



Handcannon: e-zine

The First Unofficial Warmachine E-Fanzine
brought to you by gamers, for gamers!

THIS ISSUE:

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Jason Soles

Big Ass BatRep.:

Khador vs. Cryx

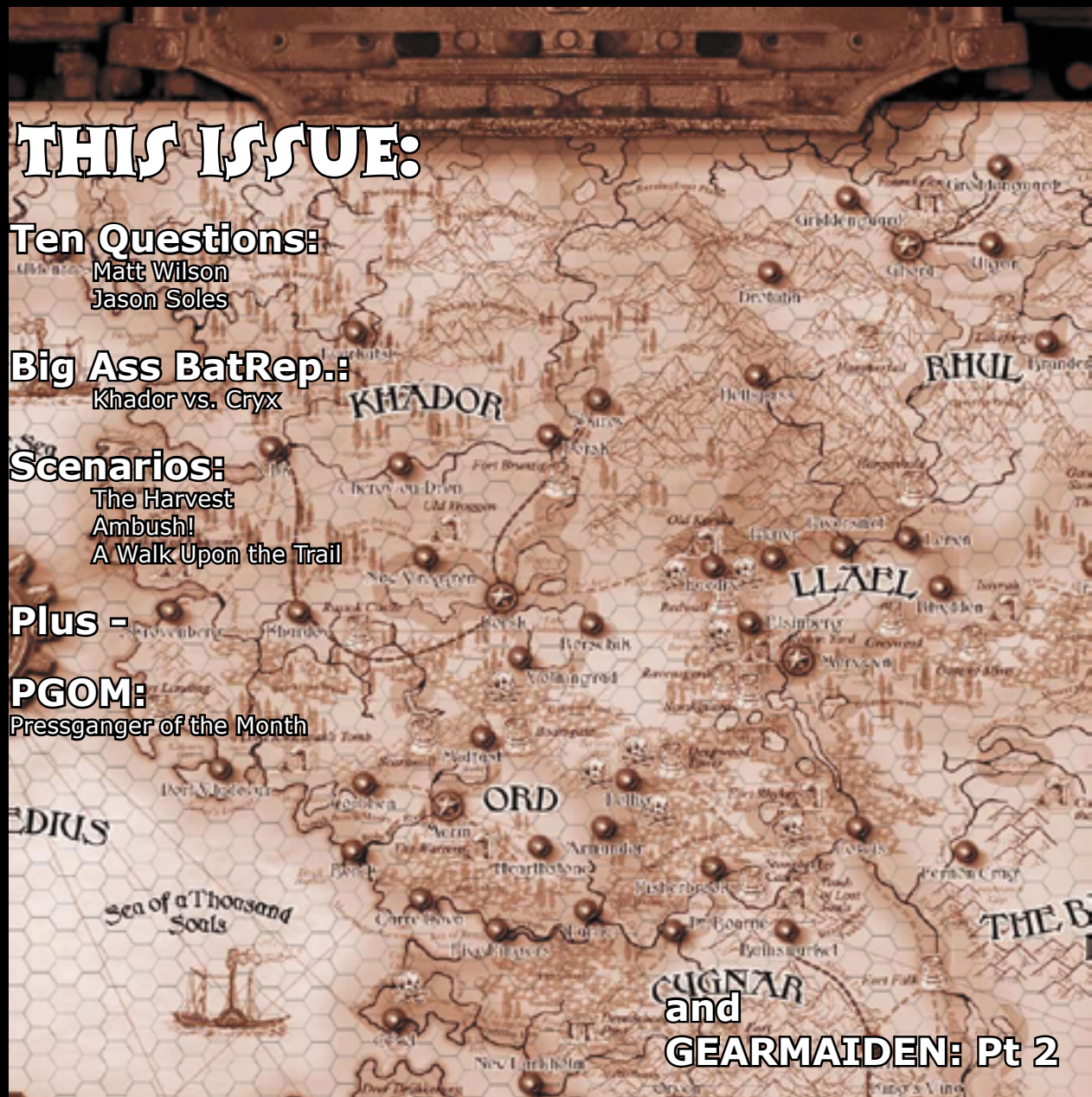
Scenarios:

The Harvest
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Plus -

PGOM:

Pressganger of the Month



and
GEARMAIDEN: Pt 2

Welcome to Handcannon



Hey all, welcome to the inaugural issue of Handcannon, the first and so far only IKWARMACHINE E-Fanzine. We hope to be able to fill at least a few pages of somewhat useful content every other month, which shouldn't be too hard to do with a little help from the awesome wargaming/roleplaying community associated with IKWARMACHINE and the IronKingdoms D20 campaign setting.

This months contributors:

forsakenZen - YoungWolf7 - Black_Widow
Greedo - BladesoDoom - Osuman13 - Banejack and Fenris

We would like to thank all at Privateer Press for putting out these great games and this rich fantasy setting and also for allowing us the use of their awesome artwork, it helps alot and allows us to focus on content, believe you me I can draw a mean stick figure but Matt and the boys at PP are gods in comparison, Thanks Guys.

- Corbin "forsakenZen" Cook

P.S. - We need a logo!

TEN QUESTIONS:

Matt Wilson



01 - Please state your name, rank and training camp designation.

Matt Wilson
400 lb. Gorilla
The School of Life

02 - Now that that is over with, How does it feel to finally have PRIME on the shelves and in the hands of fans?

It's over? Actually, it feels great. It's the most difficult project I've ever been involved with, and truly, I thought it might never end. But so far, the response appears to be fantastic, and that's really the most we could hope for.

03 - Is there anything you would change about the process of getting the game out now that you can look back upon it?

Under the circumstances that we were working under, no. A great deal of strategy went in to how to bring this product to market. What appear to the outside as delays were often strategic moves. We avoided bringing the game out at times when it would be obscured by larger releases, and we made sure that we built our line out far enough that it could be continually supported without gaps in the schedule. I suppose the only thing that we would have done differently, if I could have looked into the future, is produced more. For the last 18 months, we received a lot of resistance to the idea of a new miniatures game, and as a start up company, we had to take this under consideration and estimate our production runs conservatively. As it happened, we exceed the expectations of everyone, including our own, and that has made our production schedule a little bumpy.

04 - Do you feel that Privateer Press has grown as a company and or family since its' inception?

Absolutely! We started with three guys< a writer and two artists. Now...well, take a look at the credits list in PRIME! Not everyone there is a full time contributor, but they were all involved in some fashion. And there are more guys working on other Privateer products, like the RPGs, that don't even show up there. The core of the company is now about a dozen people,



Jason Soles



01 - Please state your name, rank and training camp designation.

Jason Soles, lead developer WARMACHINE. In theory, I am charged with rules development, running playtests, and concepting new models. In practice I share all the development responsibilities with Matt Wilson. I am also a Rivet Head terrain maker and miniature painter... And whatever else comes along...

02 - Now that that is over with, How does it feel to finally have PRIME on the shelves and in the hands of fans?

I feel great. In fact I can barely contain my excitement. We all have a fair bit of our lives tied up in that book and I am incredibly proud of it. All I could say was, "Damn!"

03 - Is there anything you would change about the process of getting the game out now that you can look back upon it?

What a loaded question... Sure. Hindsight is 20-20 and all that. We learned plenty that will help us as we continue to shape the game. The biggest problem we had was the failure to accurately gauge demand... All and all not too bad as problems go. Hope you didn't expect too much more of a reply.

04 - Do you feel that Privateer Press has grown as a company and or family since its' inception?

While I haven't been around since the inception, I have been around since August and I have nothing but respect and admiration for everyone that makes up Privateer Press. We've been 'in the trenches', so to speak, for awhile now and have come to rely upon each others strengths and capabilities.

05 - What's the single best part of your job at Privateer?

The best part is getting to work with some of the most creative people I have ever met. I am continually amazed by the talent we have pooled. ...Oh... And getting paid to write games about steam powered

Matt cont...

with several other regular contributors, and quite a bit of part time help.

05 - What's the single best part of your job at Privateer?

Answering email interviews, of course. But the second best part is...well...I got make my dream-game. If you could design a game, create the designs for the miniatures, and then employ a world class group of sculptors (including the legendary Mike McVey) to sculpt everything you imagine, how would you feel? Really, I can't think of anything cooler.

06 - Which of the initial four factions is your favorite? Why?

This is such a tough question for me because I designed all of them, so at some point while I was working on them, each one has been my favorite. However, for play, I'd say I am usually a Cygnar player. I'm not sure if I've defaulted to that or if I really am more attracted to them. I think because they are the bar against which all things are measured, they seem to appeal to me.

07 - Where there any units/models you would have liked to see make the initial release that didn't?

There are some really kick ass models that we held over for our next cycle. Seriously, we had enough material to double the size of PRIME, but it would have taken a great deal longer to finish a book that size. We have concepts for new warcasters that will blow your collective minds. There are troops coming that will add new dimensions to the game, and of course, there is a host of new warjacks. I'm not disappointed that these didn't make it into PRIME, but I am really looking forward to the next installment of WARMACHINE.

08 - Describe the reception Privateer has received from convention goers and staff.

In general, it's great. People are very generous with their praise of the products, and we never tire of hearing it. We always try and keep a level head so that we don't overlook mistakes (they happen) but there isn't much that is better than seeing a group of people standing around a table enjoying the product of your labors.

Cont. on page 8...

Jason cont...

automatons tearing each other to bits...

06 - Which of the initial four factions is your favorite? Why?

That's a tough call and really depends on my mood. Most likely my favorite is Khador. It is a deceptively difficult faction to play and has a considerable number of dirty tricks up its sleeve... With the capacity to inflict damage totals stretching easily into the 30s...

07 - Where there any units/models you would have liked to see make the initial release that didn't?

Digging huh? There is a lot of stuff for Menoth I really wish we had room for... Some dark and terrible things... There are also some great warcasters on the way for Khador that we had to postpone for space reasons. It's too early to say much more at the moment. Sorry.

08 - Describe the reception Privateer has received from convention goers and staff.

I am always blown away by our reception. We have a great time at shows. It is always good to hear what people have to say about our work and they aren't shy at conventions. Meeting new people is one of the best parts of the job.

09 - Besides Warmachine, What is your second favorite game to play?

I'm a big fan of Pagan Publishing's 'Hills Rise Wild' board game. The best shoot-em-up-back-woods-lovecraft-hillbilly-mutant game ever. The last roleplaying game I played was Nightfall Games' 'SLA Industries.'

10 - Where do you see Privateer in the industry in the next year?

We will continue to spread WARMACHINE to the masses along with greater numbers of Iron Kingdoms role-playing books. We have a lot of plans for the future that I cannot wait to see come to light. There is plenty more on the way!

That's 10 questions, so I'm signing off.

Jason Soles
Lead Developer
WARMACHINE - Privateer Press



Scenario: *The Harvest*

or “Won’t someone please think of the children!”

by Greedo

Your Cryxian force is trying to gain a small beachhead on the mainland for an upcoming large-scale attack. You have brought only a couple of warjacks and one necro-tech to keep a smaller profile but you will need more forces to maintain your control of this area. There is a small village a short distance away. Your necro-tech has reminded you that villager bodies will make fine scrap thralls. Your course of action is clear.

Terrain:

The board is a standard board with a small village in the center. The village may consist of as many buildings as the players like. The defending player will deploy his warband and 13 villagers somewhere inside the confines of the village. After the defender has deployed his forces the attacker may deploy, with his figures touching a table edge, and go first.

Special rules:

The defender’s goal is to get the villagers to safety off a board edge. It doesn’t matter which board edge they go off, any one will do.

The villagers have stats as follows:

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
4	-	-	-	10	10	6	-

The villagers aren’t able to attack the raiding warband (although now I have visions of The Seven Samurai floating around my head) but will be under the control of the defender to move as he sees fit.

Finally, although the villagers will be used for scrap thralls in the future, your necro-tech will require a bit more time than usual to prepare the bodies for use. You may not use villager bodies to make scrap thralls in this scenario.

Win conditions:

There are two goals for either side of this scenario. One side is saving or killing the villagers. If the defender is able to get over half of the villagers off the board it counts as a minor victory. If the attacker kills over half the villagers it counts as a minor victory. The second goal is the demise of the opposing warcaster. However, a dead warcaster does not necessarily mean the end of the game. If your warcaster dies you may fight on but you will have to resort to the basic cortex functioning without any use of focus. If either player is able to accomplish their primary goal and kill the opposing warcaster as well it counts as a major victory. If they accomplish their primary goal but lose their warcaster in the process it is a tie.

Final notes:

This scenario can be played using non-Cryxian factions as well. It wouldn’t be hard to imagine the Protectorate of Menoth deciding that a local village must be destroyed for its lack of reverence to the Church of Menoth. Perhaps the attacking group (regardless of faction) believes that the village is in fact a Cryx base of operations for the future assault. Whether or not this is true is up to the players.

Scenario: AMBUSH!

A Warmachine scenario by Michael L. Bricker(a.k.a. BladesoDoom)

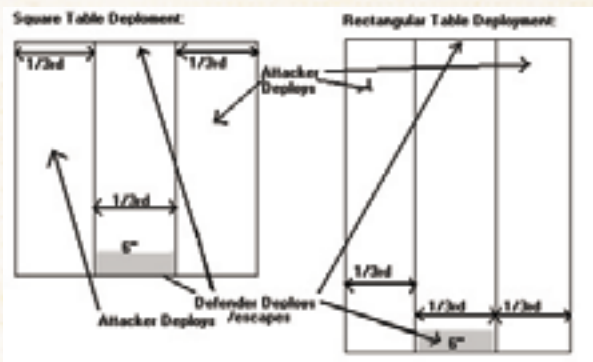
Denegrah smiled as her 'jacks moved quietly throught the swamp to the right of Cygnarian reinforcements heading to where a battle was taking place. The foly of cutting through the swamp would soon be known...

Materials:

To play ambush you need your Warmachine army, an opponent with an army, an area to play, and the rules, PRIME or QS, either one it doesn't matter.

Set up:

- 1: Decide who will be the attacking (ambushing) and who will be defending (ambushed).
- 2: Devide your table into thirds, lengthwise, so you have three long and thin sections of board.
- 3: The defender sets up in the middle section(with another section on either side) the attacker chooses which of the other two thirds he will deploy in.
- 4: Deploy: The defender will deploy all his models within 6" of one table edge (inside the middle third), and will be trying to escape off of the opposite edge. The attacker will deploy his forces in the third he chose, the models can be set up in any part of that third.
- 5: Play!



Results:

The victor is decided by victory points, the attacker gains the victory points of any defending model he kills. While the defending player gains the victory points of any model he can get off the opposite table edge (should be short edge, if the table is rectangular) Total up the victory points of both players, the one with the higher value wins!

Note: If an suitable model is on hand or can be agreed upon, then the defender may take (for no points cost) several wagons/carts carrying supplies. Each of these is worth two(2) victory points. A maximum of five (5) carts may be taken.

A cart's stats are as follows:

SPD	STR	MAT	RAT	DEF	ARM	CMD	FOC
6"	5	-	-	15	13	6	-

A cart has no attacks, can take three(3) points of damage before being destroyed, and counts as a living model (the driver).

Also note: The diagram I drew up to help with the deployment arrangement is of pretty poor quality. Please note this is because I both have a cruddy graphics program (Paint! *gasp*) and I'm very bad at drawing. The quality of the picture is in no way the fault of Mr. Cook (aka. forsakenzen) E-mail me what you think of this scenario! (I think it needs a little work, but maybe not.) My e-mail address is: Starcraftbw12@ameritech.net Please, no flames/insults/advertisements/cynicism, critical thinking always appreciated, as well as battle reports using this scenario!

Thank you,

--Michael L. Bricker (a.k.a. BladesoDoom)

Scenario: A walk upon the trail

A Warmachine scenario by Bruce Euans (a.k.a. Osuman13)

This is a scenario that I am currently using to help show off the game to newcomers and other beginners. This scenario works great in that it allows for combat to take place rather quickly and helps to move the demos along nicely. That way as many people as possible can check out the game and the rules system that it uses within an allotted demo time slot.

The basic plot of the scenario is, there is an invading force that plans to hit one of its opponent's supply lines. Through the use of spies, the defender has learned of these invasion plans and presumably which line is going to be invaded. They will send out a force to help protect that supply line, even though in their hearts they never really expect their opponent of having enough guts to invade their homeland. Sure enough though, their opponent is just that ambitious, and is going to try and take the supply line, as well as attempt to defeat the defending force in the process. The

forces will soon clash, one to defend what is rightfully theirs, and the other to receive the spoils of war. Which side will you be on, that of the Victor or the Vanquished? So bring it on if you've got the metal!!

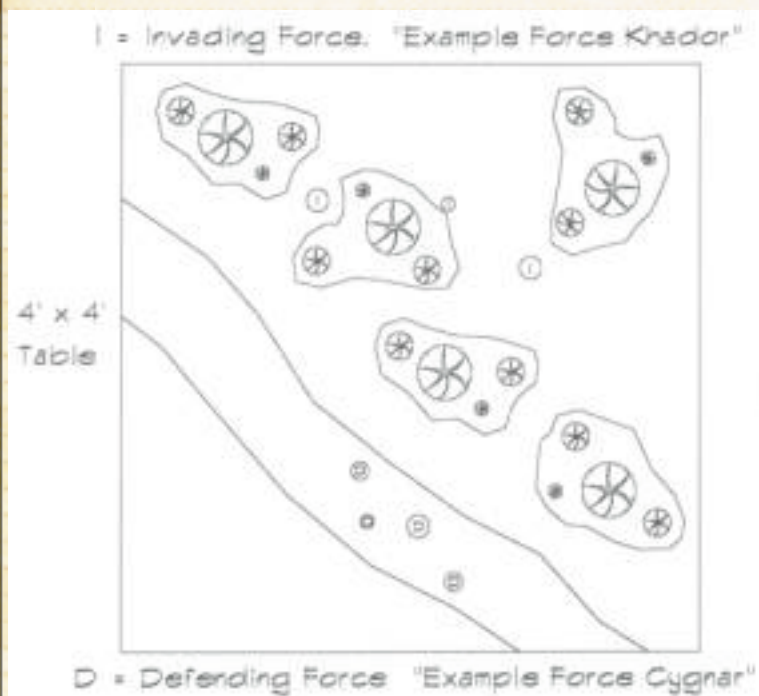
The scenario begins with each player rolling a D6 to decide who will be the invader and who will be the supply line defender.

Players then set the board up with a tree line dividing the game board in half. I usually cut the board in half at a diagonal angle, but players may split the board however they like. Any other terrain may be added at the player's discretion.

After the terrain is set, the players will deploy their forces. The Defender sets up his or her force first. They can be set up however the defending player would like, though they must be in some semblance of a straight line as if they were walking alongside the tree line looking for any signs of the invaders.

The Invader sets up his or her force next and they can be set up however the invader would like, though they must be within cover of the trees, and at least 20" away from the nearest defending model.

After set up, the game begins, with the Invader getting the first turn. They are the invader of course. Play continues normally from that point on. If the invading force wins, then they have earned the A



Walk Upon the Trail cont...

supplies, bragging rights, and the spoils of war. If the Defenders win the day, then they retain what is rightfully theirs and receive the wonderful bragging rights over their vanquished foe.

This scenario is very similar to a basic game of WarMachine as listed in the Quick Start rules. It is just done in a way to force combat to take place quicker to help demos of the game progress a little faster. This scenario can be adjusted to include actual supplies that can be stolen from the defending army. Also, the defender could choose one of his 'Jacks to be carrying some vital information within it's hull, and the invader must capture that 'Jack without destroying it. There are many different things that can be done to improve upon this scenario to make it more enjoyable for experienced players. Thanks for checking it out. Hopefully you enjoy playing it.

Bruce A. Euans
Osuman13
Press Gang Member

Matt Wilson Interview continued:

09 - Besides Warmachine, What is your second favorite game to play?

Honestly, I haven't played anything else in a couple of years since we've been working on the Iron Kingdoms line.

10 - Where do you see Privateer in the industry in the next year?

Oh man, I wish I could say. I've been doing this stuff long enough that I always guard against too much speculation. You never know when something is going to change, for the better or for the worse. Right now, we have huge challenges just to get to next month, much less next year. I can say where I hope we are: I hope that we are still here, making WARMA-CHINE and the Iron Kingdoms RPG. I hope that our production stabilizes, and that Privateer can find a solid foothold in the game industry, and be recognized as a company that makes quality products and supports their players. That's not too much hoping, is it?

PG of the Month: Dan Smith, (YoungWolf7)

1. Who the heck are you?

I am a 33 year old Utah native. I spent 8.5 years in the US Navy and served in Desert Shield / Desert Storm. I currently work in the print industry as a prepress specialist / freelance graphic designer. I have been happily married for 16 years to my lovely wife. (Who does not game and has no interest in it.) Fortunately she lets me game to my heart's content! I have three children and three cats. (The cats do not like me as I made them move outdoors. It turns out I'm allergic to the hairy beasts!)

2. What got you into miniatures wargames?

Ages ago, my good friend John called me and said that he had found a use for all of the miniature skeletons I had been collecting. When I came back to Utah on leave, he introduced me to Warhammer Fantasy Battles. (3rd ed. I think.) I was instantly hooked. I've been playing ever since.

3. What's your favorite aspect of the hobby?

I like it all!

I suppose I favor the painting / modelling aspect just a bit more. I take great pride in my work even though I'm no Slayer Sword candidate. I love to create with my hands, and I lose track of time when I'm working in my lair.

4. What do you like about WARMACHINE in particular?



Continued on page 15

GEAR MAIDEN: Pt 2.1

Greetings!

For those of you on the Warmachine Forum, you'll be happy to know that this is the continuing story of the Rogue Warcaster Jennica Sohm and her Ironclad, Sid. The original title of this story was 'Warjack'. But, I have since changed it to 'Gear Maiden'. The chapters posted here are actually partial chapters - due in part to limiting wordcount to something manageable. Thus, you will see the chapters listed as 'Chapter 2.1' and 'Chapter 2.2' and so on. This will make it easier to assemble offline, should you choose. As always, feedback is not only welcome, but greatly appreciated!

-Banejack

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GEAR MAIDEN

Chapter 2.1

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Watching Alexi and the warcaster, the scout thought about intervening but decided against it. Alexi had it under control, and besides, time was short and that was something everyone needed a little more of to evacuate the area. Glancing around to make sure the group was packing up quickly, the scout headed back into the trees.

Naphan Mure was at home in the forest among the sheltering trees and mossy earth. Growing up wasn't easy and he'd often find solace among the whispering pines and ancient oaks. As a halfer, that is, a child with parents of two different races, he'd endure the merciless taunts of his peers. "Naphan is a halfer! Naphan is a halfer!" the small town's children would sing, while pummeling poor Naphan with stones and sticks. It was just as well, the persecution taught him to be strong and he was able to find himself, when exploring the woods alone had become the alternative to constant ridicule.

Naphan had lived in a small house on the outskirts of Tevris, nestled at the foot of the Silvertip Peaks near the Oldwick River. Tevris - but a blemish upon the face of the Iron Kingdoms, a little sinkhole of a town that worked a single iron mine and shipped its product monthly to Leryn, the closest city of any note. An only child, Naphan lived with his mother and helped her raise chickens, which they in turn sold in the Tevris market for their livelihood.

His father was Nyss and Naphan seemed to favor that side of his lineage more so than his Llaelian mother's. His complexion was paler than even those of Tevris and his hair a flat black, with ears that came to a gentle point. His features narrow and angular and his eyes a sparkling violet flecked with gold. Naphan was stealthy - silent as a hunting wolf and just as cunning. And, it wasn't too long after he'd turned eighteen that he left his home and his mother and the grimy town of Tevris and disappeared into the forest for good.

And, disappearing in the forest was something Naphan did well.

He pulled the camo-cloak tighter about himself as he moved, allowing its subtle magical properties to obfuscate his presence. A gift from his half-brother, Lir Korum, Naphan treasured it and the advantage it so often gave him. Lir Korum was full-blooded Nyss and had sought out Naphan early on; often appearing at his side unnoticed and more silently than Naphan could ever hope to be. Naphan felt at ease with his half-brother and enjoyed his company immensely.

Passing over the newly fallen snow without a sound, Naphan heard the Trenchers moments before he saw them. They were close - he'd only been on the move for a few minutes and here they were already, trudging along in a loose formation. Unslinging his long rifle, Naphan carefully braced it against the sturdy trunk of a middle-aged Alder tree.

"Forgive me, mighty Alder, but this will only take a moment." Naphan quietly muttered to the tree as he sighted down the long rifle and took aim. Since Trenchers wore no marks to distinguish officer from trooper, his chosen target was as good as any of them. He waited patiently as they plodded on, needing to put just a little distance between them and himself.

"Such melodrama." Whispered a voice silently in his ear. "I seriously doubt the tree will mind."

It was Lir Korum.

"I am constantly surprised at the circumstances I continually find you in, Naphan." Lir Korum added, his voice silent as the wind blown snow.

"I need to buy some time, Lir." Naphan replied under his breath, never taking his eyes off the Trenchers.

"Ah. For the humans."

"Yes. This is my fault. I was scouting too far out, I didn't notice this bunch until they were almost upon the hu... my associates."

"So, you plan on making a lot of noise and sacrificing yourself for them, is that it?"

Naphan looked at his half-brother, "What?"

"Your rifle. Makes a lot of noise." Lir Korum stated the obvious. "And, there are fifteen, soon to be fourteen, of them and one of you. You shoot. Kill one. They turn. Return fire. You buy your associates some time with your death. Am I understanding your plan correctly?"

"And you have a better plan?"

"I do. I thought of it just now, in fact."

Naphan frowned. Time was almost up and the Trenchers would be upon the encampment in seconds. His patience wearing thin, glaring at his half-brother for the span of a heartbeat, Naphan wanted to scream at him to just get on with it. He could be so infuriating. But, Lir Korum would not intervene without being asked, even if it meant death like he said.

"Please, Lir - " Naphan began.

Lir Korum grinned like a Burrow Mawg that just caught... well, anything edible.

"Ready your rifle and only shoot if things look grim." Lir Korum cut his half-brother short and double-notched two arrows in his bow. Moving forward into the clearing the Trenchers were walking through, he began speaking arcane words under his breath, causing the hair on the back of Naphan's neck to prickle.

Lir Korum let the arrows fly, sinking them both deep into the back of the Trencher furthest on his left. The doomed soldier let out a cry and fell to his knees, reaching feebly over his head to remove the shafts. He fell forward into the snow, lifeless. Immediately, the Nyss notched two more arrows.

Taken by surprise, the Trenchers went on the defensive. Turning, they sought out a target, an attacker. Some knelt in the snow, to present a smaller profile, while others continued to stand, but all had their rifles at the ready. What they saw was startling - a lone Winter Elf, dressed in black leather, his black hair drifting in the wind, contrasting sharply against his bone-white skin; a monochrome apparition upon the bleak landscape. He held a bow, double notched with two wicked looking arrows.

"You trespass!" Lir Korum yelled out in Cygnaran, "Go back the way you came! I will not give a second warning!"

As he spoke, the weather turned foul - the morning's gray clouds darkening menacingly and the light snowfall turning to sleet and freezing rain - but only within the area around the Trenchers. Some of them looked to the sky while others looked at one another. It was magic they were up against. And it was getting worse.

Lieutenant Seamus Cromwell, of the 23rd Thornwood Garrison, was not a man who was easily intimidated. He'd seen far too many conflicts and had had his own fair share of killing and death to balk at adversity. However, at this precise moment, he wasn't sure what to do.

The pocket of bewitched weather grew steadily worse around the Trenchers, inhibiting their ability to see, freezing exposed skin and soaking their greatcoats. Already, the Winter Elf was but a blurred shadow through the driving sleet that surrounded them and morale was sinking fast. Cromwell needed to make a decision quickly before his unit broke and ran, or opened fire - either one potentially the wrong thing to do.

"Stand down!" Cromwell said to the men of his unit, motioning for them to lower their weapons.

"We will go!" He yelled out to the Winter Elf, through the isolated blizzard, hoping his words would make it to the damnable Nyss' ears.

His men complied, but with mixed emotions, he knew. A fellow trooper was dead, but they were definitely at a disadvantage - even if there was only one enemy. And, that was if... there certainly could be more of them. But, it was better to live now and have the chance to fight again when the circumstances were slightly more favorable.

Two of the Trenchers hefted the body of their fallen soldier and the whole group of them began to leave the way they came. The magical storm followed them as they walked and Lir Korum watched them depart, making sure that they did so without a fight. He knew he should just kill them all, but this was not his battle. Although, as was so often the case, it was quickly becoming so.

Naphan slowly lowered his long rifle and could not help but smile. Lir could certainly put on a show. More importantly though, they had just bought the encampment the time it needed to depart. Silently, he moved up beside his half-brother.

"There are more of them, further back. They'll regroup and head this way again for sure." Naphan said.

"I will not be here." Was all Lir Korum said in reply.

Naphan only nodded in agreement.

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BIG ASS BAT. REP. !

First line of Defense.
Khador vs. Cryx Battle Report
By Fenris & YoungWolf7

Just inland from the windswept northern sea, near Khador's border with Cygnar, lays the site of a fortress that was meant to stand against invading hordes of Orgoth. That was 600 years ago. Now all that remains of the fortress is one crumbling corner of a wall, with rubble scattered in a seemingly random arrangement. Now, incongruously, a large, fairly successful inn lies just to the west of the ruin. And, as birth follows death follows birth, a few of the loose stones from the gray fortifications are now used as part of a fence to keep livestock out of the inn's small herb garden during the pasture season.

As her distant ancestors did centuries ago, Kommander Sorscha huddled behind the now ruined fortress wall and waited to repel an invasion. Invasion might sound a little dramatic when applied to the small Cryx raiding party that peasants saw landing on the nearby rocky beach a few nights before, but such raiding parties were all too often precursors to a larger attack. Sorscha had no intention of letting this War Witch think that her land would be an easy mark for Turok's expansion.

Her lonely, cold wait ended with the dawn. From the west Sorscha felt, then heard, the approach of the bonejacks and their mistress. She stood, drew her hand cannon, and strode from the ruin to engage the invaders - as any Khadoran would - head on.

Forces

YoungWolf very graciously offered me the chance to choose which side I'd like to field, and I decided to go completely against my own preferences, style of play, and better judgment and chose Cryx. That left Komrade YoungWolf to field the Khador defenders.

We chose to keep the forces simple. We both fielded standard box set battlegroups, including the default warcasters - Deneghra and Sorscha.

Setup

Terrain was set up randomly, as agreed upon by both players. I was sure I wanted to use YoungWolf's 'red brick inn', lovingly crafted from Hirst molded blocks. [An upcoming battle report may include his massive Hirst block Amazon oracle proxying for a Protectorate temple - stay tuned!]

While our gaming group has no 'standard' way of setting up terrain, it's always my goal to build a story into the scenario. In the absence of any specific idea, we simply set the terrain up in a random, but logical pattern, and then allowed the terrain and deployment to dictate the story. In this case, once the terrain was set up and the story culled from the tabletop, it was the plotline that dictated who would set up on which side: the Khador defenders would set up near the old ruin, while the Cryxian raiders would approach the area from the opposite side.

<YoungWolf7> This was going to hurt. As I am a diehard Cryx player, I hated to whale on them, but I can't just lay down and die. My honor is at stake here!

As per the QS rules, a simple d6 roll determined that the Cryx forces would have the dubious honor of going first.

Round 1

I intentionally deployed my Cryx 'jacks away from where I wanted them. My tactic, which generally works well against slower opponents, is to deploy in very specific places, then 'shuffle' around on my first turn. This usually forces the slower opponent to re-think his match-ups, and in the past, has caused inexperienced opponents to fluster and try to reshuffle his slower troops to match mine. This almost never works against more experienced opponents, who YoungWolf definitely is, but hey, you never know. Therefore, I swung my Slayer and one Deathripper in towards the middle with Deneghra, sent the other Deathripper in a sweeping run around the ruin, and moved the Defiler into the inn's yard to play tag with the Juggernaut.

Sorscha was having none of Deneghra's haphazard redeployment - she'd seen it before, and some lessons are poignant enough to be learned the first time. Sorscha cast fog of war, and the Destroyer lobbed a shot at the flanking Deathripper, but it went wide, splashing shrapnel over the nearby hill.



Round 2

The Defiler spewed a stream of slime at the approaching Juggernaut, but due to the concealing mists rising from the ground, the shot went wide. The flanking Deathripper ran around the back of the ruin, in hopes of catching a dawdling warcaster behind her massive 'jacks. The Slayer and Deathripper near the center continued their approach, and Deneghra successfully channeled Crippling Grasp through the Defiler to the Juggernaut. This spell is a must against Khador, as anything that slows their already ponderous movement is a major tactical hit.

Sorscha Wind Rushed herself forward, then charged into combat with the nearest Deathripper. Much to Deneghra's chagrin, a simple gesture from Sorscha froze most of the Cryx battlegroup in their tracks. After activating her feat, the Khadoran warcaster then used Frostfang to neatly decapitate the engaged bonejack.

The Juggernaut lumbered forward at its lovely 2" move, but the Destroyer wasn't about to spend a turn wool-gathering. Launching a phenomenally lucky bombard shell at the Slayer, the Destroyer did a frightening 8 points of damage.

Sorscha's combination of Wind Rush (6"), charging move (9"), and reach (2") means that with three focus points, she can attack an

opponent that starts her turn 17" away. Remember that she can cast Wind Rush as many times in a turn as her focus will allow!

Round 3

Most of the Cryx models were frozen with the exception of the flanking Deathripper, who wandered around the ruin and towards the Khador rear, but Deneghra felt the need to compensate for her minions' inactivity. She cast Scourge on the Juggernaut, causing eight damage and knocking it to the ground.

Sorscha decided that the Deathripper she was in combat with was no longer a threat, so she calmly strode away, ignoring the damaged bonejack's feeble attempt to bash her in the back. She cast Boundless Charge on her Destroyer, and shot at the Defiler with her hand cannon, with no result. The Juggernaut stood up (using its combat action), then shuffled 2" in the direction of the Defiler. The Destroyer, infused with Boundless Charge, fairly flew across the battlefield into combat with the Slayer. A boosted critical hit with the executioner's ax sheared off the Slayer's right arm, and with it, the helljack's ability to combo strike.

Boundless Charge is a great spell, even without taking into consider-



ation the powerful movement-related effect. A warcaster may only allocate three focus to a single warjack in any one turn, and when charging, one of those focus points is already spent during the charge. By casting Boundless Charge on a warjack, (remember that all spells, regardless of the target, are cast using focus points allocated to the warcaster) you can charge into combat with three focus available to use once the combat has begun!

Round 4

Deneghra sensed that the fulcrum of victory was swinging away from her. With a shout she activated her own feat, and the Khador forces visibly shuddered under the arcane pressure. The flanking Deathripper continued his now ponderous flanking maneuver around the ruin. The damaged Deathripper attempted to bash into Sorscha's rear, but she neatly sidestepped the shambling, headless bonejack. The Slayer hewed tracks along the Destroyer's armored hull, causing 3 points of damage, and hit but failed to wound the Khador 'jack with its tusks.

After the Slayer's attack, I attempted to move Deneghra into combat with the enemy Destroyer, completely forgetting that I'd activated her at the beginning of the turn to use her feat to the fullest. Too many years of playing who knows how many systems makes it easy to make silly tactical errors due to changing rules. In this case, I knew instantly, I may have cost myself victory.



The Destroyer's axe went wide when swinging at the agile Slayer, and the Juggernaut was held completely immobile by the magical combination of Crippling Grasp and The Withering.

A lesser warcaster may have covered her eyes in shame at seeing her two massive warjacks act so ineffectually in a turn. Sorscha, however, is no slouch in her own right. Casting Wind Rush on herself brought her into combat with the nearby Defiler, causing five damage and Critical Freezing it with her sickle.

Certain spell combinations are extremely potent when used in the right situation. Consider a Khador warjack (SPD = 4") affected by both Withering (-2") and Crippling Grasp (-2").

Round 5

The headless Deathripper bashed into Sorscha yet again, and by nothing short of a miracle, actually hit her. One miracle isn't enough when a warcaster is involved - Sorscha's arcane armor absorbed the blow. Deneghra had very wisely held her second Deathripper in reserve (Yeah, right. Actually, I underestimated the distance a flanking maneuver would involve, and being outside of Deneghra's control zone for several turns meant no running.). Anyway, Deneghra's 'reserve' Deathripper charged into the Destroyer's rear causing a single point of damage. While the Destroyer was momentarily distracted, the Slayer also hit, but caused only two points of damage. The Defiler was held in place by Frostfang's freezing bite, but Deneghra wasn't about to let an arc node go unused for long. Casting Scourge through the Defiler, Deneghra inflicted 10 points of damage against Sorscha whose howls of pain and rage were stifled when she was knocked to the ground.

Sorscha knew that her tactical situation stank, and it had nothing to do with the whitewashed outhouse nearby. Her eyes settled on the nearby Juggernaut. Sorscha allocated two focus points to it, and desperately hoped that he was close enough to catch the Defiler under his axe. There's a Khadoran saying that translates roughly as "You can hope in one hand and spit in the other, and see which one fills up quicker." The Juggernaut, still languishing under the effect of Crippling Grasp, couldn't quite reach the tantalizingly close Defiler. Sorscha, for whom retreat is unthinkable, did the unthinkable. Gritting her teeth and clutching at her wounded side, she stood up (using her combat action) and cast Wind Rush on herself twice in succession, disappearing to the other side of the battlefield.



Every veteran warcaster will tell you that careful (and sometimes lucky!) allocation of focus is the hinge on which every battle swings. YoungWolf had a clear tactical advantage before allocating focus to a warjack who couldn't get into combat. The result was that all of Sorscha's remaining focus had to be used for survival. By contrast, one properly boosted (and lucky, don't forget lucky) spell suddenly propelled the Cryx into the helmsman's position.

Round 6

Deneghra sensed victory. She moved forward and attacked the Destroyer with Sliver, causing a little damage, but lining up the Slayer for a big hit. Said big hit wasn't to be, however. The Slayer, acting as if it knew its days were numbered, attacked hesitantly, causing only one point of damage. The Deathripper lived up to my abysmal expectations and caused no damage to the Destroyer's rear. The Defiler, who had been hopping around and mocking the Juggernaut for the entire game, spewed acid at its enemy, causing

corrosion. The still headless Deathripper followed Sorscha across the battlefield.

The Juggernaut took damage from corroding acid as it stumbled slowly towards the Defiler. The Khador Destroyer finally landed a solid hit on the dodgy Slayer and split it from tusk to toe. The Slayer leaked ichors and smoke as it collapsed to the ground. Sorscha, seeing things on this flank more to her liking, charged the Deathripper who had engaged her heroic Destroyer and hit the bonejack for six damage points, immobilizing it.

Round 7

The headless Deathripper approached Sorscha hesitantly, knowing full well what she was capable of, even in her severely wounded state. Both the Defiler and Sorscha's current Deathripper opponent attacked the nearest Khadorans, but neither could hit. Deneghra, with a shriek of frustration at seeing her precious Slayer disabled, channeled Scourge through the headless Deathripper's arc node. The results were a mixed bag; she caused four more hits against Sorscha and knocked her to the ground yet again, but also knocked down the Deathripper in combat with the Destroyer.

The Juggernaut, still wandering after the Defiler, succumbed further to the effects of corrosion. The Destroyer, whose name was looking more and more apt by the second, hewed the prone Deathripper completely in two. Sorscha was in an interesting situation: one the one hand, her Destroyer was single-handedly wiping out the enemy warjacks.

On the other hand, however, she seemed to have nowhere to hide from Deneghra's biting spells and her ever-present arc nodes. She opted for caution; plunging into a nearby stand of trees, she used her remaining five focus points to partially replenish her weakening arcane field.

Round 8

The Defiler sprayed more acid on the Juggernaut, but to no real effect. The remaining Deathripper shambled into the grove concealing Sorscha. Deneghra, knowing a good thing when she sees it, tried to hit Sorscha with the Scourge spell again, this time channeled through the headless Deathripper. The concealment of the trees caused the spell to deviate, though Sorscha was still caught under the blast template. The result was negligible in terms of damage, but Sorscha was knocked to the ground yet again. Deneghra swung Sliver in an arc, shadow binding the Destroyer, but not damaging it.



Due to Deneghra's careful positioning, the Destroyer couldn't hit her with its axe without moving. It couldn't move because it was shadow bound by Sliver. It couldn't fire because it was engaged by Deneghra, who has reach. Therefore, the most devastating model on the field that day stood 1" away from Deneghra for an entire turn, helpless and immobile. Sorscha, somewhat relieved of her terrible wounds, stood up and found the nearby Deathripper (the one she'd almost killed in Round 2!) within Frostfang's

reach. She used all six of her focus points to make four attacks (two boosted) and couldn't hit the shifty little Deathripper as it hopped through the trees.

Round 9

Deneghra saw that her last and therefore, useless to summoned the Defiler battlefield, and cackled in she saw that it had been Defiler's arc node, she cast again. Yet again Sorscha her and took four points of Turok's power was enough ground.

Sorscha's eyes narrowed northern homeland. Her she nearly lost conscious-through a slight gap between the object of her torment. Wind Rushed at Deneghra, her magical sickle. Her as Deneghra spun about, and dodged Sorscha's again, in defeat as much to faint with the pain from As her eyes closed, with with a smug grin, raising blow, she saw the Destroy-



Deathripper was engaged, her as an arc node. She to sprint across the malevolent delight when fast enough. Using the Scourge at Sorscha yet felt a magical blow upon damage. Yet again Lord to toss Sorscha to the

into slits as cold as her head lolled to the side as ness from pain, but tween the trees, she saw With a growl Sorscha shouting and swinging shout turned to a groan her witch barbs flashing, blow. Sorscha groaned as in pain, as she began her several wounds. Deneghra glaring at her her spear for the final er's axe descending...

Sorscha awoke some time later. The sun had risen in the sky, but she was shaded by the hulking form of her Destroyer. The sight of it reminded her of what had happened in a flash. She jumped to her feet, and almost fell again as she slipped in a pool of blood. She looked down at what was left of Deneghra. There wasn't much after the executioner's axe had hit her. Sorscha saw a glint of metal and stepped closer, seeing that it was the war witch's helmet. Well, only part of it... Sorscha had awoke hungry, but even any veteran of her experience would have lost their appetite at the sight of Deneghra's hewn skull. Sorscha strode back to where most of Deneghra's body lay partially covered with her tattered, slime-coated cloak. Parades and funerals for opponents fallen in battle were ceremonies more suited to the Cygnaran fops of the bloated south. Sorscha spat on the cloak, twice, and kicked some packed dirt over the helmet. She looked back to the sky and realized she was hungry after all. She walked past her damaged warjacks and opened the door to the inn. She hoped the proprietor had left some food behind when he fled the night before...

<YoungWolf7> What a hard fought battle! We both made mistakes, and we both paid for them. I almost feel guilty for winning, as I feel I robbed Fenris in the end. He had played a great game and crippled the Juggernaut into ineffectiveness from the beginning. I was really playing with one Destroyer and Sorscha against the entire Cryx battlegroup. Luck and sheer determination allowed me to save the day at the very end. It most certainly wasn't due to any great tactics on my part...

The first aspect would be the fast and brutal nature of the game. It is a highly strategic game and I'm drawn to it instinctively. I've been told that I have a tactical mind. I'm not sure what that means, but I think I have a feel for that sort of thing.

PGOM Cont...

The second aspect is the figs. I absolutely love the figs! I won't play games when I don't like the figs. It's all visual for me in that regard.

5. What prompted you to become a Press Ganger?

I'm crazy.

I love this game and all of the facets of the story, background and especially the figs. (Did I mention I love the figs?) This is the first wargame that I have liked enough that I wanted to help promote it. After our (myself, Tony & John) failed attempt at being game designers, I wanted to help a new company launch a successful game. WARMACHINE is it!

6. Do you have a favorite faction? Why them?

Cryx.

I have always been attracted to dark art and have used a skull somewhere in just about every piece I've done in the last 20 years or so. I really admire Jason Soles' work. I have played undead in every game that offers them. Cryx are a natural fit for me and I love the twists and flexibility they offer.

7. Any painting tips you'd care to impart?

I've put a lot of things in the forum. Mostly take your time. I understand speed painting but I hate to do it. Creation shouldn't be rushed in my opinion. This is the main reason I have issues with painting hordes of disposable trooper models. There's no soul.

8. What do you look forward to in the future of WARMACHINE?

Well, first off all of the new minis in Prime. Secondly, the campaign rules and ranking systems worldwide. Third, any new mysteries that Matt & crew will unleash on the Iron Kingdoms. I plan on it being around for a very long time.

9. Do you play other miniatures wargames? Which ones?

Yes.

Laundry list: WHFB, Mordheim, Necromunda, Vendetta, Car Wars (Hot Wheels scale, it's a riot!), Epic 40K, Blood Bowl, Space Hulk, Talisman & others.

10. Other hobbies?

Are there other hobbies? Oh yeah. I'm a Mac Head from way back, art (ink & watercolor mostly), comics, video games (GT3 is my fav). Did I mention that I love WARMACHINE figs?

11 (bonus question). Favorite letter of the Greek alphabet? Discuss.

Duh. Pi. Need I say more?



How's this for a home set-up? PG Youngwolfs Lair!