a relative newcomer to the premier mechanikal conglomerates of Rhul, and they owe much of their prestige to their Gunner. A marvel of efficiency and design that is also easy to service in the field, the 'jack is more than up to the industrial and combat challenges found in the mountain wilds of Rhul.

GUNNER

Rhulic Warjack – This model can be included only in a battlegroup controlled by a Mercenary Rhulic warcaster or assigned to a Mercenary Rhulic 'jack marshal. This model can be reactivated only by a friendly Mercenary Rhulic warcaster or a friendly Mercenary Rhulic 'jack marshal.

CANNON

Powerful Attack – When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.

GUNNER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	6	12	18	—

CANNON			
RNG	ROF	AOE	POW
12	1	—	12

BASH	
POW	P+S
0	6

DAMAGE

1	2	3	4	5	6
H	H	C	C	M	M
	H	H	C	M	

FIELD ALLOWANCE	U
POINT COST	3
MEDIUM BASE	

GHORDSON AVALANCHER
MERCENARY RHULIC HEAVY WARJACK

Don't worry. Even if it misses, it'll bring the cliff face down on those bastards anyway.

—Groddenlord Fulgar Lodhurg

AVALANCHER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	5	9	19	—

AVALANCHE CANNON				
	RNG	ROF	AOE	POW
R	15	1	3	14

ASSAULT SHIELD		
	POW	P+S
L	2	14

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

FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

AVALANCHER

Rhulic Warjack – This model can be included only in a battlegroup controlled by a Mercenary Rhulic warcaster or assigned to a Mercenary Rhulic 'jack marshal. This model can be reactivated only by a friendly Mercenary Rhulic warcaster or a friendly Mercenary Rhulic 'jack marshal.

ASSAULT SHIELD

+2 Shield

As Rhulic clans become increasingly concerned with the ongoing conflicts of their neighbors, their need for more powerful weaponry has become paramount. Most of the warjacks that have been sighted accompanying Rhulic mercenaries into battle were designed with industrial as well as military service in mind, but the more recently developed Avalancher is a dedicated combat machine.

The Ghordson clan returned to its workhorse Driller chassis as the basis for this specialized weapon of war. The warjack's right arm bears the intimidating avalanche cannon, a weapon capable of obliterating man and mechanika alike from a tremendous range. Its left hand carries a massive assault shield intended to deliver punishing blows as well as to protect the machine's already formidable form. With this huge slab of metal, the Avalancher can easily crush enemies into the earth.

A dedicated mobile artillery platform, the Avalancher grants Rhulic forces both excellent control on the battlefield and a strategic advantage in the narrow mountain passes of Rhul. The powerful shells its cannon fires detonate on impact, devastating the surrounding area. For enemies who band together on the field or who must cluster on tiny switchback roads and cliff faces, such explosions are utterly lethal. Often, would-be invaders are unprepared to deal with the Avalancher on treacherous high mountain roads. So powerful is its aptly named cannon that the 'jack has even been employed between battles to create controlled rock and ice slides in the mountains during road clearing or construction.

Its relatively uncomplicated weapon systems make this warjack a favorite with the many Rhulic mercenaries who value the ability to carry out their own repairs in the field. Truly, the Avalancher represents the Rhulic ideal in function and efficiency.

Height/Weight: 11'11" / 10.2 tons
Armament: Assault Shield (left hand), Avalanche Cannon (right hand)
Fuel Load/Burn Usage: 960 lbs / 11.5 hrs general, 2 hours combat
Initial Service Date: 541 AR
Cortex Manufacturer: Brand of Odom
Orig. Chassis Design: Unknown (attributed to Varl Ghordson)

GHORDSON BASHER
MERCENARY RHULIC HEAVY WARJACK

What, was digging too slow? They decided they'd just bring down the entire mountain?
—Sam MacHorne

Like all Rhulic steamjacks, the Ghordson Basher was designed with utility and durability in mind, as its primary purpose is to haul heavy loads at construction and mining sites. These same characteristics also make it a versatile combat machine.

The 'jack uses an extremely powerful engine mounted on a sturdy chassis, a combination that allows it to pull enormous amounts of cargo both on and off the battlefield. When unencumbered it is surprisingly quick for a heavy laborjack and can bring its massive power to bear with remarkable speed and incredible, concussive force. The 'jacks serving the mercenary regiments active throughout the Iron Kingdoms have been further augmented with powerful short-range grenades they use to soften targets before smashing them apart with devastating impacts.

The machine is heavily armored to add survivability in case of tunnel cave-ins or such conflicts as might occur in the inter-clan feuding that regularly transpires among the Rhulfolk. This studded plating is several inches thick and allows the Basher to inflict terrible damage just with its own mass.

BASHER

Rhulic Warjack – This model can be included only in a battlegroup controlled by a Mercenary Rhulic warcaster or assigned to a Mercenary Rhulic 'jack marshal. This model can be reactivated only by a friendly Mercenary Rhulic warcaster or a friendly Mercenary Rhulic 'jack marshal.

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

Grand Slam – This model can make power attack slams without spending focus or being forced. Models slammed by this model are moved an additional 2″.

Flak Field – This model can use Flak Field once per turn at any time during its activation but cannot interrupt its normal movement to do so. When this model uses Flak Field, models B2B with it suffer an unboostable POW 12 blast damage roll and other models within 2″ of it suffer an unboostable POW 6 blast damage roll.

BASHER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	12	6	4	10	19	—

BATTERING RAM	
POW	P+S
3	15

DAMAGE					
1	2	3	4	5	6
H	C	C	C	C	M
H	H	H	M	M	M

FIELD ALLOWANCE	U
POINT COST	7
LARGE BASE	

BATTERING RAM

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

Height/Weight:	11′8″ / 8.5 tons
Armament:	Battering Ram (head), Close Cluster Grenade Launcher (CCGL)
Fuel Load/Burn Usage:	905 lbs / 13.5 hrs general, 160 mins combat
Initial Service Date:	588 AR (Ghordson Hauler 530 AR, lacking armaments)
Cortex Manufacturer:	Varies (all cortex production regulated by Brand of Odom)
Orig. Chassis Design:	Clan Ghordson

TACTICAL TIPS

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

Flak Field – Running or failing a charge ends this model's activation, so it cannot use Flak Field afterward.

GHORDSON DRILLER
MERCENARY RHULIC HEAVY WARJACK

That thing was made to bore through a three-foot wall of granite. Sinking that drill through a warjack is easy.

—Thor Steinhammer

DRILLER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	5	9	19	—

GRAPPLER (L)	
POW	P+S
4	16

DRILL (R)	
POW	P+S
5	17

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

FIELD ALLOWANCE	U
POINT COST	6
LARGE BASE	

DRILLER
Rhulic Warjack – This model can be included only in a battlegroup controlled by a Mercenary Rhulic warcaster or assigned to a Mercenary Rhulic 'jack marshal. This model can be reactivated only by a friendly Mercenary Rhulic warcaster or a friendly Mercenary Rhulic 'jack marshal.

GRAPPLER
Open Fist

DRILL
Sustained Attack – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

Height/Weight:	11'6" / 9.5 tons
Armament:	Grappler Hydraulic Claw (left arm), Rock Drill (right arm)
Fuel Load/Burn Usage:	915 lbs / 12.5 hrs general, 2.5 hrs combat
Initial Service Date:	446 AR
Cortex Manufacturer:	Varies (each clan relies on its own manufacturer)
Orig. Chassis Design:	Unknown, attributed to Varl Ghordson

The 'jack's great rock drill can bore through the heaviest armor, leaving behind tatters of scrap inside and out. It is also equipped with a grappler claw used to clear rubble from work areas. In battle, the Driller uses the grappler to immobilize a target long enough to bring its drill to bear. The Ghordson Driller is an unyielding metal monster. Whether it is clearing a mine of obstacles or a battlefield of enemies, it does so tirelessly and efficiently.

The clans of Rhul have used the Ghordson Driller for more than a hundred and sixty years. Though widely considered to be one of the finest industrial labor 'jacks ever made, the Driller benefits from the multipurpose engineering favored by Rhulic engineers, unlike the singular human approach. Able to be called upon in times of war, surplus Drillers are often purchased by enterprising mercenary warcasters at substantial discounts.

The Driller's primary industrial application is in mining, as it was designed to break down heavy stone walls and embankments and withstand falling stone or mine shaft collapses. These practical attributes also make the Driller a devastating combatant that can shrug off terrible attacks before delivering its own relentless assault.

WROUGHTHAMMER ROCKRAM
MERCENARY RHULIC HEAVY WARJACK

I watched this lovely smash its way into a fortified Cryxian position. It went through the wall like tinder. Then its Sledge cannon ripped the entire side of one of them Slayer 'jacks right off like tender cooked meat from rib bone.

—Gorten Grundback

It is quite possible that no word better exemplifies the Rhulfolk than "practical," and the Wroughthammer Rockram is a case in point. The Rockram was designed by the mechaniks of the Wroughthammer clan, who are old allies of the Ghordsons. Wroughthammer engineers purchase unarmed Ghordson chassis at a discount and arm them personally.

As with all Rhulic 'jacks, the Rockram is utilitarian in design. While working in the mines it uses its powerful sledge cannon to crack open rock walls and its mechanikally enhanced pulverizer hammer to crush solid stone into powder. On the battlefield, however, those devices become deadly weapons. The hardened ammunition from its cannon splits armor, shreds internal gears, and punctures the pressure tanks of enemy warjacks. A strike from its pulverizer can send any foe reeling or hammer the ground with enough force to create treacherous footing for nearby combatants. Though its weapons have a short range, one well-placed shot can cripple even the most brutish warjack.

Though ponderous, the Wroughthammer Rockram can deliver steady and devastating attacks able to turn the tide of battle as easily as it can rip through a stone wall to extract a vein of ore.

ROCKRAM

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

Rhulic Warjack – This model can be included only in a battlegroup controlled by a Mercenary Rhulic warcaster or assigned to a Mercenary Rhulic 'jack marshal. This model can be reactivated only by a friendly Mercenary Rhulic warcaster or a friendly Mercenary Rhulic 'jack marshal.

ROCKRAM						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	5	9	19	—

SLEDGE CANNON (R)			
RNG	ROF	AOE	POW
8	1	—	15

PULVERIZER (L)	
POW	P+S
6	18

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

FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

SLEDGE CANNON

Buckler

Critical Catastrophic Damage – On a critical hit on a warjack or warbeast, fill in the unmarked damage boxes or circles on the last column or branch damaged.

PULVERIZER

Critical Stagger – On a critical hit, the model hit loses its initial attacks and cannot make special attacks for one round.

TACTICAL TIPS

Assault – The assaulting model ignores the target in melee penalty even if is not in melee range of its charge target after moving.

Critical Stagger – Remember that a model that cannot make special attacks cannot make power attacks.

Height/Weight: 11´6˝ / 9.7 tons

Armament: Pulverizer (left arm), Sledge Cannon (right arm)

Fuel Load/Burn Usage: 935 lbs / 14 hrs general, 3 hrs combat

Initial Service Date: 502 AR

Cortex Manufacturer: Brand of Odom

Orig. Chassis Design: Unknown, attributed to Varl Ghordson

HAMMERFALL HIGH SHIELD GUN CORPS
MERCENARY RHULIC UNIT

I never tire of watching their formations assemble, especially when those stout cousins line up on my side of the paymaster's ticket!

—Gorten Grundback

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	5	5	11	15	9

CARBINE			
RNG	ROF	AOE	POW
10	1	—	10

AXE	
POW	P+S
3	9

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

Mercenaries – These models will work for Cygnar and Khador.

LEADER & GRUNTS

Combined Ranged Attack

'Jack Marshal

Ranked Attacks – Friendly Faction models can ignore this model when determining LOS.

Rhulic 'Jack Marshal – This model can control and reactivate only friendly Mercenary Rhulic warjacks.

Shield Wall (Order) – For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

The officers commanding the Rhulic fortress of Hammerfall select and train riflemen to form the venerable High Shield Gun Corps. Members of the Gun Corps exemplify the skill, discipline, and powerful resolve of their people. Hammerfall regiment commanders have made a small fortune by hiring out their men for the Immorese coin that flows so freely in these times of war. These highly trained and well-disciplined fighting units can be compelling options for military leaders who want to bolster their regular army forces.

Well-equipped and heavily armored, the Gun Corps forms crack units of riflemen trained to maneuver and fight in formation. Their shields are ideally suited to hold up the heavy dual barrels of their Rhulic war-rifles. Like arrow slits in a battlement, Gun Corps' shields bristle with rifles blasting away at every target in sight.

Though impressively equipped, the Gun Corps' real strength lies in its discipline and in the capability of its officers. Years of training allow corps members to position themselves so that a unit can unleash lethal clouds of lead over or between their comrades. The impressive firepower they can bring to bear has inspired more than one client to berate his own riflemen for being unable to emulate the flawless ranked fire of hired Gun Corps soldiers.

Trained as 'jack marshals to defend Hammerfall, Gun Corps sergeants occasionally supplement the firepower of their units with Rhulic warjacks. The sight of a Ghordson Driller towering over a solid line of dwarven guns has changed the outcome of more than one battle—though such an upgrade is available only to the highest-paying customers. Until peace settles on western Immoren or the coffers of younger races run dry, the Hammerfall High Shield Gun Corps will continue to sweep battlefields clean for the right price.

HAMMERFALL HIGH SHIELD OFFICER & STANDARD
MERCENARY RHULIC UNIT ATTACHMENT

Fourteen major engagements this year on three fronts. I think our record speaks for itself. If not, you can read the details on the standard young Braflwyn's holding.

—Hammerfall Major Redlum Olghrd

TACTICAL TIPS

Officer - Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander and 'jack marshal. This model can issue the Shield Wall order to its unit.

The fortress of Hammerfall produces some of the most outstanding riflemen in all of Rhul, and the captains who graduate from that training are superb leaders. Each of them is a master of the formations and drills of the High Shield Gun Corps. A client lucky enough to hire a Gun Corps company led by one of these officers is assured of a mercenary troupe able to perform flawlessly, no matter the battlefield or enemy.

High Shield Gun Corps officers are primarily responsible for defending Rhul's borders and mountain passes. Their units engage in wide patrols, often accompanied by warjacks to deal with incursions from foreign armies or some of the more hostile wildlife found in the deep wilderness of their nation. But as the soldiers of Rhul increasingly hire out to the armies of their neighbors, so can their officers be found far afield, coordinating the defense of the Searforge escorts or leading Gun Corps units for foreign employers.

A ranking High Shield member responsible for recording contracts and a unit's history typically assists these officers. In battle the captain is accompanied by a soldier charged with carrying the company's standard—a pole supporting a number of disks inscribed with the legal status of the company and a list of its valorous deeds. The standard does as much to inspire and exhort the unit as it does to advertise their successes to their employers.

Attachment [Hammerfall High Shield Gun Corps] – This attachment can be added to a Hammerfall High Shield Gun Corps unit.

OFFICER

Combined Ranged Attack

'Jack Marshal

Officer

Double Time (Order) – Models receiving this order must make a full advance during their normal movement. After all models in this unit have completed their actions, each can make a full advance.

Guns Blazing – Once per game while in formation during its unit's activation, this model can use Guns Blazing. This activation, models in this unit in formation can make one additional ranged attack ignoring ROF.

Ranked Attacks – Friendly Faction models can ignore this model when determining LOS.

Rhulic 'Jack Marshal – This model can control and reactivate only friendly Mercenary Rhulic warjacks.

STANDARD BEARER

Standard Bearer

Ranked Attacks – See above.

Rhulic 'Jack Marshal – See above.

OFFICER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	6	6	11	15	9

CARBINE				
RNG	ROF	AOE	POW	
10	1	—	10	

AXE	
POW	P+S
3	9

STANDARD BEARER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	5	5	11	15	9

OFFICER'S DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	3
SMALL BASE	

HORGENHOLD FORGE GUARD

MERCENARY RHULIC UNIT

In seven centuries only the Orgoth tested our defenses. If others fear to come to us, we will go to them. March on, lest peace devour our fortunes before we bring our hammers to bear.

—Forge Marshal Galtar Brunderson

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	7	4	10	16	9

MECHANIKAL HAMMER	
POW	P+S
5	11

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

Mercenaries – These models will work for Cygnar and the Protectorate.

LEADER & GRUNTS

Defensive Line – While this model is B2B with one or more models in its unit, it gains +2 ARM.

Ranked Attacks – Friendly Faction models can ignore this model when determining LOS.

MECHANIKAL HAMMER

Reach

Weapon Master

Critical Smite – On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6″ directly away from this model and suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

TACTICAL TIPS

Critical Smite – The slammed model is moved only half the distance rolled if its base is larger than the slamming model's.

Several clans who protect Horgenhold had kinsmen and friends in Llael who died in the attacks on Riversmet. Many in these clans have made it clear they would feel more comfortable if Llael were rid of its occupiers and if Rhul did not ship its trade through Khadoran territories. Accordingly, the warriors of Horgenhold refuse Khadoran coin while accepting pay from the southern zealots.

These stout warriors bear the name of their ancestral kinsmen who stopped the Orgoth from intruding on Rhulic soil at a time when those tyrants were unfamiliar with defeat. That the renowned Horgenhold Forge Guard has joined the wars of men has not gone unnoticed, and already they have more offers than they can answer.

Horgenhold's heavy infantry march to war enclosed in armor so expertly fabricated it nearly seems made of a different material than lesser examples of the armorer's craft. Forming an impervious line, the stalwart Forge Guard wield massive, two-handed pneumatic hammers capable of delivering blows powerful enough to topple warjacks. Having coordinated battle drills for countless hours alongside comrades for which they would lay down their lives, the Horgenhold Forge Guard operate as a synchronized machine of blunt destruction.

HORGENHOLD ARTILLERY CORPS

MERCENARY RHULIC WEAPON CREW UNIT

My crew could land this shell dead in the center of those pikemen on the darkest night, in a snowstorm, from downhill. Fortunately it's sunny, and really, anywhere near them will do the job just fine.

—Senior Gunner Cathro Whitnock

For centuries the fortress of Horgenhold has used powerful cannons to defend the southern mountain passes that lead into Rhul. Great emplacements line the citadel's most critical walls, allowing Rhulfolk to obliterate their enemies from a surprising distance. Capable of inflicting staggering damage, the powerful mortar shells can even be fired indirectly, giving the Rhulic army an intimidating ability to control the battlefield.

Escalating war and mysterious attacks on isolated villages in western Rhul have prompted patrols to carry increasingly heavy weaponry. The artillery corps of Horgenhold was the first to be equipped with an easily portable mortar, which can be fired with great alacrity by crack crews. Even under fire, the dwarves of the Horgenhold Artillery Corps can accurately gauge a target's range to within feet.

Though Rhul has long possessed powerful artillery, only in recent years have outsiders learned to use it as siege weaponry. The Rhulic Moot has traditionally taken a dim view of mercenary operations, but in recent years the profits made by certain clan lords have been difficult to ignore. Certain provisions now allow Rhulic mercenaries operating abroad to equip themselves with siege cannons and other weapons of war. Though these mercenaries take great pains to claim neutrality among their warring clients, many clan lords worry that increasing entanglement with the battles of humankind will one day bring war to Rhul's doorstep.

Mercenaries – These models will work for Cygnar and the Protectorate.

SIEGE CANNON

Arcing Fire – When attacking with this weapon, this model can ignore intervening models except those within 1″ of the target.

Light Artillery – This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Range Finder – While B2B with one or more grunts in this unit, this model gains +2 to attack rolls with this weapon.

LEADER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
3	5	5	4	10	15	9

SIEGE CANNON			
RNG	ROF	AOE	POW
16	1	3	14

SWORD	
POW	P+S
3	8

GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
3	5	5	4	10	15	9

SWORD	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & 2 GRUNTS	3
LEADER LARGE BASE	
GRUNT SMALL BASE	

HERNE & JONNE

MERCENARY RHULIC CHARACTER UNIT

Eighteen degrees left! Seven degrees skyward! Three degrees for wind!
This one's going to kick them in the shorts.

—Herne Stoneground to Arquebus Jonne in battle

HERNE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	6	6	12	13	9

PISTOL			
RNG	ROF	AOE	POW
8	1	—	10

AXE	
POW	P+S
3	9

JONNE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	4	12	15	9

BARRAGE ARQUEBUS			
RNG	ROF	AOE	POW
12	1	3	14

GREAT AXE	
POW	P+S
5	13

HERNE'S DAMAGE	5
JONNE'S DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	3
HERNE SMALL BASE	
JONNE MEDIUM BASE	

Mercenaries – These models will work for Cygnar, Khador, and the Protectorate.

HERNE

Officer

BARRAGE ARQUEBUS

Range Finder – While B2B with Herne, Jonne gains +2 to attack rolls with this weapon.

Scattershot (★Attack) – To make a Scattershot special attack, Herne and Jonne must be B2B. Make a normal attack with this weapon. After determining point of impact for that attack, roll deviation for two additional 3″ AOEs centered on that point. Models in an AOE are hit and suffer a POW 7 blast damage roll.

TACTICAL TIPS

Scattershot - The additional shots deviate the full d6″ regardless of range. A model in more than one AOE suffers a damage roll for each of them.

Herne - Because Herne is an Officer, when he is destroyed he does not replace Jonne. Instead Jonne becomes the new unit commander.

Herne Stoneground spent his younger days as a traveling alchemist's assistant. As he roamed from stronghold to stronghold learning his mentor's trade, he became increasingly curious about the sciences involved in gunsmithing, cannoneering, and demolition. By his second decade he had already mastered the manufacture of double-barreled firearms, and his creations earned him a reputation among traders and military merchants alike. The Stoneground mark is hailed in some parts as a sign of the highest quality in firearms.

Mistrustful of messengers, Herne has always insisted on delivering his wares personally. A Stoneground original can fetch a thousand Cygnaran crowns on the open market—and a select few sell at a much higher price behind closed doors—so Herne typically kept several bodyguards in his employ. That changed when he encountered a well-respected ogrun named Jonne.

Jonne was born and raised in Rhul, where for centuries most of his conclave have served as guards and smith hands for the Rhulfolk. Growing up quickly on the trade-rich border of Llael, Jonne became used to the flash and pomp of Llaelese merchants. It did not take long for the adolescent ogrun to make a name for himself on the Black River loading docks, where merchants came to ask for him by name. This slight taste of fame went right to Jonne's head, and he soon signed on with a Rhulic mercenary group called the Emberhold. While in the company he practiced his martial skills and worked as a sword-for-hire for any who might be in need of his muscle.

One day during the delivery of a pair of Stoneground originals to one such employer, Jonne met Herne Stoneground himself. A pair of ill-fated brigands picked that time to interrupt the sale. Moving instinctively, Jonne snatched up the two bandits and restrained them until the watch arrived. So fast was his reaction and effective his skill, the surrounding folk broke into applause as the ogrun handed over the brigands. Herne offered Jonne a lucrative contract on the spot, and from that day forth the two were fated to become one of the most famous mercenary teams in all the Iron Kingdoms.

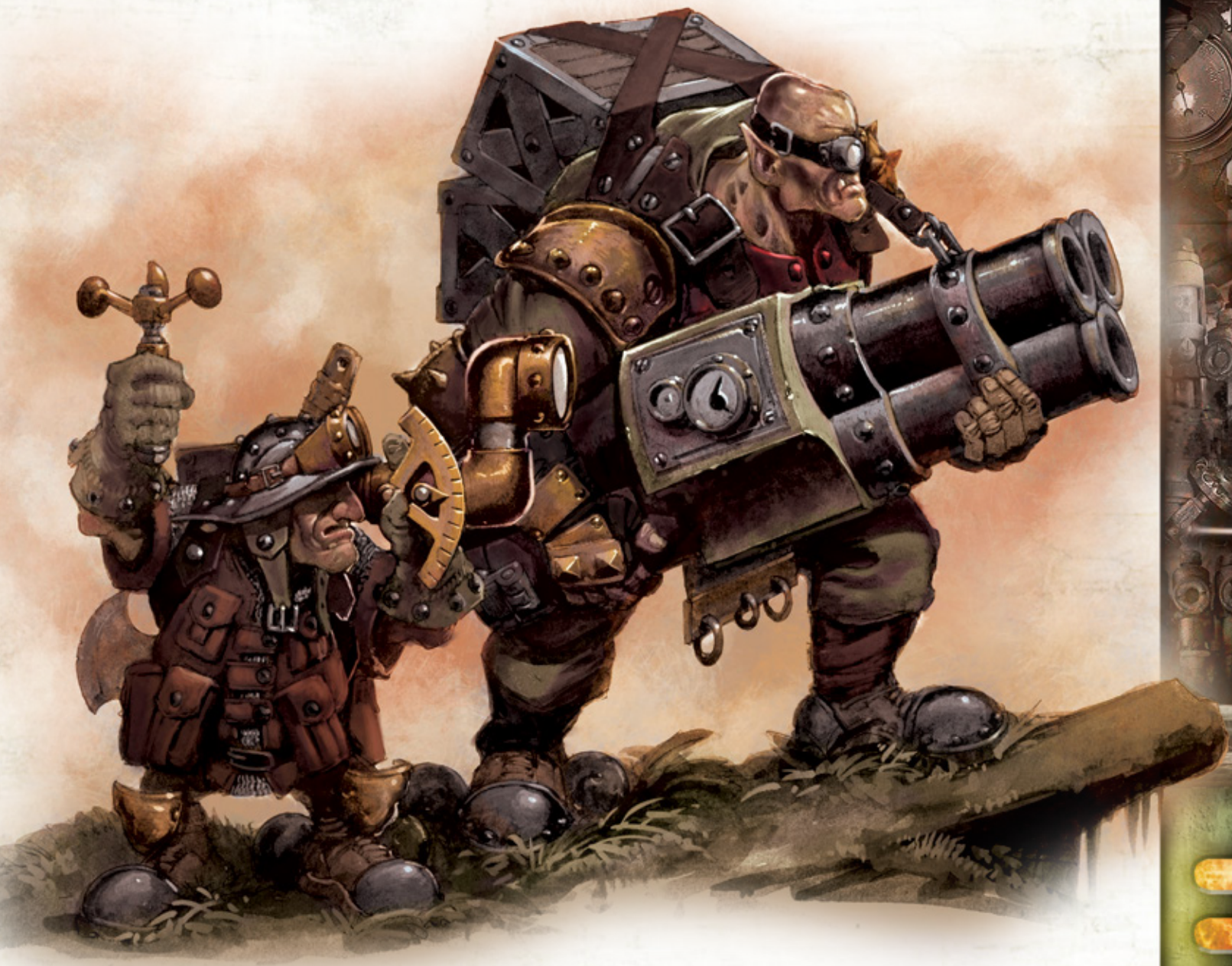
Though that was nearly fourteen years ago, Jonne remains bound to Herne in friendship built through many shared adventures. The ogrun has gone far beyond the call of duty for his charge by saving Herne time and again, and the dwarf feels safe under Jonne's watchful eye. Though some less scrupulous employers might allow their hired muscle to perish in order to save their own skin, Herne would not think of it, leaping to aid his ogrun friend without thinking of his own safety.

Some years ago, after months of Jonne's grumbling, the duo agreed that small arms manufacturing was not the lucrative business it once had been and that true wealth lay in large ordnance. Herne put his mind and gunwerks skills to the task and soon unveiled the Stoneground barrage arquebus. In an effort to market the new creation, Herne and Jonne took to the road, hiring themselves out to potential customers in order to demonstrate the gun's effectiveness firsthand.

The arquebus, a triple-barreled contraption that launches three cannonballs at once, is a beautifully crafted weapon so massive that only the bulging muscles of Jonne—or "Arquebus Jonne," as he has come to be called—can possibly hold it aloft. For his part, Herne uses his shrewd judgment and mathematical skill to help refine the weapon's trajectories. With its weight and kick, the barrage arquebus

is difficult to aim, but this shortcoming is balanced by its fragmenting ammunition. The arquebus is devastating at a respectable range, and Jonne is just as deadly in close combat with his mighty axe. Foes who survive the shelling long enough to close also risk facing Herne's axe and pistol—neither of which he is reluctant to employ.

Herne Stoneground and Arquebus Jonne have argued payment options with Khadoran kommandants, joined Cygnaran officers in after-battle victory toasts, and witnessed the prebattle prayers of Menite priests. They have earned a reputation as consummate professionals, and their fees are considered entirely reasonable for those in need of the kingdoms' premier walking artillery platform.



OGRUN BOKUR
MERCENARY RHULIC SOLO

They may be hard as warjacks, but what we save on coal we spend on mutton to keep 'em fed
—Steelhead Sergeant Wagner Holdt

BOKUR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	3	13	17	8

OGRUN POLE ARM	
POW	P+S
6	15

SHIELD	
POW	P+S
1	10

DAMAGE	8
FIELD ALLOWANCE	2
POINT COST	3
MEDIUM BASE	

Mercenary – This model will work for Cryx, Cygnar, and Khador.

BOKUR

Client – Before the start of the game, choose one friendly warcaster, solo, or unit commander to be the Bokur's client. This model cannot be the client of another Bokur or have the same client as another Bokur. If its client leaves play, the Bokur loses all client benefits even if that client is replaced by another model. While within 6″ of its client this model gains +2 to attack and damage rolls and never flees. If this model's client has Advance Deployment, this model gains Advance Deployment.

Power Attack Slam – This model can make slam power attacks.

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

OGRUN POLE ARM

Reach

Powerful Charge – This model gains +2 to charge attack rolls with this weapon.

Young ogrun yet to forge a bond with a korune often go to great lengths to impress a potential master. They can spend years outside their homelands trying to establish a reputation. Called *bokur*, which means "unsworn," these reckless youth attach themselves to important people across the continent in order to prove their worth through martial skill. As part of a time-honored tradition for the period before they permanently swear their lives to a single korune, bokur choose temporary clients—no matter the region or employer—and protect them for as long as the agreed upon period or their lives last. From the black ogrun who look after necromancers in the Scharde Isles to the clannish ogrun of Rhul who tower above their dwarven allies, bokur stand between their paying clients and harm.

While bokur are unsworn, they exist to prove their readiness to enter that state and are thus as loyal and fanatical bodyguards as any in Caen. Upon returning to their people, they share tales of the terrible risks they undertook. The glory they receive is directly related to the danger recounted in their stories, some of which can go on for hours. Those who return with scars are heralded as noble; those who lose limbs defending their clients are nothing short of heroes. The bokur's code is nearly unassailable, and few would consider even exaggerating their deeds, let alone telling blatant lies. Those rare ogrun caught attempting to deceive their peers are invariably exiled from their communities.

This fate is sometimes shared by bokur who bring shame upon themselves and their family lines by swearing allegiance to dishonorable masters. Though an ogrun whose noble korune is slain usually has little trouble finding a new master, those who served a weak or despised tyrant have few options in a choosing a new master. The sorrowful tale of Gudrun the Wanderer is just one example of the pitfalls on the journey to find a worthy master.

Whether crushing enemies with their shields or cleaving them with enormous ogrun pole arms, bokur follow their clients into any situation. They thrill in the glory of battle, and few can survive their rapid, vicious blows or powerful charges. Their astounding motivation to prove themselves leads them to take incredible risks. They do not seek death in battle, however; they merely wish to show their absolute commitment to those they serve. Bokur who survive this period of their lives often become more conservative but are more dangerous combatants for the lessons they have learned.

Many bokur have recently begun collecting trophies or tattoos to mark their successes in greater detail. This practice is not popular with their elders who take a dim view of any ogrun who cannot recall every detail of his glories. Nevertheless, young bokur are increasingly taken with these visual records of their valorous lives.

THOR STEINHAMMER

MERCENARY RHULIC CHARACTER SOLO

He and his wrench are worth more than a whole company of hired guns.

—Sam MacHorne

STEINHAMMER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	5	12	14	9

BLOWTORCH				
RNG	ROF	AOE	POW	
SP 6	1	—	12	

WRENCH	
POW	P+S
2	8

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

Mercenary – This model will work for Cygnar and Khador.

STEINHAMMER

'Jack Marshal

Drive: Pronto – This model can attempt to Drive each warjack under its control in its command range. To Drive a warjack, this model must make a command check at any time during its activation. If the check succeeds, the warjack immediately makes a full advance. If the check fails, the warjack does not benefit from 'Jack Marshal this turn.

Point Blank – During its activation, this model can make melee attacks with its ranged weapon, with a 0.5″ melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

Repair [9] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

Rhulic 'Jack Marshal – This model can control and reactivate only friendly Mercenary Rhulic warjacks.

Tune Up [Rhulic] (★Action) – RNG 5. Target friendly Mercenary Rhulic warjack. If the warjack is in range, its attack or damage rolls are boosted this turn.

BLOWTORCH

Continuous Effect: Fire

Damage Type: Fire

Thor is the first to admit he is a disappointment to his entire family line. He does so, however, with a jovial smile and a hearty laugh, showing no sorrow for having upset his ancestors' hopes for his generation's perfect dwarven warrior. Thor's ease rests mainly on the weight of gold in his pockets: he is one of the best-paid mercenaries in western Immoren, and his specialized talents command more coin than any duelist, rifleman, or other breed of common soldier. Unlike them, Thor can command and maintain the expensive warjacks essential to modern conflict and keep them running well past the point when they should collapse into scrap.

One of several fighting houses sworn to defend Groddenguard, the Steinhammer clan stands vigil against the horrors of the frozen northern plain, watching for the return of the dragon Scylfangen. Thor's family expected this second-born of eight sons to master the art of war and take his place among their ranks of hardy champions renowned equally for drinking and fighting. Thor discovered in his youth a lasting fascination for the mechanikal, however, particularly the complex inner workings of Rhul's mining 'jacks. Not caring that it would estrange him from his clan, he found work in a variety of mines, where he became acquainted with 'jacks integral to Rhulic mining, quarry work, and inter-clan warfare.

The warcaster Gorten Grundback introduced Thor to the mercenary life after a brief return to Rhul for resupply. Steinhammer saved the warcaster a sizable pile of coin by repairing two scrapped warjacks that Gorten had given up for salvage. Seeing the potential of such skill, Gorten used his wealth of coin and tales amassed through adventure across the war-torn southern lands to impress the younger dwarf.

Thor gladly left the cold Glass Peaks to find his fortune and has never looked back. He enjoys hiring on with fellow Rhulfolk, but he has also become a welcome sight in taverns frequented by human sell-swords from Five Fingers to Ternon Crag. Thor has followed Gorten's advice to avoid the diamonds offered by southern zealots and to steer clear of the Scharde Isles, but the master mechanik has otherwise offered his services to a variety of paying clients. The excellent reputation he has earned with the illustrious Searforge Commission makes it easier to acquire the elusive mechanikal components required to keep 'jacks in proper fighting shape.

In addition to his fair hand with a wrench, Thor has a peerless knack for squeezing maximum performance from the machines under his command. Indeed, those who witness this facility sometimes mistake Thor for a warcaster. He relishes the opportunity to correct such assumptions, proud that his talent is rooted in simple know-how combined with a dash of finesse.

TACTICAL TIPS

Repair – A wreck marker cannot be repaired.

Point Blank - When Thor uses his Blowtorch to make a melee attack it is not a spray attack. Instead he uses the 0.5″ melee range.

MERCENARIES PAINTING GUIDE

Painting Mercenaries can be a fun and rewarding process. The military-inspired palettes of the Rhulic mercs and standard mercs alike offer the chance to play around with color schemes you might expect to see on a real battlefield, and other mercs give you the opportunity to add a variety of special touches. Painting mercs also means you can be a bit more relaxed; because uniformity isn't a goal, you can try new techniques and ideas without the fear that the unit or character is going to stand out like a sore thumb. Whether you're adding a unit or two to an existing army or creating a whole army of Mercenaries, their variety makes them entertaining and engaging to paint.

PAINTING TERMINOLOGY

BASECOAT
The initial coat of paint on which everything else will be built. It is important that the basecoat is very clean and every color is where it should be. Your shades and highlights will coordinate with the basecoat and main color choices.

GLAZE
A mixture of water and a small amount of ink that is applied in successive layers to subtly tint an area.

HIGHLIGHTING
A lighter color applied to the basecoat in the raised areas of a miniature to create the look of light hitting the surface. When highlighting in multiple steps, keep a little bit of the underlying color showing, overlapping them like shingles on a roof.

SHADING
A darker color applied to the basecoat in the recessed areas of a miniature to create shadows. Exaggerating the shade and highlight colors will add to the visual appeal of a model.

WASH
A combination of mixing medium, water, paint and/or ink that is liberally applied to the basecoat to create detailed shading. The wash will run into the smallest crevasses on a model and dry as a shadow, so it needs to be a darker color than the basecoat. The wash mix works well as 4 parts mixing medium, 1 part paint/ink, and 3 parts water.

TRAITOR GREEN

Step 1) Basecoat the area in a solid layer of Traitor Green.

Step 2) Shade the area using Thornwood Green.

Step 3) Apply a second layer of shading with Cryx Bane Base.

Step 4) Apply final shading with a mixture of Brown Ink and Coal Black.

Step 5) Highlight with a mix of Traitor Green and Thrall Flesh.

- **Traitor Green**
- **Thornwood Green**
- **Cryx Bane Base**
- **Brown Ink**
- **Coal Black**
- **Thrall Flesh**

HAMMERFALL KHAKI

Step 1) Apply a solid and opaque basecoat to the area in Hammerfall Khaki.

Step 2) Shade the area using Gun Corps Brown.

Step 3) Add a second layer of shading with Bastion Grey.

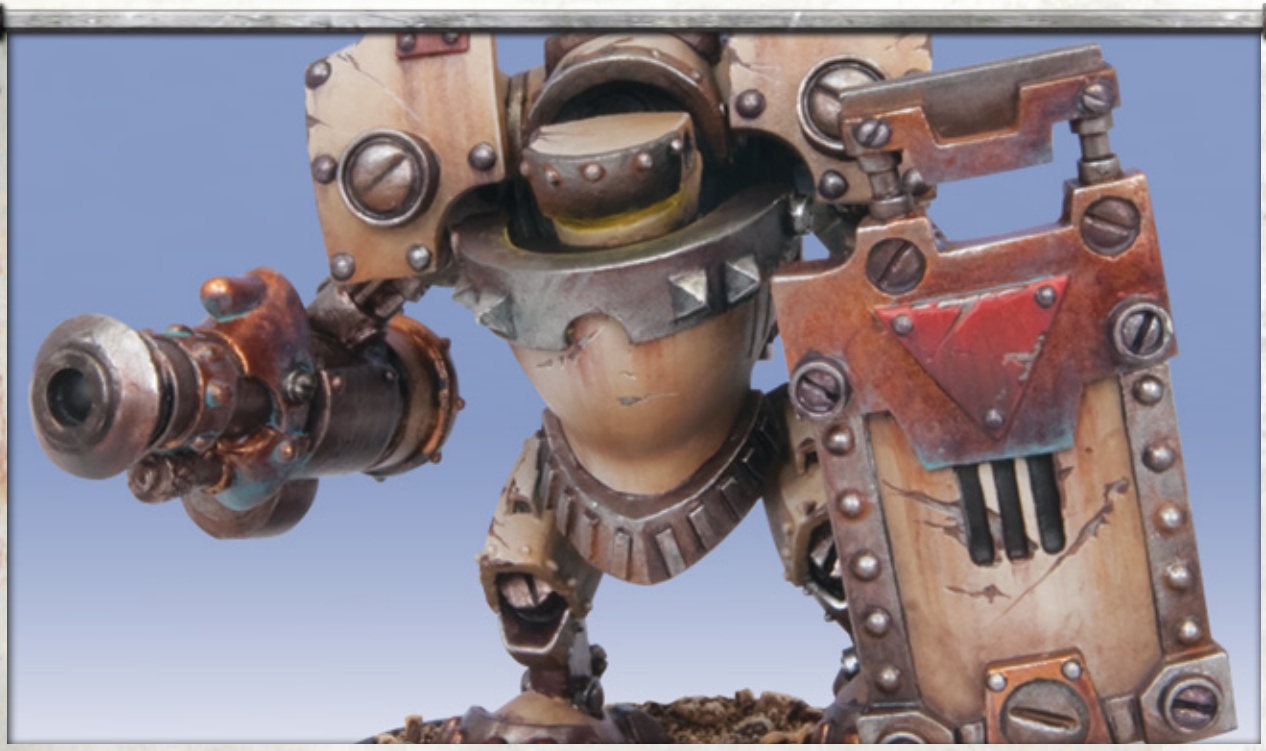
Step 4) Highlight the area with a mixture of Hammerfall Khaki and Menoth White Highlight.

Hammerfall Khaki

Bastion Grey

Gun Corps Brown

Menoth White Highlight



The Hammerfall color scheme works well on Rhulic warjacks too. Including elements like weathering and battle damage adds even more character.

WOOD

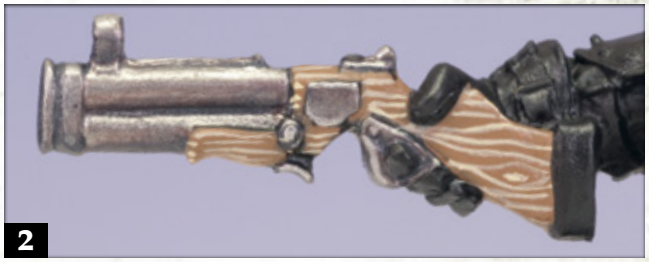
Step 1) Basecoat the wood in Gun Corps Brown.

Step 2) Paint the wood texture using Menoth White Base.

Step 3) Mix a small amount of Yellow Ink and Bloodstone into Brown Ink and blend this mixture over the texture. The blending concentrates the ink toward the butt of the gun, creating a appealing gradient.

Step 4) Add a little Blue Ink to the previous mixture and use this to apply final shading by blending the ink the same way as for the previous layer.

- Gun Corps Brown
- Menoth White Base
- Yellow Ink
- Bloodstone
- Brown Ink
- Blue Ink



GUN CORPS BROWN

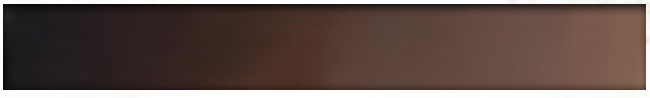
Step 1) Basecoat the area with multiple layers of Gun Corps Brown until you achieve solid coverage.

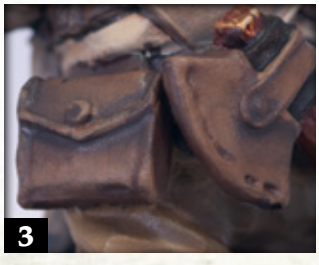
Step 2) Shade the brown with a layer of Battlefield Brown.

Step 3) Apply further final shading using a mixture of Battlefield Brown and Exile Blue.

Step 4) Highlight the area with a mix of Gun Corps Brown and Beast Hide.

- Gun Corps Brown
- Battlefield Brown
- Exile Blue
- Beast Hide





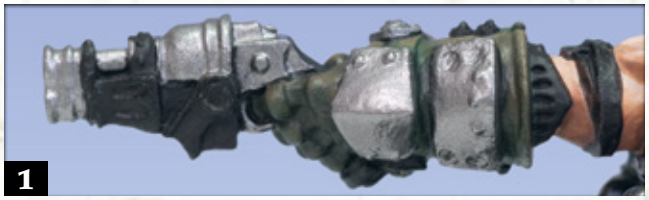
STEEL

Step 1) Basecoat the area using Cold Steel. Make sure to use enough coats of paint to get a solid basecoat with no patchiness.

Step 2) Shade the metal with a mixture of Brown Ink and Exile Blue.

Step 3) Apply a second layer of shading using a mixture of Green Ink and Brown Ink with a small dot of Cryx Bane Base added.

Step 4) After the rest of the model is painted and protected with matte sealant, apply some final highlights with Quick Silver. This restores some of the shine muted by the matte sealant.



- Cold Steel
- Brown Ink
- Exile Blue
- Green Ink
- Cryx Bane Base
- Quick Silver

BRASS

Step 1) Use Brass Balls to apply a solid basecoat for all the brass areas.

Step 2) Shade the area with thinned Molten Bronze.

Step 3) Mix Molten Bronze with Brown Ink and Gnarls Green and use this for further shading.

Step 4) After the rest of the model is painted and protected with matte sealant, apply some final highlights with a mixture of Cold Steel and Solid Gold. This restores some of the shine muted by the matte sealant.

- Brass Balls
- Molten Bronze
- Brown Ink
- Gnarls Green
- Cold Steel
- Solid Gold

THE ADVANCED FACE

Step 1) Basecoat the face in Midlund Flesh. Keep your paint thin, and make sure your basecoat is solid and uniform.

Step 2) Shade the face using a mixture of Skorne Red and Midlund Flesh.

Step 3) Mix some Battledress Green with more Midlund Flesh and apply a second shading. The green and red should cancel each other out, leaving a realistic skin tone.

Step 4) Mix Battledress Green with Skorne Red and use this color to define the lines of the face with a fine detail brush. Take care to precisely define the eye sockets, brow line, nose, lines of the cheek, furrows in the brow, and crow's feet around the eyes.

Step 5) Use a 50/50 mix of Midlund Flesh and Ryn Flesh to apply some highlights to the cheekbones, forehead, nose, upper lid, and eyelids.

Step 6) Using Ryn Flesh and a fine detail brush, define the lines of the face. Pay particularly close attention to the forehead, eyebrows, cheeks, and nose.

Step 7) For a "five o'clock shadow," mix Midlund Flesh with Bastion Grey and thin the mixture with water. Apply the paint in multiple thin coats to the chin, jaw line, and upper lip.

Step 8) Because this model is a pirate and probably has stubble instead of just a five o'clock shadow, mix some Thornwood Green with Midlund Flesh and lots of water and repeat the process from step 7.

Step 9) To add some extra expression, take a drop of Red Ink and add a lot of water to dilute it to glaze consistency. By applying this glaze to specific parts of the face we can imply all sorts of things. In this case we painted it on the nose, lower eyelid, and central brow and forehead. A red nose implies the subject is a drunkard; the reddish lower eyelid implies he is weary or battle hardened; the red central brow implies he's a belligerent and a bruiser. Other places to apply the red are the ears (to show anger or shame) and the outer part of the cheekbones (to give the face a flush of health or embarrassment).

- **Midlund Flesh**
- **Skorne Red**
- **Battledress Green**
- **Ryn Flesh**
- **Bastion Grey**
- **Thornwood Green**
- **Red Ink**

TATTOOS

Step 1) Basecoat the flesh evenly in Midlund Flesh. After the basecoat is dry, use a mixture of Coal Black and Thamar Black to paint your tattoo. You can easily fix any mistakes by reapplying the basecoat.

Step 2) From this point on, the flesh is shaded and highlighted in a very similar way to the face with a couple of notable exceptions. The first is mixing lots of Mixing Medium in with the paint to increase the translucency so that the tattoo is visible through multiple layers. The second difference is mixing the green and red with Khardic Flesh instead of Midlund Flesh. This will make the face appear brighter and cause it to draw the eye due to value contrast. Keeping these two things in mind, mix Skorne Red with Khardic Flesh and lots of Mixing Medium and use this color for the first shading step.

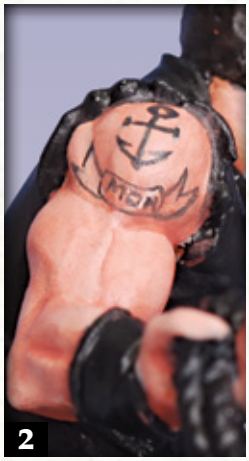
Step 3) Apply additional shading with Khardic Flesh mixed with Battledress Green and lots of Mixing Medium.

Step 4) Mix Battledress Green with Skorne Red and use this to paint lines separating and defining individual muscle groups.

Step 5) Mix Midlund Flesh with lots of Mixing Medium and apply highlights. Then carefully clean up any areas of the tattoo that have been obscured by paint to bring the details back to the surface.

Midlund Flesh
Coal Black
Thamar Black
Skorne Red
Khardic Flesh
Battledress Green

1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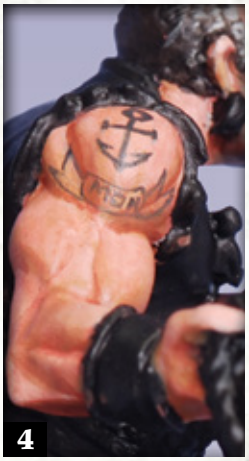
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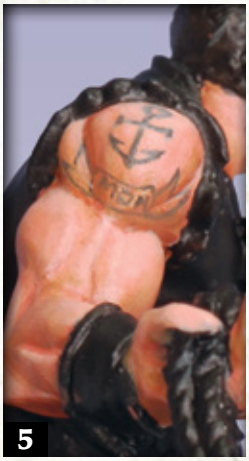
5

Don't be afraid to experiment with more intricate and colorful designs in tattoo work.

MERCENARY MODEL GALLERY

MAGNUS THE TRAITOR
Warcaster

MAGNUS THE WARLORD
Epic Warcaster

ASHLYNN D'ELYSE
Warcaster

CAPTAIN BARTOLO MONTADOR
Privateer Warcaster

CAPTAIN PHINNEUS SHAE
Privateer Warcaster

FIONA THE BLACK
Privateer Warcaster

GORTEN GRUNDBACK
Rhulic Warcaster

DURGEN MADHAMMER
Rhulic Warcaster

DRAKE MACBAIN
Warcaster

MULE
Heavy Warjack

MANGLER
Heavy Warjack

EIRYSS,
MAGE HUNTER OF IOS
Solo

EIRYSS,
ANGEL OF RETRIBUTION
Epic Solo

FREEBOOTER
Heavy Warjack

MARINER
Heavy Warjack

SEA DOG CREW
Unit

BLOODY BRADIGAN
Solo

BUCCANEER
Light Warjack

DOC KILLINGSWORTH
Solo

LORD ROCKBOTTOM, EXPEDITION FINANCIER
Solo

FIRST MATE HAWK
Solo

DIRTY MEG
Solo

PRESS GANGERS
Unit

MR. WALLS, THE QUARTERMASTER
Unit Attachment

MASTER GUNNER DOUGAL MACNAILE
Solo

SEA DOG RIFLEMAN
Weapon Attachment

SEA DOG DECK GUN
Weapon Crew Unit

BOSUN GROGSPAR
Solo

THE COMMODORE CANNON & CREW UNIT
Unit

LADY AIYANA & MASTER HOLT
Unit

MADELYN CORBEAU, ORDIC COURTESAN
Solo

RHUPERT CARVOLO,
PIPER OF ORD
Solo

RUTGER SHAW,
PROFESSIONAL ADVENTURER
Solo

TARYN DI LA ROVISSI,
LLAELESE GUN MAGE
Solo

TALON
Light Warjack

RENEGADE
Light Warjack

KELL BAILOCH
Solo

HERNE STONEGROUND & ARQUEBUS JONNE
Unit

NOMAD
Heavy Warjack

ORIN MIDWINTER, ROGUE INQUISITOR
Solo

STEELHEAD HALBERDIERS
Unit

STEELHEAD CAVALRY
Unit

STEELHEAD RIFLEMEN
Unit

CAPTAIN SAM MACHORNE & THE DEVIL DOGS
Unit

VANGUARD
Light Warjack

STANNIS BROCKER
Solo

GREYGORE BOOMHOWLER & CO.
Unit

ALEXIA CIANNOR & THE RISEN
Unit

THRALL WARRIOR
Solo

OGRUN BOKUR
Solo

ANASTASIA DI BRAY
Solo

CYLENA RAEFYLL & NYSS HUNTERS
Unit

GRUNDBACK BLASTER
Light Warjack

GHORDSON BASHER
Heavy Warjack

GRUNDBACK GUNNER
Light Warjack

HORGENHOLD FORGE GUARD
Unit

HORGENHOLD ARTILLERY CORPS
Weapon Crew Unit

THOR STEINHAMMER
Solo

HAMMERFALL HIGH SHIELD OFFICER & STANDARD BEARER
Unit Attachment

GHORDSON AVALANCHER
Heavy Warjack

HAMMERFALL HIGH SHIELD GUN CORPS
Unit

GHORDSON DRILLER
Heavy Warjack

WROUGHTHAMMER ROCKRAM
Heavy Warjack

DANNON BLYTHE & BULL
Unit

HARLAN VERSH,
ILLUMINATED ONE
Solo

CROE'S CUTTHROATS
Unit

GORMAN DI WULFE,
ROGUE ALCHEMIST
Solo

REINHOLDT,
GOBBER SPECULATOR
Solo