HandCannon

FEATURING:
TableTop Tactica: Khador
Painting Metal... with metallics
Out of Focus
WarMachine GridIron
The WoldWarden
And a slew of new scenarios!

TABLETOP TACTICA: KHADOR

WRITTEN BY: Ranzadule with help from his friends

"The forces of Khador are as slow, yet unstoppable as the glacier and as sudden, swift and razor sharp as the winter wind. The Kommander who understands this and composes his force with care, shall defeat all of his foes by conducting a symphony of destruction." --From the Liber Tacticus Komitatus

The Army of Khador is very appealing due to the fact that one can make it do anything one needs. The versatility of Khador is unmatched. It is amazing that the same five models (Sorscha, three Destroyers and Eiryss) can be used in many different ways to baffle and befuddle any opponent. Some people write Khador off saying Khador is too slow and their RAT is too low, and that Khador is a close combat army or better on the attack than defending. Some dismiss the very idea of "Khador tactics" saying that Khador is too obvious. The cunning Kommander will greatly enjoy teaching these people the error of their assumptions. The truth is that the Khadoran Army can do anything and everything except channel spells through arc nodes.

The Butcher seems to be the caster most often dismissed as "too obvious" so let's begin with him. There is no warcaster in the game who can match the Butcher in close combat. The Iron Lich is close but not quite as good. The Lich can make many attacks but at a good deal less damage. Whomever gets the drop on the other between the Butcher and the Lich will likely kill his adversary. The Butcher can and most often does, slay his foe with a single stroke. This can easily be done with a simple boosted damage roll while swinging with "Lola." Many players make the mistake of trying to increase the damage through spells and focus and such. It is most often a better move simply to use your focus for more attacks rather than casting or maintaining spells to create those insanely high damage totals. The Butcher is going to generate a damage total of about 26 or 27 without spending any focus or charging. Spend the focus for additional strikes.

Now before you get all impressed and hung up on the Butcher's melee ability, you must understand that the threat of close combat is your edge. No one wants to get within 10" of the monster. Everyone knows what the Butcher can do in melee. What people do not realize is that he is just as dangerous while not in melee. I have played dozens of games with the Butcher. I have won a lot more than I have lost. I get him into close combat about half of the time and usually only when the battle has already been won. You must use the Butcher to herd your opponent and force his movement. Do not waste focus on his silly spells and do not forget his blunderbuss! Be selfish with his focus as the Butcher's true strength is found in his invulnerability with his unmatched ARM. Use the Butcher's feat only when your destroyers are in range and can aim. Make sure they hit and cut loose. Guard the Butcher's flank with your Mage Hunter or use Eiryss to harass your foe. Isolate an enemy warjack and hack it to bits as the Destroyers offer their very strong ranged attacks or their axes as deterrent to the enemy who wishes to reply. Use mechanics to repair jacks and deny your opponent precious VPs. Eiryss is very hard to hit, the destroyers have lots of hull and great ARM and the Butcher is near invincible. Those are the most important facts to keep in mind when playing the Butcher. He is potentially more amazing in an "All Infantry" army, but that will have to wait for another time after the infantry is released.

Vlad is an amazing warcaster. He has the highest focus of the Khadoran casters and unlike the Butcher, his spells are worth casting. The Blood of Kings is well worth the cost. Signs and Portents can get you a lot of bang for your focus as well. It's always nice to make an opponent a stationary target and the wind wall can drive your opponent nuts! Vlad's can make non-destroyer warjacks almost worth taking. I am not convinced that the 2 dozen point differential is enough to get anyone to take a Juggy over a Destroyer but there are some people that like the open fist and the extra point of damage the Ice Axe have over the Executioner's Axe. I will make an effort to play Vlad with Juggies and Marauders and see, but it has yet to be proven to me that a fist is more useful than a POW 14 gun with a 14" range. Vlad can be very scary in close combat and his feat doubling the move of his 'jacks can be devastating.

It is time to Wooosh on to the next warcaster. Sorscha is a truly remarkable warcaster. She has unrivaled movement, deceptively deadly melee ability, a hand cannon, great versatility and spells that can ruin your day. There is also the matter of her feat which is second to none.

Six focus is not all that great, but Sorscha's spells fit perfectly. She can Wind Rush three times, cast Tempest and Wind Rush once, or Wind Rush in and hit you with Freezing Grip and so on. Positioning Sorscha and knowing how far to stay away or how close to lurk are the main issues. The other is in knowing when to strike. Sorscha can Wind Rush three times in a turn covering 18" in total. Add to that her 9" charge move and 2" reach and you can see that she can cover all of the distance she needs. The tried and true method is to move up behind your destroyers with them 16 to 18" away from your opponent's caster. Depending on your distance and the ARM of your opponent's caster, you may either allocate one focus to each of your destroyers and then wooosh forward, freezing the enemy to make them stationary targets for boosted 14 DAM or you may simply rush forward with Sorscha to beat the enemy caster to death in close combat. Keep in mind that Eiryss loves to shoot stationary warcasters and strip off their focus. You cannot always work things out in the proper order, but take advantage of all of the shots you can against target number 5 stationary targets. That is the basic strategy with Sorscha.

"I'm thawing but I can't get up!!!"

What most people do not know is that Sorscha can lock an opponent down forever. Through the use of her feat and Tempest on the same turn, Sorscha can knock down and freeze the enemy caster. Being both knocked down and frozen is a particularly nasty plight. On your opponent's next turn, he will still be frozen and knocked down. Then Sorscha gets to act again. The enemy model is no longer frozen but is still knocked down. She can freeze the enemy model with her spell and needs only a 5 to hit. On your opponent's next turn, he thaws out but still cannot get up. Sorscha can continue this until she gets bored or enemy forces chase her off or your opponent screams and threatens to brain you with his Juggernaught.

So there you have a few helpful hints. Now go on out there my fellow Khards and Skirovs and show 'em ya got a pair!!!

Painting Metallics... With Metallics

By: Jerrett Wells (number9)

Metallic surfaces can be complicated to render in 3D on miniatures. On one hand you have the naturally reflective properties of metallic flakes suspended in a medium, and on the other you have the painted illusion of reflection represented through shading and highlighting. An impressive array of effects are possible with metallic paints of various kinds, and the most important things to consider before you begin is: what materials do you have at your disposal, and what you want your metallic areas to look like.

WATER BASED MATERIALS:

Most of us prefer to work with acrylic or other water based materials in our miniature painting, and for simplicity's sake I have broken metallics into 2 main spectrums; **golds** and **silvers**. From these two main distinctions we can create all the different types of metal surfaces we desire, along with a little help fom inks and glazes which will be covered later.

GOLDS:

I prefer GW's line of gold metallics, including Tin Bitz, Beaten Copper, Brazen Brass, Dwarf Bronze, Shining Gold, and Burnished Gold. This provides a nice deep range from a dark brown-bronze all the way through reddish copper to bright gold.

SILVERS:

Vallejo makes a nice line of metallics for their Model and Game Color paints. I don't tend to require as deep a spectrum of silvers as I o with golds because I find silver metallics easier to shade and tint as needed. For a basic "steel" I like Gunmetal, Natural Steel, and Silver. For a dirty steel, or iron I like Bronze, Oily Steel, and Silver. Also included here is Metallic Medium which can be used to further lighten metallic paints without compromising their metallic quality, or for adding a metallic effect to non-metallic paints or glazes.

INKS AND GLAZES:

Inks are very useful for tinting, washing, and glazing your metallic paints to provide shading depth, or weathering effects to flat, less interesting metallic surfaces. I use a lot of various inks from various companies, and all are pretty equal so long as they are permanent and water-fast why dry. GW inks are well suited to miniature painting as are FW acrylic artist's ink (pictured above). The most common colors I use are Black, Blue, Off White, Sepia, and Chestnut (or Flesh Wash). For glazes I use Vallejo transparent Smoke, Matte Medium, and Liquitex Matte Varnish.

STEP 1: BASECOAT

For all metallic areas I undercoat first in black. If there are going to be a lot of metallic areas on a model I usually prime the whole figure black, but if there are just a few, I prime in white, then undercoat metallic areas with thin black paint. Alternatively you can undercoat with a dark color similar to the metallic shade you are using, like a dark grey for silver or a yellow ochre for gold. For this example I used Vallejo Gunmetal for the silver blade, pole, and top spike; GW Tin Bitz for the copper blade supports; Vallejo Bronze for the blade guard, and rear spike; all of which applied in 2 thin coats, dilluted slightly in water, over a black primer-coat.

STEP 2 : MIDTONES

After the basecoating had completely dried I mixed up my midtones for each shade of metal. Vallejo Natural Steel was mixed with Gunmetal 50/50 for the silver parts. Vallejo Oily Steel was mixed 50/50 with Vallejo Bronze for the guard and rear spike. GW Beaten Copper was mixed 50/50 with GW Tin Bitz for the copper areas. These mixtures were thinned with equal parts water so they would flow smoothly and blend better. With only a small paint load on the brush, and using short strokes pulling away from darker areas toward high-light points (edges of flat surfaces, and the vertical center of tubular surfaces). This was repeated again with a straight thinned mixture of the pure midtone color when the previous 50/50 was dry.

STEP 3 : HIGHLIGHTS

When the mid tone layer was completely dry I mixed up the highlight layers. Vallejo Silver was mixed 50/50 with Vallejo Natural Steel for the silver areas. Vallejo Silver mixed 50/50 with Vallejo Oily Steel for the guard and rear spike, and GW Dwarven Bronze 50/50 with GW Beaten Copper for the copper areas. This was applied as above in a smaller area and allowed to dry completely. Next I applied a thinned highlight of pure Silver, and Dwarven Bronze to the uppermost edges and down the center of tubular surfaces. I also painted all the rivets at this point with the pure highlight tones appropriate for the desired material.

STEP 4 : DETAILING

Once the highlights were dry I felt the silver blade lacked a little interest so I mixed up a very thin glaze of blue ink and liquitex satin varnish. Use the ink sparingly as even a small amount added to the varnish will produce desirable effects. I use the varnish because its thickness helps to even the metallic surface somewhat since acrylic metallics can appear very coarse and grainy when dry. Apply the glaze in thin multiple coats, allowing each previous layer to dry for about ten minutes. Keep repeating until you reach the desired shade of color. Next I inked around each rivet to help offset it from its metallic background, using FW Antelope Brown. It has a wonderful oily color and I use it a lot with metallics. To give the blade added interest I also painted thin irregular paths in the same ink, dilluted 50/50 with water, down the guard to simulate grime or oil.

ALTERNATIVE TECHNIQUES

Acrylic metallics aren't the only paints you can use to achieve a suitable metallci effect. For some larger, more flat areas and details an actual metallic surfacing product may be desirable.

The benefit of a metallic surfacer is that it is made up of actual metallic flakes, thus copper surfacer contains tiny copper flakes suspended in a variety of mediums. These tiny flakes can be manipulated with a patinate (antiquing solution) to produce very realistic weathering and tarnishing over your paint job. The example below illustrates the weathering achieved with Sophisticated Finishes acrylic copper and iron surfacer over a black primer coat, then weathered with antiquing solution.

As you can see, the copper turned green and the iron spike rusted to a lovely shade of orange. Make sure to follow all the directions that accompany these products as they can be a bit tricky to use and achieve proper results. The biggest downside to acrylic metallic surfacers is that they tend to be very chunky and do not thin well or flow smoothly. The iron in particular is very coarse and would tend to obscure any fine detail it was painted over.

There are also alcohol and enamel based metallic paints on the market which many modellers have used in the past and continue to use. Some of these can be buffed and polished to a smooth shine, and those that use actual metallic flakes can be weathered with antiquing solution like the acrylic surfacers. The advantage that alcohol and enamel metallics have is that they tend to apply very smoothly and evenly, even in one thin coat. They will not obscure detail and can provide a very reflective and realistic metallic finish when blended and highlighted appropriatly. The downside is that these paints can be difficult to work with as they require solvents for thinning and clean-up, and depending on their composition may prevent over-painting with acrylics without first sealing the surface with matte varnish. Of all the alternative metallics I have tried I have found Vallejo's Liquid Gold series to be the best.

Basically the most important thing to remember when painting metallic areas on your models with metallic paints is to treat them like you would opaque flat colors. Scale metallic surfaces need shading and highlighting to give them visual depth and interest. Don't forget to thin those paints, and always be open to experimentation. Above all, don't give up on metallics as a means of conveying model metal!

Out of Focus

Matt Wilson's House...

Hoo, boy, what a day. What a **week**. Wave Four gets delayed, and now we might get shipping problems with everything else. Now I've gotta tell everyone on the Forums.
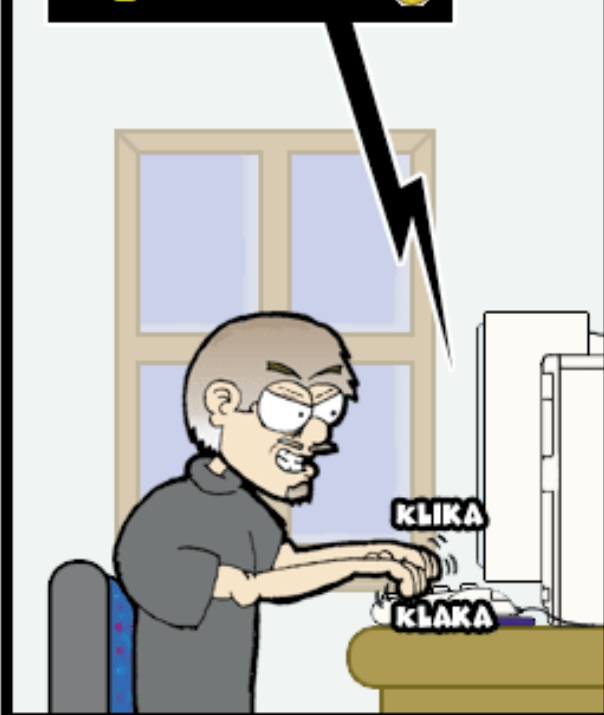
Sometimes I wonder why I do this job...

Topic: Menoth Sexist?

allistorpreist: not to lean towards seriousness but Lock and Load mentions a woman as a famous order of the wall paladin, one as an exemplar, and one as a scrutator. I would not be at all surprised to see a female menite caster mixed in next years releases.

PPS_Matt: Me either... 😊

KLIKA

KLAKA

Ironic_Lich: What???

MERV...: A hint! A hint!

Huffdog: DAMN YOU, WILSON!!!

I love my job...

www.outoffocuscomics.com

©2003 Brian Solomon

WarMachine : GridIron

By: Jerrett Wells (number9) with much help from OldSkoolie, Killdrath and the rest of the Forum

1) THE IRON LEAGUE

Welcome rookie, to The Iron League where metal meets metal in a test of will and force. The object of the game is to move a comparatively little wooden ball from one end of the field to the other as quickly and efficiently as your opponent will allow. Along the way you will be banged up, beaten, and bruised, but the rewards for the victorious surpass all the woe that may befall your team. So get your funding together, fill up that roster, and join in the next season's carnage!

THE DIVISIONS

At the time being, The Iron League has endorsed 5 distinct divisions:

-the Khador United Division (KUD)

-the Division of Cygnar (DOC)

-the Menoth United Division (MUD)

-the League of Integrated Cryxian Elements (LICE)

-the Division Of Organized Mercenaries (DOOM)

Each of these Divisions sponsors a number of teams which compete in the annual Iron League season, culminating in the Iron Bowl; a contest between the two teams with the best seasonal record.

Iron League teams are typically made up of decommissioned Warjacks that have had their weaponry stripped from them, or significantly downgraded. Occasionally an experimental warjack or upgrade will be field tested in the Iron League. Earnings from League wins generally go back into the team for repairs and maintenance, and as a result, a successful franchise is largely self-sufficient. Occasionally a nation or other wealthy patron will sponsor a team out of their own coffers, but this usually only occurs when an apprentice warcaster is being tested or trained for active military service, national pride is on the line, or someone has significant entrepreneurial spirit.

2) TEAM SELECTION

Prospective team owners (you, the player) must first choose a Division they would like to represent, then they must determine a roster of participants. Each Division is "nation-specific" meaning only Khador participants may be chosen for a team from the Khador United Division, etc.

Teams made up from the Division of Organized Mercenaries may include mercenary warjacks, and any nation's warjacks (which MUST be disarmed) in their field crew, but all coaching staff must be designated mercenaries. National Divisions may not include mercenaries, they simply have too much pride for that.

Once you've chosen a division, its time to fill your roster. There are 2 major distinctions in the roster; field crew and coaching staff. For the purposes of this introductory ruleset we will only be covering field crew. It is up to each

player to decide how many points they wish to spend on each distinction.

FIELD CREW

This is the part of your team that takes to the field and tries to score. It is ALWAYS made up entirely of warjacks as a person on the field would likely find themselves crushed beyond recognition before the first interval. Players agree on a point scale (300-500 is a good range) and purchase Field Crew models. No guns (ranged weapons) are allowed on any warjacks, although other weaponry is permitted. A player may choose to disarm 1 weapon system on any or all of his warjacks for a refund of 15 points (shields count as a weapon system in this instance). Disarmed warjacks are left with an empty open fist and must be modeled as such. Deathrippers are a notable exception and MAY NOT be disarmed as their mandibles are used like open fists in certain instances of this ruleset.

WARCASTERS AND FOCUS

For the simplified rules, there are no warcasters on the field. They are kept safely in specially prepared coaching boxes in the stands. They may not interact on the match in any other way than by providing focus to their warjacks. Due to focal amplifiers in every sanctioned stadium, players can consider the entire field to be within their "control area" for focus distribution, and every warcaster is granted 6 focus points for their factions warjacks. It seems generic and bland at this point to reduce warcasters to such a simple level, but I felt it best not to overcomplicate play with the multiple variables that fully functional warcasters will bring to the field.

EXAMPLE TEAM

The Butcher's Bloody Bastards (400 point KUD Team)

Butcher (free)

Field Crew:
 -Marauder (109 points)
 -Juggernaut/no axe (90 points)
 -Juggernaut/no axe (90 points)
 -Juggernaut (105 points)

3) THE MATCH

PLAYING FIELD

A regulation playing field is 20 inches wide by 44 inches long, with a sideline allowance of 2 inches all around (intended to fit a 2X4 foot playing table). This field is divided in half (the center being called the 50 yard line) with a 4 inch deep endzone on each end. Halfway between the 50 yard line and the endzone is the 25 yard line. Teams score by moving the ball into their opponent's endzone while they have possession.

1) Deployment

-Each player rolls a d6. Highest roll chooses which endzone they would like to defend and places all their forces first. The lower roll will get the first possession. At halftime players will switch sides and the other team will start off with possession.

-Defensive Field Crew may be positioned anywhere on their half of the field during deployment.

-Offensive Field Crew (the team with possession) places all their forces at, or behind their 25 yard line.

2) Sequence of Play

-Offensive player declares a ball carrier and which open fist is holding the ball. This signifies the start of a new **play**

-Defensive player allocates focus to their entire team

-Offensive player allocates focus to their entire team

-Offensive team activates any single model

-Defensive team activates any single model

-Alternate activation until all models on both sides have activated once.

If at the end of a **sequence** the ball carrier is immobile, knocked over, disabled, suffers a disabled open fist that is carrying the ball, or is engaged in melee with any number of opposing warjacks whose combined strength is greater than the ball carrier's, then the **play** is dead.
Mark the spot where the **play** ended and move the ball along that spot to the center of the field. Teams are redeployed up to, or anywhere behind their respective sides of that spot. Teams alternate deploying one model at a time starting with the offense. The **sequence of play** then repeats with the defender allocating focus.
An offensive team gets up to 3 **plays** to score, otherwise possession goes to the defenders at the spot of their last dead **play**. If the offensive team scores then re-deploy as per the initial setup rules with the scoring player as defenders.
Any warjacks that are disabled in the course of a play are immediately removed to the sidelines. Here they will be repaired to return to the field.

REPAIRING WARJACKS

Every **sequence** that a warjack spends on the sidelines entitles it to a 1D6 repair roll. You may spend a focus point to boost this to 2D6.

Remove a number of damage boxes (player's choice) equal to that roll. If the warjack is no longer disabled it may be given focus (assumng its cortex is operational) and redeploy with the rest of its team at the start of the next **play**. A warjack may also elect to remain on the sidelines to further be repaired in subsequent **sequences**.

HALFTIME

The passage of time in Warmachine GridIron is marked in units based on possession. Every time an entire **sequence** is completed, 1 time unit passes. An entire game is made up of 20 time units, with halftime coming at the 10th. When the 10th time unit has passed, play will stop for the half when either the offensive team scores, or the defenders stop the active **play**. The team that started the game off on the defensive, starts with possession of the ball at the top of the second half.

Also all damaged warjacks get a free 2D6 repair roll each before deploying in the second half.

SCORING

If the ball carrier crosses the line and ends its activation inside the opposing endzone, a score has occurred. The offensive team gains 1 point, and teams redeploy for a new round of play.

PERMITTED ACTIONS

As this is a simplified set of core GridIron rules, some actions are not allowed or not covered at this point from WarMachine: Prime. The following list outlines actions which are permitted to activated warjacks as per all normal rules of play for WarMachine:

-Warjacks may engage in melee normally making all appropriate melee attacks.

-Warjacks may spend focus to run, make additional attacks in melee, or boost to hit and damage rolls as normal.

-Warjacks may spend focus to charge, slam, lock, throw, push, and headbutt as normal.

The following rules apply only to the ball carrier:

-A warjack must have at least one operational open fist to be designated as the ball carrier. Deathripper mandibles count as an open fist in this instance.

-The ball carrier may move the ball to another operational open fist during its activation if it wishes. This is a free action.

-The ball carrier may not engage in any melee attacks involving the open fist carrying the ball.

PASSING PLAYS

The passing game of GridIron will ultimately be more complicated, but for now, the following simplifications will allow for a more versatile offense. Any model with a working open fist can be a passing ball carrier, the exception being Cryx deathrippers as they cannot throw with their mouths. They can be receivers however. LOS is traced using the rules for "Arcing Fire" found in Prime under the Khador Destroyer's Bombard entry.

-The ball carrier at the start of a new **play** may elect to make a forward pass during its activation in that sequence.

-Nominate the intended receiver by turning the model to face the ball carrier. The receiver must have at least one operational open fist to catch the ball with. Receivers with 2 operational open fists reduce their DEF by 1 for the purposes of catching the ball.

-The ball carrier can throw the ball up to a distance equal in inches to its strength characteristic. The carrier may spend a focus point to add D6 inches to the length of the throw.

-If the receiver is in range, the passer makes a normal ranged attack roll (which may be boosted) with the receiver as the "target", gaining a further +2 bonus if it elected to stand still that turn.

-The pass attempt is successful if it "hits" its intended receiver, and action continues as normal. If the pass misses, then the **play** is considered immediately dead and the ball is brought back to the same spot where the attempt was made.

-Passing attempts may be made to a receiver in close combat with the usual penalties that apply to shooting into close combat. If the pass misses the receiver and hits the opposing model, then the pass is intercepted, possession changes hands, and action continues on as normal.

4) FUTURE RULES

The quick rules provided here should be enough to get those divisions formed and games played with speed and interest. There will of course be additional supplements which will add new dimensions to play, just to whet your appetite, a few proposed rules are listed below:

-Weather, Home-field Advantage, Crowd Response

-Coaching staff including mechanics, solos, star players, advanced warcaster interaction

-Team advancement skills and rules

LUDE, DEFENDER OF THE OLD WAYS
BY GREEDO, BACKGROUND BY CHIP, WOLDWARDEN MODEL BY GREYDEATH

At the age of eight, Lude Herner knew he was different than other children. He didn't like looking at the steamjacks in the docks of Five Fingers, and he never got overly excited when a new mercenary troop came into his area. The technology of their weapons was drooled over by every other child, but Lude despised them, usually for no good reason. At the age of 10, Lude's parents, anxious to get him liking the advances they lived with, sent him to school in Caspia, where he would learn to live with technology, whether he liked it or not. He spent another year learning the trade of the mechanik under the tutelage of Hans Jurger, a famous artisan and mechanik in the Cygnarian military. Three days after Lude's eleventh birthday, Jurger was found dead, shot in the neck with his own rivet gun. On the wall, daubed in the dead mechanik's blood, read the words: "The Devourer Worm shall live on. The mechanikal shall fall." Lude could not be found, although it was pretty obvious where he had gone.

There are some who say that Lude died in those forests. Those people are fools, or liars. A druid calling himself Lude has entered many Commanders' camps on the eve of a major battle. It is his belief that, with his ever-present Woldwarden bodyguard, 'Timarotae', or 'Tiny Tim' as the Cygnarian trenchers have dubbed him, he can personally destroy all the technology in Imorren. Any who hire him must be wary, as after a battle has been fought, he may turn on the survivor's warjacks and attempt to destroy them, but, as with his god, his main fight is that against Menoth, and he will attack Protectorate warjacks on sight.

The Devourer Worm has many followers. If many more come out as powerful as Lude, then the Mechaniks of Imorren will quickly find themselves out of a job.

Lude and his Woldwarden may be recruited by any faction except the Protectorate of Menoth. They cost 180 points and may not be recruited separately.

Woldwarden
Spd: 5
Str: 12
Mat: 6
Rat: 4
Def: 13
Arm: 17

Left/Right - Open fists P = 12
Arc Node
Camouflage - The Woldwarden receives an additional +2 DEF from concealment cover.
Pathfinder - The Woldwarden ignores movement penalty from rough terrain and obstacles.
Critical Overgrowth - On a successful critical hit vines and other underbrush explode out of the ground wrapping around the target of the attack. The model is considered stationary for the next turn.

Damage Grid

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

A=Arcnode
L=Left Arm
R=Right Arm
M=Movement
C=Cortex

Lude, Defender of the Old Ways

Cmd: 6	**Spd:** 5	**Str:** 6	**Mat:** 5	**Rat:** 6
Def: 14	**Arm:** 14	**Focus:** 5	**Damage:** 12	

Camouflage - Lude receives an additional +2 DEF from concealment/cover.

Pathfinder - Lude ignores movement penalty from rough terrain and obstacles.

Technological Intolerance - Lude may not end his turn within 5" of a friendly Warjack (the Woldwarden is not a Warjack).

Spiritual Link - Lude may only allocate his focus to the Woldwarden or use it himself.

Druid - Lude does not count as a warcaster for the "1 warcaster per 500 points" limitation.

Chain Lightning

Cost 3   **RNG** 10   **AOE** --   **POW** --   **OFF**

Lightning arcs from target model to d6 additional models. Lightning strikes nearest model within 4" of the last model hit, but cannot strike the same model twice. Each model suffers a POW 10 damage roll.

Druid's Wrath

Cost 3   **RNG** 10   **AOE** --   **POW** --   **UP**

The woldwarden gains +1 MAT, and rolls +1d6 on its damage roll on the very next attack it makes. This extra d6 of damage stacks with charging bonuses but cannot be boosted. The spell ends after the very first successful attack.

Entangle

Cost 4   **RNG** Caster   **AOE** CTRL   **POW** --   **OFF**

Enemy models in AOE have their SPD reduced by half, cannot run, charge or slam and suffer -3 DEF.

Regrowth

Cost 5   **RNG** 12   **AOE** --   **POW**--   **OFF**

Woldwarden gains D6 Hull system hit points back in a randomly determined location. If the original location fills up the remaining points will roll over into the next available column.

Sudden Rain

Cost: 2   **RNG:** 12   **AOE:** 5   **POW:** --   **OFF**

All powder fired weapons inside the area of effect have their ranges reduced by D3 inches.

Staff of the Ancients: S = 6, P + S = 12

Reach

Rusting Touch - Attacks made with the Staff of the Ancients against warjacks or Man O Wars get an additional damage dice.

Set defense - Lude gets +2 def against Charge attacks

Crossbow: RNG: 12, ROF: 1, AOE: -, POW: 10

5 New Scenarios for Warmachine

Written by: Matt Walsh   Edited and Formatted by: Lucas Smith

Cortex Hunt

Description:
A battle in the area has recently finished and reinforcements for both sides have arrived. It's a rush to retrieve the cortexes that survived being totally destroyed from the previous battle.

Special Rules:
Cortex hunt lasts for eight rounds. Players rush to collect cortexs left on the battlefield from a previous skirmish. Models can pick up a cortex by ending its movement on the token and using up one attack or a focus point. A warjack can carry any amount of cortexes but a warcaster may only carry one cortex, as may any warrior model. Any model removed from play will drop any cortexes before being removed from the table.

Army Selection:
Players agree on the size of battle as normal.

Setup:
Cortex hunt is best played on 4'X4' table. Players decide how much terrain to use and then take turns placing the terrain. After placement, the players will roll a d3+1, the result from this is the number of cortexes on the field. Each player takes it in turn to place a counter. Roll a d6 to see whom places first. The counter must be placed more than 10" from the edge of the board and at least 6" away from any other counters.

Beginning:
Players roll 1d6 and the high roller decides who goes first. The first player gets his choice of deployment zones and takes the first turn. Players are allowed to place their forces 10" from the table's edge.

Victory Conditions:
The game ends at the completion of the eighth game round or when all of the opposing forces are destroyed. The player at the end of the game with the most "Cortex" counters wins the game. In the event of a tie the player that accumulated the most victory points wins.

Multiplayer Game:
Cortex hunt must be setup with care for multiplayer games; it is best to increase the size of the playing field to 4x6 for 3-4 players. Each player should have the same sized deploy zones also.

Breakthrough

Description:
There are times in battle were the movement of the front lines has cut off a detachment of brave soldiers. This scenario is one of those times.

Special Rules:
No units from either side are allowed to use the advanced deployment special ability.

Army Selection:
Players agree on the size of battle as normal, and one side is designated as the attacker, the other as the defender.

Setup:
Breakthrough is best played on 4'X4' table. Players decide how much terrain to use and then take turns placing it.

Beginning:
Players roll 1d6 and the high roller decides who goes first. The first player gets his choice of deployment zones and takes the first turn. Players are allowed to place their forces 10" from the table's edge.

Victory Conditions:
The game lasts until the attacker gets at least half (rounding up) of his starting force off the opposing board edge. The defender wins when the attackers can no longer achieve the scenario objective.

Hidden Documents

Description:
Documents have been stolen and the thief tracked to a local town. With the army right on his tail the thief has hidden the papers around the city and made his escape, hoping to return and get them later. Opposing forces have arrived in the town to attempt to recover the stolen documents for their own uses.

Special Rules:
All members in each force know what "documents" they are looking for including warjacks whom allow the warcaster to "see" through their eyes. Each time a model enters a building that has not been searched previously roll 2d6, if the result is a 2 or 12 then the model has found the documents and must now get off one of the board edges. Each building may only be searched once. The last building to be searched will always contain the hidden documents.

Army Selection:
Players agree on the size of battle as normal.

Setup:
Hidden document is best played on 4'X4' table. Players decide how much terrain to use, however at least 4 of the pieces must be buildings. The players then take turns placing the terrain.

Beginning:
Players roll 1d6 and the high roller decides who goes first. The first player gets his choice of deployment zones and takes the first turn. Players are allowed to place their forces 10" from the table's edge.

Victory Conditions:
The game lasts until the documents are found and returned to safety or the opposing force is destroyed.

Multiplayer Game:
Hidden documents must be setup with care for multiplayer games; it is best to increase the size of the playing field to 4x6 for 3-4 players. Each player should have the same sized deploy zones also.

Surprise Attack

Description:
The warcaster has just finished a massive battle and his troops are securing the area, and as such are spread out when suddenly out of nowhere comes the enemy launching a fast surprise attack!

Special Rules:
The attacker has the first turn and moves onto the board from any table edge.

Army Selection:
Players agree on the size of battle as normal. One player is to be designated at the attacker and the other as defender.

Setup:
Surprise attack is best played on 4'X4' table. Players decide how much terrain to use and then take turns placing it.

Beginning:
The defending player rolls a d6 for each of the models in his force one at a time, except for the warcaster. On the first result of 1-4 that model starts play with the warcaster. Another model will start with the warcaster on the board with a successive result of 1-3. Any further models will be deployed with the warcaster if a 1-2 is rolled. Models not deployed in the beginning of the game are held in reserve and will have the opportunity to enter the board on that player's second movement phase and every phase there after. Models enter the table from a random board edge. The warcaster and any accompanying models, start the game anywhere on the board outside of 8 inches of each other.

Victory Conditions:
The game lasts until one side destroys the other.

Multiplayer Game:
Surprise attack can be played with multiple players. However in a three person game, the player starting in the middle will either have the same # of points as the attackers combined. In a four person everyone has the same number of points and the two players starting in the middle should both be from the same force.

Occupy

Description:
Two forces have closed on a supply depot, and as both forces are low on supplies this location is very important to both of them.

Special Rules:
The objective is to capture d3 buildings. Mark these buildings starting closest to the center, working your way out. The building is occupied if one of your models is standing inside a building and there are no enemy models present inside.

Army Selection:
Players agree on the size of battle as normal.

Setup:
Occupy is best played on 4'X4' table. Players decide how much terrain to use and then take turns placing it.

Beginning:
Players roll 1d6 and the high roller decides who goes first. The first player gets his choice of deployment zones and takes the first turn. Players are allowed to place their forces 10" from the table's edge.

Victory Conditions:
The game lasts 8 turns or until one force is destroyed.

Multiplayer Game:
Occupy must be setup with care for multiplayer games; it is best to increase the size of the playing field to 4x6 for 3-4 players. Each player should have the same sized deploy zones also.