

# HAND CANNON





- *Designed By* -

Chris Houle  
&  
LucasSmith

- *Cover Art By* -

Matt Wilson

- *Hosting By* -

Anthony Bouvier

- *Special Thanks* -

Steven Gibbs, Tony Gallaghe, Jason Lang,  
Brian P Hudson  
and  
everyone else who has contributed.

All rights reserved, except for those held by Privateer Press.  
The Iron Kingdoms, WARMACHINE, and all related characters, places, and things are copy-  
right and trademark, Privateer Press.  
These contents used with permission from Privateer Press.  
This zine is completely un-official.

## From the Journal of Professor Tengar.

By Jason Lang

Third day of Malleus, in Tempen.

I have found myself up the Black River from my last missive, having run into some distant kin and their charter ship. Merywyn is a justifiably famous city, for many reasons. From a distance, the city appears to be a stand of white spears. Closer you see that it is a horde of towers. From the window of my room near Otuluks Fine Arms


(1), I can see eleven different towers just between me and the river. Otuluk's is quite justifiably famous, and I admit I was quite tempted to buy some of his customized wears. There was a beautifully engraved small pistol in particular that I was quite tempted by, with a matching tooled wrist holster designed to drop the small gun into your hand (2). Quite beautiful and I have had several situations where it could have been very handy. I managed to hold on to my rather limited funds, however, and with a great sigh, I forced myself to leave.

I met up with an old acquaintance of mine. Torgur Rowanthrall is a Trollkin who converted to Morrowism and joined the Order of Keeping. He tends to the artifacts in the Cathedral of Acendant Rowan. I am certain that all the good Morrowans know all about the legends of Rowan, but to outsiders like myself, I find it difficult to remember which is whom unless I write it down. Rowan ascended leading one of the first uprisings against the Orgoth in 289 BR. Overwrought by the suffering of the people she saw every day, she lead a raid upon the Orgoth fortress here. For years her daring stole supplies from the fortress and edistributed it amongst the poor. Certainly the cathedral that bears her name is well-lavished. Truly immense, not an inch of it is uncovered by intricate mosaics,

carvings, or paintings depicting her acts and miracles. Torgur took me into the crypts to see the artifacts. A fingerbone of Rowan was sealed in a golden reliquary. A fragment of the shield that was shattered when Morrow fought the Blighted Worm. The scepter of Primarch Avogon, who became an Archon (2). It's truly amazing the artifacts and reverence given to what might be just everyday refuse from a normal person. Quite un-Dwarfish. We would revere a well-made object from a master craftsman, especially if it had an important history. But wouldn't keep the morning's toast of our kings or clerics, even if it were baked by a master chef.

It is the rainy season in Llael, and the Black is filling. Which also means it is Bridge-Troll season. A good portion of the Guard have Bridge Troll cloaks (3), as useful for keeping the rain off you as it is keeping your skin from harm. Most winters see at least one wash down the river into Merywyn, so Rowanthrall invited me to join a guard troop on the hunt. "Something for you to write about!" he joked. Indeed it was. There are a few tricks to use when hunting Bridge Trolls. Firstly, and most important, no firearms. Bridge Trolls possess a very acute sense of smell, and apparently can smell blasting powders from a long way off. Burning pitch is another no-no. Finally, as I was to find out, you need a lamb. They found a bridge where there was reports of Troll activity. "All t'new Bridgies go through this." the guardsmen quipped as they tied a rope around my waist. I was given a pole with a hunk of meat to 'tempt' the troll with. I wasn't told that the troll would be more interested in me. I walked out across the bridge while they played out the line around my middle. About halfway across, I heard an odd knocking sound. Calling out a cautious hullo, I was almost immediately rewarded by a splash and a large grey arm lashing out and capturing me. Immediately the men on the line started pulling, but the troll had a good hold on my legs. I freed a dagger and tried to jab the massive paw around me, but my dagger skipped off it's rock-hard skin. It pulled me tword it's gaping jaws, wide enough to fit half





my body in. The lads on the rope were still pulling and I began to wonder if I would die from being bitten or torn in two first. When it brought me to its mouth (a rather foul rotten-fish smelling place...) I desperately tried to jab anything with my dagger. A rather strong pull shook his arm, just allowing me to jab my dagger into it's eye. Yowling with pain, it dropped me. The guardsmen swarmed the bridge and after a long effort, the creature went down. "This'un was a biggie" swore the sergeant "Too bad 'e had a cut 'im up so much."

"Ya!" quipped another guardsman "eres no enough lef' fer a full sized jacket. Only a 'alf sized one."

"Perfect fera pip-squeak like 'im!" joked a third.

A bit shaken from my near mastication, I still managed a shakey "Like we say in Rhul, boys. 'Ak nagathak to dimmok tasa, thothic ig beian." Torgur, who knows some Rhulic laughed. I left it to him to explain. "The bigger they are, the closer their genitals are to your teeth".

The guards celebrated their successful hunt at a nearby pub. I was disappointed that most of them had to quit before the third cask. Torgur and I offered their purses to the inkeeper in exchange for the next two. (Skimpy human taverns. They only had three casks in the place, and had to send a boy to purchase another!)

However, the guardsmen did make good on their promise. The next day I took a trip to a leatherworker's shop for the fitting of a fine Bridge Troll cloak.

From the top-most tower of the royal palace, I can look north into the mountains of my homeland. Someday, Rhul. Someday I will return. Someday I will avenge my clan, Sigmur be my witness.

I - Otuluk is a Rhulic master gunsmith (Otuluk

Thingal. Exp 12) who crafts customized masterwork pistols. His work is beyond compare, and amongst people who know gunsmithing, he is considered one of, if not the best living gunsmith in Immoren. However, he has an odd destiny laid upon him. Anyone viewing his guns must make a Will check (DC 15, feel free to add or subtract 2 (or more!) for characters that are particularly gun-oriented or anti-gun... This is not a magical effect, so characters who are resistant to such effects do not get any bonuses against it.) to resist attempting to buy a pistol. However, this is where the odd destiny comes in. Roughly five percent of his pistols are cursed, causing an obsession in their owners with the pistol. They will spend inordinate amounts of time cleaning, polishing, and maintaining their pistols, and should they be challenged to a duel, they must accept, regardless of their comparative skill! Needless to say, this has made for some very short dueling careers, especially in duel-obsessed Llael. To make matters worse, on an attack roll of a one, by some quirk of misfortune, the bullet ricochets back upon the firer!

2 - Hand pistol. A small firearm requiring a very skilled gunsmith to craft. Because they are small enough to palm, they have a horrific range and usually don't do enough damage to be seen on a battlefield. For hiding a weapon or surprise, few weapons compare

Hand Pistol: Proficiency: Exotic (small arms); Cost 1500 gp; Size: Tiny; Damage 1d6; Critical: x2; (considered master-crafted, but receives no additional bonus to hit. In theory, a less-well made gun could be made, but would have a -1 or worse attack penalty); Range increment 10'; Weight 1 lb; Type: Piercing; Reload: 1 standard action (DC 6). +2 to Slight of Hand rolls to hide them. Charges cost the same as a Small Pistol. Wrist-Loader Holster: See L&L, p. 57

3 - Whether these or a great many other artifacts have a game effect is ultimately up to the GM. But at least a +2 situational modifier for actions regarding these holy relics (attack

bonus if defending them. Craft bonus for making a reliquary, etc. ) is a good idea.

Though other effects, like a permanent bless effect, increased healing in a certain range, or even quicker spell memorization for priests of Morrow could be effects when in proximity of them. Needless to say, the church would be very upset if any went missing!

4 - The guard of Merywyn are known in certain circles as 'Bridgies'.

Whether due to the cloaks or the plethora of bridges is open for debate.

Bridge Troll Cloak (from Monsternomicon): while does not improve the AC of the wearer, it does provide DR 4/+1, and no arcane spell failure or armor check penalty. It costs around 4000 gp (as they aren't commonly made, this is considered master crafted). It is a thick, bulky garment that makes wearing armor uncomfortable to say the least. It is also waterproof, and a decently warm garment, perfect for wearing on the cold, wet winters in Llael.



# Battle Board

By Steven Gibbs (Grafix)

## Supplies

X-acto Knife

2 22"x22" Boards ( I used cardboard, but hard board or foam-core or polystyrene would work)

Glue

Black spray paint

Metallic spray paint (I used silver and bronze)

10 ?" – ?" screws

Screwdriver

Foam-core

Templates for gears

Tag sheet (Thanks to Agent X)

Warmachine and Iron Kingdoms Logos (Thanks to Agent X)

Print out the templates and cut them out. Take one of the templates and place it on your 22"x22" board. Trace around it. The templates are a quarter of the whole gear so you will need to trace it four times to get the whole circle lining up the edges as you go. Do the second one now.

When you are done tracing the gears take the x-acto knife and cut them out.



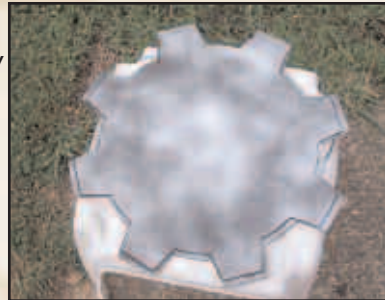
Place the smaller one in the center of the larger one (you may have to rotate them around to get them to line up properly).

Be sure to mark them so you know where they line up. Glue the smaller one down to the larger one. Let it dry.



Take it outside or to a well-ventilated area and spray paint it all black (you don't really need to worry about the back-side, as no one will be looking at it).

Let it dry. Use your metallic spray paint and spray it again but do it a bit patchy to give it a warn look.



After that is dried you can take some bronze paint (I used Citadel Dwarf Bronze) and paint the edge of the large gear where it sticks out from the small gear.

Print out the two logos. The Iron kingdom one fits nicely on a letter size paper. Enlarge the Warmachine logo to be printed on an 11"x17" (10).



Cut these out and glue them to foam-core (I cheated a bit here and used crack-n-peel sticker paper. I had to piece the WM logo together after I printed it though). After they are mounted to the foam-core and dry, cut them out using the x-acto knife. It is a bit tedious but



well worth it. After those are cut out use some black paint to paint the very edge of the foam-core to hide the white.



Now you have three pieces, two logos and one big gear.



Take the Iron Kingdoms logo and glue it to the top of the gear. Now take the Warmachine logo and glue it parallel to the IK logo but at the bottom of the gear.



Looks pretty cool, doesn't it?

Now you need to figure out where the tags are going to hang. Plot out on the gear where you want the tags to hang and mark the board with a dot for each screw (I went from top to bottom 1, 2, 3, 4). Take your Screws and screw them into the boards at each of the dots (when I made mine I screwed them in to make a hole than unscrewed them and added a drop of super glue to each and screwed them back in)

The board should be good to go. Print out the tags and take it down to your local gaming store and start a Warmachine league.







**small gear**

A diagram showing two meshing spur gears. The smaller gear, colored grey, is positioned in the upper left. The larger gear, colored dark grey, is positioned in the lower right. The teeth of the two gears are interlocked at their pitch circles. The text 'small gear' is written in white inside the grey gear, and 'large gear' is written in white inside the dark grey gear.

**large gear**



<div><div></div><div>number of times you've successfully defended the top seat.</div></div> <div>last opponent</div> <div>date of last game played</div>	<div><div></div><div>number of times you've successfully defended the top seat.</div></div> <div>last opponent</div> <div>date of last game played</div>	<div><div></div><div>number of times you've successfully defended the top seat.</div></div> <div>last opponent</div> <div>date of last game played</div>
<div><div></div><div>number of times you've successfully defended the top seat.</div></div> <div>last opponent</div> <div>date of last game played</div>	<div><div></div><div>number of times you've successfully defended the top seat.</div></div> <div>last opponent</div> <div>date of last game played</div>	<div><div></div><div>number of times you've successfully defended the top seat.</div></div> <div>last opponent</div> <div>date of last game played</div>
<div><div></div><div>number of times you've successfully defended the top seat.</div></div> <div>last opponent</div> <div>date of last game played</div>	<div><div></div><div>number of times you've successfully defended the top seat.</div></div> <div>last opponent</div> <div>date of last game played</div>	<div><div></div><div>number of times you've successfully defended the top seat.</div></div> <div>last opponent</div> <div>date of last game played</div>

## Alternate Weather Conditions

By Brian P. Hudson [Writer@Large]

Rain drenched, Kapitan Helenka squinted into the distance. Damnable storm! She dropped her rifle from her eye and wiped uselessly at the scope. They were out there somewhere, skulking through the trees—bonejacks, three by her count, and that meant some Cryxian witch lurked nearby. The thralls of Toruk must have thought the rain sufficient cover to approach the Khadoran camp undetected. If so, they underestimated the sharp eyes of the Widowmakers ... even under these conditions. Still, she was cold, and water had invaded even the deepest layers of clothing. When the time came, would she be able to make the shot?

\* \* \*

WARMACHINE is a tabletop wargame that extrapolates fantasy combat between giant, magical armies into an abstract series of moves and die rolls. So why introduce an element of “realism” like weather? Because properly done, weather conditions can fit into the game in the same way terrain does; much like a wall blocks sight or a forest provides protection, weather conditions are an obstacle to be overcome, or an element to be used advantageously. The only difference is that weather conditions affect an entire tabletop, and so require a little more strategy to navigate. Another reason I developed these charts is because conditions could play an important part in scenarios and campaigns, and I felt a standardized system for determining weather effects might be of use to other WARMACHINE players.

The rules that follow are meant to add a little extra fun and challenge to the game of WARMACHINE. I did my best to make every condition unique, so that a Menite attack in the rain was different from an

ambush on a snowy Khadoran plain, or facing off on the wind-swept cliffs of the Scharde Isles. Try out a game or two; if you do not like them, feel free to toss them aside. If you do like them, please let me know at [labrys@geocities.com](mailto:labrys@geocities.com).

### Conditions Chart

Weather conditions are an optional feature that should be determined during set-up and before army selection. If you choose to play with weather conditions, roll 2d6 and consult Table 1 to determine the condition. After determining a condition, roll 1d6 to determine the weather's intensity, then consult the conditions summary below. All conditions are in effect for the entire game

### Table 1: Weather Conditions

Roll	Condition and Intensity
2-4	Rain. Roll 1d6: [1-3] Rain; [4-5] Heavy Rain; [6] Torrential Rain
5-8	Wind. Roll 1d6: [1-3] Wind; [4-5] Heavy Wind; [6] Gale
9-10	Fog. Roll 1d6: [1-4] Fog [5-6] Heavy Fog
11-12	Snow. Roll 1d6: [1-3] Snow [4-5] Heavy Snow [6] Blizzard

### Conditions Summary

Blizzard: All open terrain is considered rough terrain. All rough terrain is considered impassable terrain. Models more than 2" away gain Concealment.

Fog: Models more than 8" away gain Concealment.

Gale: All models suffer -2 RAT, and -4 RAT on attacks more than half their RNG away. All ranged AOE attacks deviate twice the distance

rolled, and maximum deviation is doubled. All models suffer -2 SPD. All CMD radiuses [but not CMD stats] are reduced by 2.

Heavy Fog: Models more than 4" away gain Concealment.

Heavy Rain: All ranged attacks suffer -2 RNG.

Heavy Snow: All models suffer -2 SPD. Models more than 6" away gain Concealment.

Heavy Wind: All models suffer -1 RAT, and -2 RAT on attacks more than half their RNG away. All CMD radiuses [but not CMD stats] are reduced by 1.

Rain: All ranged attacks suffer -1 RNG.

Snow: All models suffer -1 SPD but can still charge if this is the only movement penalty they suffer.

Torrential Rain: All ranged attacks suffer -4 RNG. All models suffer -1 SPD due to sodden ground. All CMD radiuses [but not CMD stats] are reduced by 2.

Wind: All models suffer -1 RAT on attacks more than half their RNG away.

#### SPECIAL RULE: All-Terrain

Khadoran warjacks are specially designed to move through certain conditions. They never suffer negative movement effects from Snow, Heavy Snow, or Blizzard.

#### Campaign Model

Table 2, below, represents a Weather Conditions chart applicable for a campaign or tournament event, where a series of battles will be fought and conditions may change between encounters. Note that for this chart, the vast majority of days will be clear, with no or little adverse conditions; this is intentional, and meant to simulate both changing weather patterns and the strategic choices of armies to fight in conditions only when necessary.

Table 2: Campaign Conditions

2 Rain. Roll 1d6: [1-3] Rain; [4-5] Heavy Rain; [6] Torrential Rain  
3-4 Wind. Roll 1d6: [1-3] Wind; [4-5] Heavy Wind; [6] Gale  
5-9 Clear  
10-11 Fog. Roll 1d6: [1-4] Fog [5-6] Heavy Fog

12 Snow. Roll 1d6: [1-3] Snow [4-5] Heavy Snow [6] Blizzard

#### Optional Rules: Stacking and Changing Conditions

##### Stacking Conditions

Rain alone can make a battle difficult, but what if the rain is accompanied by wind? Or what if the wind blows a fog bank in from off the water? To simulate these conditions, you can choose to stack conditions of different weather types.


Stacking weather conditions is as simple as generating two results on Table 1 and placing both conditions on the battlefield. For purposes of stacking weather effects, ignore a like condition and roll again. And yes, it can both rain and snow at the same time; it's called sleet, and those who don't believe it have never lived in Michigan in December!

##### Changing Conditions

Weather is not static. Storms end; wind picks up; fog billows in from off of the sea. To simulate these conditions, below is Table 3: Changing Conditions. At the beginning of a game, roll 1d6; alternately, agree on a turn, such as halfway through a game with a set number of turns. Note the result and begin a turn counter. On the predetermined turn, roll 2d6 and consult Table 3.

**Table 3: Changing Conditions**

2-3	Current condition worsens
4-5	Current condition diminishes
6-8	Current condition remains
9-10	Current condition ends
11	Current condition changes
12	Second condition stacks



Current condition worsens: The current condition increases by one intensity. If the current condition is already at maximum intensity, treat result as second condition stacks.

Current condition diminishes: The current condition decreases by one intensity. If the current condition is already at minimum intensity, treat result as current condition ends.

Conditions remain the same: There is no change to weather conditions.

Current condition ends: The current weather condition ceases; all conditional modifiers end, except for movement penalties, which remain in play for the rest of the battle.

Conditions change: Roll another condition on Table 1; the current condition changes to the new condition. If the same condition and category is rolled, treat as Conditions remain the same. Prior conditional modifiers end, except for movement penalties, which remain in play for the rest of the battle.

Second condition stacks: The current weather condition is compounded by a second weather condition, as described in Stacking Conditions, above.

\* \* \*

She spied a flash of movement, and suddenly a bonejack was speeding towards her position, its wicked maw agape. Helenka raised her rifle and tried to line up a shot, but water coursed over her scope, her face, her eye. Damn! She fired wild, then wiped a desperate hand across her face. It didn't help. Three more shots echoed from the nearby trees, but the bonejack kept coming. Had any of them hit? She could not see through the downpour. She raised her rifle again, but by the time she could

shoot, the vile bonejack was too close, its carapace flaring with the green fire of Cryxian magic. And then it was too late

## Cygnarian Royal Army light warjack:

### The Lancer

Built upon the frame of the old Arcane chassis, the Lancer shows how much development Cygnarian warjack technologies have developed in the past century. Faster, better armed, featuring an improved arc node and weapons arrangement, the Lancer leaves no aspect unimproved. It's speed, armor, and arc node give it a versatility that most Warcasters dream of. It's advanced Arcanum grade cortex, constructed by the Cygnarian Armory, gives it more than enough intellect to defend itself and perform most actions upon a battlefield, freeing the warcaster up from mundane tasks, allowing him to concentrate upon tactics and the flow of battle. The Grade VII Arc-Node changes this 'jack's perceived lack of ranged armaments into a surprise attack. It has also given this 'jack a unique place in the army. Warcasters have found that it makes an invaluable 'battlefield medic' for other Warjacks. A few Mending spells channeled through the Arc Node have made the difference between a loss and victory many times.

As the newest of the Cygnarian main production warjacks, it represents the highest science and ultimate refinement of warjack design. If Cygnar keeps up with this combination of ability and potency, few other kingdoms will be able to stand up to their armies.

Light Warjack (Lancer)

Large construct (Steamjack)

9' 1" tall, 3.25 tons

**Hit Dice:** 14d10+30 (107 hp)

**Initiative:** +2

**Speed:** 25 ft. (can't run)

**AC:** 28 touch 11, flat-footed 26, behind 26

**Attacks:** +17 melee (slam)

Full +17/+12/+7 (spear)

or +13/+8/+3 (spear) and +9 (shield)

**Damage:** Slam 1d8+7

Shock Shield (Large Mechanical Lightning Shield) 1d10+8 +1d6 lightning, +1 weapon. x2 critical

War Spear (Large longspear) 2d6+7. x3 crit.

Reach weapon (may attack 20' away, but not 10' or closer.)

Set action (If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.)

**Face/Reach:** 10ft./10 ft. (20' with spear)

**Saves:** Fort +4, Ref +6, Will +4

**Abilities:** Str 25, Dex 15, Con: —, Int 10, Wis 11, Cha 1

**Challenge Rating:** 12

**Treasure:** None (itself worth at least 52,600 gp)

**Alignment:** Always neutral, but typically Cygnarian warjack

#### **Special Qualities:**

**Arc Node:** A character with the Augment 'Jack special ability may use the Arc Node to channel arcane spells. Treat this as if the warjack itself cast the spell, but all requirements to cast must be the warcaster's. Essentially, the warcaster casts the spell, but the spell comes out of the warjack instead.

**Construct:** A steamjack is an artificially constructed creature. Jacks have no constitution scores. A Jack is immune to mind-influencing effects (charms, compulsions, phantasms, patterns, morale) and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save (unless the effect also works on objects). A Steamjack is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, it cannot be raised or resurrected.


Steamjacks cannot heal damage on their own, though they can be healed. Steamjacks can also be repaired in the same way an object can.

#### **Steamjack Qualities:**

**Cold Vulnerability:** A steamjack suffers no damage from cold attacks, but is slowed one round for each 6 points of damage done to it. The effects are not cumulative.

**Firebox Vulnerability:** A steamjack's firebox fails when the unit is completely submerged in water or





other liquid. Jacks without a burning firebox are considered stunned.

**Reliance on fuel:** Steamjacks need to consume coal and water to function. A Lancer requires refueling (One hundred pounds of coal and one hundred gallons of water) every 9 hours, if run minimally. Combat conditions reduce this to a mere 1.5 hours. If not refueled, the steamjack's next half hour of operation is spent fatigued. After that, the unit becomes exhausted for thirty minutes, after which it is stunned. At this point its firebox needs to be re-lit before it can function again.


Steamjacks using inferior fuel are considered shaken in addition to any other effects on it.

**Resistances:** Steamjacks have fire and electrical resistance 20.

**Damage Reduction:** 10/serricsteel

**Darkvision:** 60'

**Low-Light Vision**



## Warmachine Ship Rules

Introduction by Chad "Huffdog" Huffman

Rules by Tony "Greedo" Gallagher

The thick swirls of fog that hovered low on the water near the shoreline were so dense as to make the skin feel cold and moist—not unlike a corpse, thought Gavin. The young Cygnaran warcaster looked over his shoulder with a touch more unease than he ever expected to feel off the battlefield. He had faced Protectorate fanatics, Khadoran marauders, and even Cryxian abominations, and lived to tell tales of each battle. He had scars aplenty and courage under fire, but the mist-enshrouded harbor felt like a tomb. Silent but for the creaking of rigging, the ship slid stealthily out into the open sea. Crewmen darted around the ship with stunning agility, clambering across deck, boom, rope, and canvas to carry out the hand-signaled orders of the Captain. The thought of that old seadog made Gavin Dandridge glance in his direction. He stood next to the helm, staring off into the soup of fog as though he could see directly through it. The man was probably twice Gavin's age, and had likely seen ten times the battles as the young warcaster, but he looked healthy and hale, as though he had another five decades of energy lurking within him. Sailors take strength from the sea, Gavin thought. It fuels them like coal feeds a warjack. He thought idly that a strong captain might live as long as his ship could carry him.

The Foamrider was a small sloop, hardly suitable for a trip of any great distance, but for small merchant runs and the occasional passenger carry she was more than adequate. Her captain and crew had a strong reputation, and the young warcaster had to get his battle group up the coast quickly. He knew that he had had little choice in taking this ship, but he couldn't help feeling vulnerable on the ship, as though the fickle whims of the sea held his future and it was out of his hands until he set foot back on solid ground. His warjacks slept in the cargo bay of the ship, an Ironclad, a Lancer, and a Sentinel. His battle Mechanik and the man's two gobber assistants slept with them, billeting right alongside the iron hulks. He had elected to remain awake through the night, weighing the fatigue of a sleepless night against the potential hazards of needing to shake off the grogginess of sleep in the case of trouble.

As the ship eased out past the mouth of the harbor, the breeze picked up across the open water and the fog began to dissipate. Wisps of cottony mist evaporated into the night, revealing a vast expanse of black night sky and glassy obsidian water. The setting was peaceful and beautiful in its blank simplicity, yet at the same time...somehow menacing, as though the perfect black canvas simply waited for some hazard to be painted across it. Gavin settled his elbow on a rail and steeled himself for a long, monotonous, and spooky voyage.

\* \* \*

"Warcaster Dandridge," came the cautious voice that jerked Gavin's head up and wrenched his mind out of sleep's tenuous embrace. The crewman peering into his face was shrouded in shadows; the moon had evidently already set. How long had he slept? He realized he was hunched over the railing, seated on a barrel. What did the crewman want? "The cap'n asks ta see ya, sar," the man said, and trotted off on some other business.

Gavin made his way stiffly across the deck and up to the skipper, who stood virtually in the same position Gavin had last seen him. The man seemed nearly a statue, staring off across the night horizon. As Gavin approached, Captain Tressel raised one hand to point off into the

black distance.

"Ya see that, lad?" the grizzled old sailor asked. Peering into the distance, Gavin was forced to admit that he did not see anything.

"Sail ho, boy," the Captain replied calmly. "Llaelese pirate by the flag she flies." Gavin assumed he must be missing some detail that kept this from being a crisis, as the Captain seemed unperturbed. He told Tressel as much, to which the man chuckled and produced a bottle of rum, holding it out to the young warcaster.

"That ship's between us and where we're going, son," the Captain said in a matter-of-fact tone. "No way to go around, and no point in going back."

"I don't understand, Captain," Gavin said. "What, then, shall we do?"

"We go through them boy," the older man said with a savage grin. "Get below decks or hang on tight. This is our part of the fight."

Gavin pulled deeply on the bottle of rum and wondered if the fog was returning. He suddenly felt cold and clammy again.

### **Ship rules**

Steam technology is prevalent in the Iron Kingdoms but still very expensive. If a person wants to travel across the ocean they could take a steam ship. If they want to go without drawing any attention, however, they may take a smaller, sail powered craft.

These rules are to be used in conjunction with the standard Warmachine Rules. The ship described below is for a small craft that a Warcaster might use if they don't want to draw attention to themselves. Why they would need this level of secrecy (and how their cover was blown thereby requiring rules for inter-ship combat) is up to the players.

Assuming table is rectangular, assign 1-2 to one long side, 3-4 to the other long side, and 5 and 6 to one short side each. At beginning of game roll 1D6 to determine wind direction. The number rolled is the direction the wind is coming from. The edge the wind is coming from will from now on be referred to simply as the wind (i.e., "traveling into the wind" should be taken to mean traveling in a direction toward the edge the wind is coming from).

### **Ship movement:**

At the beginning of each turn, roll the wind intensity dice (2D6). The total is the wind intensity for that turn. If you roll snake eyes for wind intensity your ship has had the bad luck to enter a spot of Dead Calm (see below).

Each ship has a basic movement (SPD). This is modified based on the direction the wind is blowing and the wind intensity. If the ship is moving into the wind, subtract the wind intensity from the movement. A ship may be forced backwards (if the intensity is greater than the ship's SPD). If the ship is moving perpendicular to the wind, the SPD value is unmodified. The ship may travel its SPD value in inches this turn. If the ship is moving with the wind, add the wind intensity to the movement value. If however, you roll snake eyes for wind intensity your ship has had the bad luck to enter a spot of Dead Calm. Your ship can only drift for that turn. It moves D6" in a direction determined by the random direction template. This is sum-



marized below:

Against wind SPD – wind intensity

Perpendicular to wind - SPD

With wind - SPD + wind intensity

Dead Calm (wind intensity of 2) – D6" in a random direction.

Your ship must always move between one half of its full move distance and its full move distance unless the captain passes a leadership test first. If the captain passes the leadership test you may move D6 less inches.

### **Optional:**

The winds around the Schrade Islands are unpredictable and dangerous. At the beginning of every turn roll 2D6 and consult table below

*2- Wind reverses. Wind direction is coming from opposite table edge as in previous turns.*

*3-5- Wind changes. Roll 1D6 and determine wind direction again. This is the new wind direction*

*6-12- Wind stays in current direction*

### **Boarding:**

To board or deboard you must successfully make the jump from the one vessel to the second (or the ground or dock). Jumping is handled as follows:

Any model may jump a distance up to their Speed. To determine if the jump is successful, subtract the distance jumped from the model's Defense and roll under that number with 2D6.

$2D6 < DEF - \text{Distance Jumped}$

If the number rolled is greater than (DEF-Distance) then the jump has failed and the model falls (usually into water). If a jack falls or is thrown into the water it is immediately lost as per the normal rules. Ship boarding is a dangerous operation for a ten ton metal warjack! If the model is jumping on to land or a dock then he will take falling damage as normal.

A jump counts as a model's movement.

### **Some notes on boarding:**

If you are teleporting or flying this roll isn't necessary. Any modifications to a model's DEF affect its jumping ability. Boarding works like special moves (Charge, Slam, etc.) but is not stopped by spells like Temporal Barrier or Voltiac Snare.

### **Turning:**

Your ship is allowed one 45-degree turn for every full 5" traveled.

You may always make one turn of 45 degrees (even if you are moving less than 5") unless you are in Dead Calm. For example, if you travel 4", you may make one 45 degree turn. If you move 7" you may make one 45 degree turn. If you move 11" you may make two 45 degree turns, etc. These turns are performed as you pass the 5" marks. So if you move 15" you must move 5", turn your 45 degrees, move another 5", and turn another 45 degrees, and move your final 5", and turn another 45 degrees. Although you may make a turn after you have finished moving (as in the example above), you must always move before you can turn. You may turn less than the possible 45 degrees.

Firing at a ship: Roll to hit a target as normal. If the ship is hit, roll 2d6.

2- Random crewman is hit. The weapon deals damage to a random crewman as normal.

3-5- Random passenger is hit. This may be your warjacks or warcaster. Deal damage as normal.

6-12 - The ship itself is hit. Treat this as per normal Warmachine

Rules using the ARM value and damage grid of the ship.

You may also target crew and passengers as normal taking into account any concealment or cover provided by the ship.

### **Damaging a ship**

Once a ship is hit you follow the basic Warmachine rules for hit location and damage at that location. The ship damage grid uses the following abbreviations. The effects of a damaged system are described as well.

P for Port Guns

- Guns on the port side (left) may not fire

S for starboard guns

- Guns on the starboard side (right) may not fire

M for movement

- Ship's speed is reduced to 3"

R for rudder

- Ship may only make one turn per... ummm... turn.

H for hull

- Ship begins to sink.

Note: A ship does not begin to sink until its hull boxes are completely checked off as opposed to the 3 systems required for a warjack.

Note: The spell "Iron Blight" does not affect a ship's hull as it is made primarily of wood!

### **Hand to hand against a ship**

One may attack a ship using melee attacks while on board the targetted ship or within reach. This is dealt with as per standard Warmachine Rules. You will always hit the ship; it is considered a stationary target (no roll to hit is necessary). Damage is dealt as normal. Note that there is no chance your melee attack on the boat will hit any crew or passengers as in shooting attacks.

### **On ship combat**

Boarding Actions have already been covered. Once aboard the other ship treat all combat as normal including elevation rules if applicable. If a jack falls or is thrown into the water it is immediately lost. If a Warcaster or crew falls into the water they have three rounds to get back into a boat or onto land. This is done by being within 2" of a boat or land at the start of the controlling player's turn. Once within 2" they take one round to climb up to the deck. Place them on the edge of the deck at the end of the model's next turn.



## Swimming

Models may swim a distance equal to half their movement rounded up. If, at the end of three rounds, the model is not either back on a ship or on land, they drown. A model may still be shot at while in the water but count as being in cover. A model may not shoot while in water but may cast spells or issue orders normally.

## Ramming

Ramming attacks are handled in the following way: if the two models touch it is assumed that they have rammed. The rammer is the boat that moved into the rammees. There are many ways a ship could ram another but for the sake of simplicity they will all be handled in one of two ways. There are a number of things common to both types and they will be described here. We will always assume that ramming hits. There is no need to roll to hit as in a melee attack. The damage dealt is all to the boat with no chance of it hitting the crew or passengers as in shooting attacks. Ramming attacks may not be boosted.

The first kind of ramming is called a parallel type ram. Both ships are traveling along the same line. This is a poor way to say either a head on collision or a rear ending. The damage dealt is the relative total distance traveled by both boats (the rammers distance this turn and the rammees distance last turn) + 2D6. The relative total distance means that in the case of a rear ending you will subtract the distance the rammees moved from the distance the rammer moved. Note that this can sometimes result in a ram that can't damage either boat (treat any values of less than 0 as 0). The dice are rolled separately for each boat and are applied to each boat.

### As an example:

*Captain Morgan moved his boat 17" last turn. This turn, Admiral Nelson moved 11" into a head on collision. The total distance traveled is 28" (17+11). Two dice are rolled for Captain Morgan, for a 9. This is added to the 28 to get 37. Subtract the 20 Armor of the boats and Captain Morgan's ship takes 17 points of damage. Admiral Nelson rolls his two dice and gets a 4 for a total of 32. Nelson's ship only takes 12 points of damage.*

If, in the above example, Admiral Nelson had been rear-ended the total relative distance would have been only 6" (17-11). Clearly a head on collision is more damaging for both parties.

The second type of ramming is a perpendicular type ram. This is more commonly called a T-bone. The damage dealt is calculated as follows. The rammees is dealt an amount of damage equal to two times the rammers distance traveled + 2D6. The rammer is dealt an amount of damage equal to the distance he traveled + 2D6.

### As an example:

*Captain Morgan's wind changes and he is left sitting right in front of Admiral Nelson. Admiral Nelson hoists the main sail and rams right into the side of Captain Morgan's ship. Nelson moved 17" before he hit Captain Morgan. Captain Morgan rolls two dice and gets a 6. The total damage dealt to Captain Morgan's ship is 40 (17\*2 + 6). After armor, his boat takes 20 points of damage. Admiral Nelson rolls his two dice and gets a 9. The total damage dealt to him is 26 (17+9).*

Whenever one ship rams another there is a chance the people and warjacks on board can be knocked down. Roll 2D6 for each model and compare the result to the model's strength. If you roll less than or equal to the model's strength the model is fine. Roll over the model's strength, however, and the model is knocked down. Normal knock down rules apply. If you roll 2 6's the model takes one point of damage. This could be from getting crushed between the two ships or simply getting knocked out and overboard or just having some rigging fall on their head. In the case of a jack they take this damage in a random location.

### Sinking

At 0 hull points the ship sinks. The ship takes three rounds to sink. During this time the ship moves at half speed unless Movement is also disabled. Rescues (or escapes) of models on board may be attempted as per the boarding rules. If the ship sinks treat all models as if they had fallen off a boat. Until the boat sinks all aboard may continue to fight in hand to hand or try to take the other ship or models down with them.

### Taking over an enemy ship

If the captain, crew and opposing warcaster are all defeated it is possible to take over an enemy ship. Simply move either the captain or warcaster on to the ship and the claim your prize. Note that enemy troops and jacks may still be in play.

**Griffon Class Sloop:** The Griffon Class Sloop is a common Cygnar ship type although every other faction has a comparable ship. The Griffon Class uses a crew of 6 and one captain. There are two cannons on each side of the ship. These fire only to the side (they can't be angled to shoot forward or backward) but within the side-firing arc they can be aimed anywhere.

Def 10

Arm 20

SPD 10

1 H H P P P P P P (8)

2 H H H H H H H H (8)

3 H H H H H M M M M (9)

4 H H H H H R R R R (9)

5 H H H H H H H H (8)

1 H H S S S S S S (8)

P = port guns

S = starboard guns

M = movement

R = rudder

H = hull

Total of 50 hits



### Cannon

Range RoF AoE Power

18 1\* - 15

\* can be increased, see Captain's Orders section

A cannon must have at least two crewman to operate it.

### Crew

SPD STR MAT RAT DEF ARM CMD

6 4 4 4 16 10 6

The crew each have a cutlass. Each crew has 1 hit point.

### Captain

SPD STR MAT RAT DEF ARM CMD FOC

6 5 5 5 16 12 7 5

The captain has a pistol and a cutlass. The captain has 5 hit points.

The Captain's focus doesn't represent any sort of magic ability. It represents his piloting ability and command prowess. If it helps think of it as just the number of orders he can say in a turn's worth of time. Although the Captain's Focus isn't magical it is assumed that anything that takes away a warcaster's focus would distract the Captain enough to also take away his focus. Since these points aren't related to magical ability it doesn't take as much forethought to use them. The Captain does not need to allocate his focus at the beginning of the turn. They may be allocated as required. As these focus are not magical in nature they cannot be used on warjacks. Only the ship and the captain may use the captain's focus unless otherwise noted. Note that although focus is spent on crew related things they are not able to use the Captains focus to gain additional attacks or boost their damage rolls in hand to hand. The captain does not wear the steam armor of the warcaster however so has no way to regain lost hit points.

Orders List- These are treated like spells. But remember, they aren't spells but rather the Captain's orders or his own actions.

**You need more powder!** – 2 Focus, add another 6" to the range of a cannon for one turn. The decision to use this order must come before any measuring to the target.

**Hoist the Mainsails!** – 2 Focus, add another D6" to your movement this turn. This movement is unaffected by wind direction. Conversely, you may lower the mainsails and reduce your movement by D6". This may be done in addition to the regular leadership check.

**Reload those Cannons!** – 2 Focus, allows a single cannon to fire an additional time this turn. May only be used once per cannon per turn.

**Turn damn you!** – 1 Focus, ship may make an additional 45-degree turn this turn. May only be used once per turn. Note that although the ship model is immediately turned in place, this ability represents the captain devoting more of his attention to the boat and has actually just been turning tighter the entire movement phase.

**Stealing the Wind** – 3 Focus, if within 12" and upwind of an opposing ship you may attempt to Steal the Wind. Take a command test. If passed, the captain has positioned his boat so that the wind doesn't get to the opposing ship. On the opponents turn treat the opposing ship as being in Dead Calm regardless of wind intensity or direction rolls.

**Eat lead you bastard!** – 1 Focus, the captain must use one focus to fire his pistol. He can't be everywhere at once.

**One with the vessel** - 3 Focus, upkeep, the captain can't be targeted by enemy missile fire (even missile fire that can target any target in line of sight). Note that he can still get caught in AOE attacks.

Pistol –

RNG ROF AOE POW

12 1 - 12

The captain's pistol ignores normal targeting rules. It can make ranged attacks against any target in line of sight, regardless of intervening models. Targets still benefit from concealment and cover. The opposing captain may not be selected in this manner although he can be targeted if he is the closest model as normal. He knows what's coming!

Cutlass

RNG ROF AOE POW

- - - 6

### Scenario

A rumor about an artifact from the era of the Orgoth has been uncovered. Given the war-like nature of these people it is thought that this could be a powerful weapon. The Iron Kingdom is slowly moving towards all out war. Control of this artifact could be a deciding factor in the future of the Iron Kingdoms. The artifact is rumored to be on a remote island in the Sea of Blades. Make your way there and retrieve it at all costs. Terrain: Open ocean except for a single tall rocky barren island in the middle of the table. Both ships will deploy on opposite sides of the table on the short sides. Both war bands will deploy on their respective ship decks. At the top center of the island is the artifact.

*Special rules:* Beyond the above ship rules there are rules for the artifact. The artifact is automatically picked up when you are in base-to-base contact. Warjacks may not carry the artifact. If the model carrying the artifact is knocked down or killed then the artifact is dropped. Another model may pick it up. Ship crew may leave the ship and carry the artifact. Ship crew are treated as solos.

*Win conditions:* The player that gets the artifact back across his table edge is the winner. If your ship is destroyed and are unable to take over the enemy ship you automatically lose (your opponent will just wait until you starve before taking the artifact).

## The XuLong Dynasty

A brief history of the XuLong Dynasty:  
Birth of a Nation:

Within the shrinking lands of the XuLong Dynasty lies the fabled city of Ishibei. Within the city's great walls every man, woman, and child knows the legend of the great dragon; Kago.

In the early ages settlements of man were few and far between. Overlooking the valley and tending to the natural world was Kago the dragon. Though he lacked wings he could fly, and his massive serpentine body floated with the greatest of ease through the clouds and over the rivers. As he flew overhead the flowers would bloom, and treetops he touched would bear fruit. Indeed all manner of life flourished at even the mere mention of his name. So too in time did man flourish and bloom, and a handful of settlements turned into several dozen. Kago loved everything that grew in his garden, the valley that ran from the sea to what would one day become known as the Bloodstone Marches. The world of man respected what Kago loved and so too gained Kago's favor.


Kago became enamored with man, and would watch for days at a time as they went about their life, many knowing nothing of the great dragon high above them. So enamored with these tiny beings was he, that slowly he forgot about other parts of the valley and they slowly withered and decayed. Kago would then on occasion descend from the heavens and speak openly with the men and women of the villages. It was not long before the world of man began to worship Kago as a god. However this he would not allow. While he was indeed a powerful creature, he could not affect the lives of men in the way they wanted. He taught them of right and wrong, and that he did not create the world, but enjoyed its wonders, that if there was something to worship, let it be the world around them.

For many generations the world of man lived peacefully under the shadow of the mighty dragon. Until the day the Skorne came. Their coming was sudden and without warning. From the sky Kago saw only that a great number of man had come to the valley while he slept. They moved with great speed, riding upon beasts of all varieties, through the valley to the villages. Kago was horrified as the Skorne began to set fire to the valley, as they attacked the villages, as they desecrated his valley. Like a tidal wave they rushed through them, not stopping to sleep or eat. Kago was a dragon of life and of the world, unaccustomed to such violence he abandoned man and the valley to the beast riders.

Heartbroken, Kago retreated to the shore far north of the valley. He curled his massive body around a cliff that overlooked the sea. With a heavy sigh he released his spirit and his body began to decay. As his scales fell from his sides the plants, fruits and vegetables of the valley began to grow where they fell. As time continued on and the mountain had become even more lush than the valley had ever been, the scales grew into man. As Kago's body slowly died he imparted one last piece of knowledge to his chosen people. Before we were unable to stop the destruction of life so precious, take now my body and my spirit and together we will be stronger.

From Kago's bones were made the first walls of the capitol city of Ishibei. At that time the city hardly descended half the sloped hillside that Kago found his final resting place upon. The buildings and the royal palace were all constructed from the remains of the great dragon. His talons and fangs were taken and forged into great weapons. The knowledge of





such construction had been passed to the world of man as parts of the dragon's spirit had been reborn into precious few of these new people. One sword from each talon and fang were made, taken up by any willing to wield them. Kago's eyes became two fist sized stones, perfectly round. The left eye stone glowed brightly when held by the people of the dragon, yet in the hands of one person the glow took to shape of Kago. The left eye stone was made to find the most gifted among the people and the chosen one would lead their people with the wisdom of Kago himself. The first to ascend to the honorable throne was Chu Long. From that time on all emperors, whether born of nobility or commoner bore the name of Long. The right eye of Kago held a power only for the emperor, to cast his gaze over the kingdom as if flying with the great dragon.

In the coming years the people of the dragon flourished as they once had in the valley. The peace was not meant to last and the Skorne followed them northward. Chu Long saw their approach as they entered his kingdom. When the Skorne reached Ishibei, Chu Long stood in front of the gates with the forty warriors of fang and talon, awaiting the barbarians arrival. While some of the warriors had found time and resources to armor themselves Chu Long stood before his enemies wearing little more than robes and sandals. He confidently bid the wretched creatures welcome to his kingdom, before informing them that none of them would be allowed entrance to the city. The Skorne hissed and cackled in guttural, unintelligible fashion, then charged forward at the walled city and its defenders.

As the Skorne approached their enemies, the warriors lines held, and together their spirits infused their weapons. The stark white blades began to emit a soft blue glow, and magical markings appeared along their edge. The charging beasts were each cut down with one swing. As the dust had yet to settle the riders rose covered in dust and blood, and the fighting continued. The villagers looked down from the top of the wall, fearful that their young emperor would be killed. The emperor could be seen nowhere, and as the crowd atop the wall grew some of the Skorne took notice. They hurled their spears, and fired arrows at the unarmed populace. The weapons simply stopped and fell in mid air, unable to pass over the wall. In frustration the few Skorne who could not enter the melee began to attack the walls, but every bit they chipped away regenerated, nearly instantly. Suddenly from the dust cloud ChuLong leapt high in to the air, well above the heads and weapons of all. He emerged from the combat unscathed, and his pristine robes rippled and flapped as he sailed through the air. As he descended he fell just past the Skorne host leader. As ChuLong slowly stood, the leader slumped forward and slid off of his mount, the dead body crumpled on the ground, and the Skorne fled in panic.

With each new emperor came a new wall, and slowly but steadily Ishibei grew. The Skorne would occasionally return, and while some walls were breached and good people lost, the Wall of Kago and its magic has never been undone.

\*\*\* Beyond the Legend \*\*\*

With the safety of the capitol ensured the imperial decree came to expand beyond the walled city through out the mainland, and to explore the eastern sea. The mainland colonies were wrought with failure, the orders of warriors lacked the mobility of the beast riding Skorne. The nearby islands could not be reached by the Skorne, protected by the sea and the Eye of Kago. It was also discovered that beyond the islands lay a great reef upon which the wrecks of not only imperial ships were found but also those of other people, Skorne and unknown people from beyond the reef. The islands themselves were sparsely

inhabited, but the people there did not seem to possess the spirit of Kago, still they were absorbed by the Imperials. Before long trade between the island colonies and Ishibei turned the walled city to a port town, with great stone doors protecting its harbor.

Protected from the outside world by the natural walls of coral and Kago the Imperial kingdom began to explore art and science, with the influence of the dragon spirit again came not only the boon of physical prowess but also enlightenment. Development of black powder and explosives came easily, and the mineral rich mountain provided the materials to line the ramparts with cannons. The creation of the explosive sand also brought the new art form of fireworks that began an annual celebration to Kago.


Soon after the inspiration of Kago seemed to wane, and so too did the number of dragon blessed warriors. The strength of the dragon spirit in the people of Ishibei diminished, and many lost touch with the dragon spirit entirely. The people of the islands were quickly and without proof assigned the blame. The islanders had almost entirely been absorbed into the populace and the intermarriage was blamed for diluting the imperial blood line. The desired expansion of the empire was put to a halt, and all people unable to prove official residence within the empire were unable to gain entrance to Ishibei or any of the imperial cities, all in the name of preserving the imperial spirit. The doors of Ishibei were closed to all would be travelers and adventurers.

Generations later under the rule of emperor Idou, a wounded traveler appeared before the gates of Ishibei. He had clearly met with near fatal combat, and judging from his wounds it was the work of the Skorne. The patrol of the wall saw something they had never seen that day. The man was being carried by a huge walking suit of armor, what would soon be known as a Warjack. Rather than being blasted by the cities defensive cannons, the Order of Dougen, the scholarly monks, came to investigate, and found that the man possessed a part of the spirit of Kago. Unable to speak and barely conscious the man was immediately brought him inside the city and nursed him back to health.

In the coming months the majority of his wounds healed, but he did not understand the language of his rescuers. Fascinated by the foreigner and how he had come to possess the spirit of Kago became the highest priority for the Order of Dougen. The young man was not allowed to leave his room, though he was well treated. When they brought him a map of the land and pointed to where the city was he stood up and walked several paces from the map the pointed at the ground. Understanding the meaning of his actions the Order of Dougen brought him before the Emperor. As the panicked Order of Dougen explained the situation to Emperor Idou, the young leader smiled and calmly strode over to the foreigner. Kneeling beside the fair skinned man Idou offered the Eye of Kago to him. At the first touch of the jewel energy coursed out and surrounded the two, and the Cygnaran suddenly pulled his hand back and looked very confused. Idou stood and said: "Now we may speak." having used the Eye to somehow learn the foreign language in an instant.

It was learned that the man was an explorer from the kingdom of Cygnar, and he had only recently earned the title of Journeyman Warcaster named Marcus Reid. Idou enjoyed hearing the tales of the strange land far to the west, but would stop Marcus in the middle of a tale or explanation; saying only to save the rest for tomorrow. After some days of talking with the Emperor Marcus dared to ask the fate of his Ironclad Warjack. Idou beckoned to one of the servants. Idou explained that the 'Warjack' had been accepted as payment for the healing of Marcus's wounds, food, and repair of his armor. A curtain was drawn back and





what had once been an Ironclad had become Tatsu; The Dragon of the XuLong Dynasty. Modifications were made to his hull, head, cortex, hands, and an added cannon mounted on the shoulder. Gleaming new the blue paint had been stripped away for the royal colors of the XuLong Dynasty: purple, red, and gold.

Impressed with the ingenuity and culture of the people Marcus asked Idou to come with him back to Cygnar. The Emperor had to decline, yet wished to see the foreigner home. Then there was also the concern that Marcus's presence brought; how it was that a non-native had come to possess a part of the dragon's spirit. So Idou asked his brother, Xian to take Tatsu and a small band of soldiers and head west to Cygnar with Marcus as a guide. On their travels they encountered few Skorne, many already injured from other battles seeking no further conflicts. Those that did met their end from the impressive might of both Tatsu and Xian, and it was clear to Marcus that Xian would be considered a powerful Warcaster in any land of the west. Indeed it seemed as if no ambush could surprise them, and no attacker could escape them.

Once the small caravan reached Caspia the Cygnarans were as impressed by the imperials as they had been of Marcus. Xian was introduced not only to the local nobles but also the folk hero Coleman Stryker and eventually King Leto himself. Discreetly Xian tested the people of Caspia for the dragon spirit. Finding that those called Warcasters possessed the most powerful spirit, but also that the color of the dragon shape was different than that when he would test himself. Disappointingly King Leto had very little spirit in him. Secondly Idou also wanted to start trade between the two nations. Though the route by land would prove much too dangerous with the assistance of another nation a new project could begin, a shared city built upon the ocean and the great reef surrounding the imperial kingdom. Finding no lack of enemies King Leto was more than pleased to meet with a friendly nation. In but a few months the floating city of KaiyouGaien was built and trade began. Xian returned to Ishibei by boat, and his celebrated return marked a new era for the XuLong Dynasty. The Order of Dougen eagerly awaited the return of their most exalted pupil, and what advice he had to return the dragon spirit to the blessed people of Ishibei.

The trade in exotic items worked well for both kingdoms, and they suffered little harassment from the privateers of the ocean. New Imperial Warjacks were designed and commissioned through Cygnar, and used to defend Ishibei while many of the soldiers moved to KaiyouGaien to defend the floating city from would be attackers. Even the terrifying Helljacks held little sway on a battlefield so rich with water, though they did give the imperial scholars new inspiration. KaiyouGaien continued to grow to second only Ishibei in size. Cygnar benefited not only from the new trade route, but also from gaining an ally, or at least a kingdom not interested in their immediate destruction.

# Yan of Clasp

XuLong Warcaster Character

7 FOC

SPD	STR	MAT	RAT	DEF	ARM
6	6	7	3	10	13

Special POW P+S	Mult	7	13
-----------------	------	---	----



YAN'S DAMAGE

- Feat: 1000 CUT SLASH**  
Xian can not cast any spells this turn. Xian makes a melee attack against all enemy models within 2". Xian may immediately make an additional attack against any model in damage range. Separate attack and damage rolls are required for each additional attack. Rolls may be boosted. This ends his activation.

# Mina of Plume

XuLong Warcaster Character

6 FOC

SPD	STR	MAT	RAT	DEF	ARM
6	6	4	7	14	15

Special POW P+S	Mult	2	8
-----------------	------	---	---



MINA'S DAMAGE

- Feat: SOUL RAGE**  
All living models in Mina's control range must pass a CMD check or flee. Give Mina 2-12 points of damage. Mina gains 1 FOC for every 2 points of damage received. For every living model destroyed from play while her CMD and this turn Mina regains 1 point of health.

# Yoshi of Iron

XuLong Warcaster Character

6 FOC

SPD	STR	MAT	RAT	DEF	ARM
5	6	7	5	15	17

Special POW P+S	Mult	7	13
-----------------	------	---	----



YOSHI'S DAMAGE

- Feat: PRIDE OF THE DRAGON**  
For the round all friendly XuLong models currently within Yoshi's control gain +1 to all damage rolls and become invulnerable.

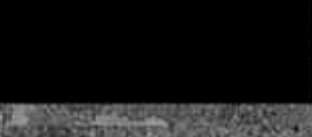
# Ping of Fire

XuLong Warcaster Character

6 FOC

SPD	STR	MAT	RAT	DEF	ARM
5	6	6	6	14	15

Special POW P+S	Mult	1 <td>1</td> <td>3</td> <td>3</td>	1	3	3
-----------------	------	------------------------------------	---	---	---



PING'S DAMAGE

- Feat: ABUNDANCE**  
Ping cannot be killed. All friendly XuLong models within Ping's CMD range gain the following. Models with ranged attacks gain POW 10. ACE 3 and Models with melee attacks gain P+S 2 and Critical Fire for one round.

# Xian of Clasp

XuLong Warcaster Character

7 FOC

SPD	STR	MAT	RAT	DEF	ARM
3	3	3	3	3	3

Special POW P+S	Mult	7	13
-----------------	------	---	----



XIAN'S DAMAGE

- Feat: 1000 CUT SLASH**  
Xian can not cast any spells this turn. Xian makes a melee attack against all enemy models within 2". Xian may immediately make an additional attack against any model in damage range. Separate attack and damage rolls are required for each additional attack. Rolls may be boosted. This ends his activation.

# Mina of Plume

XuLong Warcaster Character

6 FOC

SPD	STR	MAT	RAT	DEF	ARM
6	6	4	7	14	15

Special POW P+S	Mult	2	8
-----------------	------	---	---



MINA'S DAMAGE

- Feat: SOUL RAGE**  
All living models in Mina's control range must pass a CMD check or flee. Give Mina 2-12 points of damage. Mina gains 1 FOC for every 2 points of damage received. For every living model destroyed from play while her CMD and this turn Mina regains 1 point of health.

# Yoshi of Iron

XuLong Warcaster Character

6 FOC

SPD	STR	MAT	RAT	DEF	ARM
5	6	7	5	15	17

Special POW P+S	Mult	7	13
-----------------	------	---	----



YOSHI'S DAMAGE

- Feat: PRIDE OF THE DRAGON**  
For the round all friendly XuLong models currently within Yoshi's control gain +1 to all damage rolls and become invulnerable.

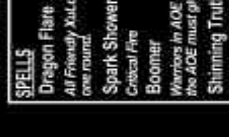
# Ping of Fire

XuLong Warcaster Character

6 FOC

SPD	STR	MAT	RAT	DEF	ARM
5	6	6	6	14	15

Special POW P+S	Mult	1	1	3	3
-----------------	------	---	---	---	---



PING'S DAMAGE

- Feat: ABUNDANCE**  
Ping cannot be killed. All friendly XuLong models within Ping's CMD range gain the following. Models with ranged attacks gain POW 10. ACE 3 and Models with melee attacks gain P+S 2 and Critical Fire for one round.

Illustration by Matt Martin

WARMAHINE and all related contents. TM & © Privateer Press 2004.

Illustration by Simone Bazzini


WARMAHINE and all related contents. TM & © Privateer Press 2004.

Illustration by Matthew Armstrong

WARMAHINE and all related contents. TM & © Privateer Press 2004.

Illustration by

WARMAHINE and all related contents. TM & © Privateer Press 2004.




**Ryūshūken Clan**  
Xut-long Unit

DANCHO		DZIO 9	
SPD	STR	WAT	RAT DEF ARM
6	6	4	14 16


  

FROGGER		DZIO 8	
SPD	STR	WAT	RAT DEF ARM
6	6	4	14 15

BOON		RNG ROF AOE POW	
		8	1 - 7

KAGO'S FANG		KAGO'S FANG	
		Special POW	P+S
		Critical Target	6 11

**Unit**

- Fearless
- Combined Range Attack
- Weapons Master


**Dancho**

- Leader
- Hot Position

**Kago's Fang**

Combined Disguise

**(Order)**




**Ashigaru**  
XuLong Unit

DANCHO					CMD: 9						
8	5	5	6	14	13	SPD	STR	WAT	RAT	DEF	ARM


  

TROOPER					CMD: 7						
8	5	5	6	13	13	SPD	STR	WAT	RAT	DEF	ARM

ARCUS EUS					RNG ROP AOE POW				
					12	1	-	10	

KAYANA					Special POW P+S				
					—	3	8		

**Shuliao Xu Long Unit**

**Arahauchi**

**Fury of Blows**

**Elemental Discipline**

**Action**

**Leader**

**Special POW P+S**

**Reach**

**Dex**

**Reach**

**Unit**

- Combined Melee Attack
- Reach

ARAHAUCHI				Dex			
SPD	STR	MAT	DEF	ATK	DEF	ATK	DEF
8	6	7	3	15	12	8	6

FURY OF BLOWS				Dex			
SPD	STR	MAT	DEF	ATK	DEF	ATK	DEF
8	6	6	3	14	12	8	6

ELEMENTAL DISCIPLINE				Dex			
SPD	STR	MAT	DEF	ATK	DEF	ATK	DEF
8	6	6	3	14	12	8	6

ACTION				Dex			
SPD	STR	MAT	DEF	ATK	DEF	ATK	DEF
8	6	6	3	14	12	8	6

LEADER				Dex			
SPD	STR	MAT	DEF	ATK	DEF	ATK	DEF
8	6	6	3	14	12	8	6

## Ascelic

### Xui Long Shuuto Unit Attachment

Ascelic		GOLD		3	
SPO	STR	MAT	PAT	DEF	ARM
5	7	6	4	13	10

**FIRE BREATH**  
 RUG ROF ADE POW  
**3P 1 - 12**

**WAR HAMMER**  
 Special POW P+S  
**— 5 12**

### Ascelic

- Flurry of Blows (ver)
- Drunken Masala
- Adhom
- Adhom

### ASCELTIC'S DAMAGE

### Fire Breath

- Critical Fire

Point Costs	Leader and 5 Troops	100	Rhyutilla Clan
	Field Allowance	1	Victory Points
		2	
<p><b>Dancho</b></p> <ul style="list-style-type: none"> <li>• Leader</li> <li>• Stand Ground (Crater)—Rhyutilla receiving this order forfeit their movement and gain +1 IMAT, and +1 DEF for one round.</li> </ul> <p><b>Unit</b></p> <ul style="list-style-type: none"> <li>• Fasten—Rhyutilla never fire</li> <li>• Combined Range Attack—instead of making range attacks separately, Rhyutilla may combine their attacks at the same target. <i>The Rhyutilla with the highest IMAT in the attacking group makes one ranged attack not for the group, adding +1 to the attack and damage rolls for each Rhyutilla excluding itself, participating in the attack.</i></li> <li>• Weapons Master—All an additional die to make damage attack rolls</li> </ul> <p><b>Kene's Fang</b></p> <ul style="list-style-type: none"> <li>• Critical Wound—On a Critical Hit an attack spells an instant air removal.</li> </ul>			

Point Costs	40	Up to 4 Additional Troops	700	Ryugyilia Chin
Leader and 5 Troops	Field Allowance	3	Victory Points	2
<p><b>Dancho</b> - Leader</p> <ul style="list-style-type: none"> <li>Concentrated Fire (Cin)-when issued the order, every Ashigaru contends their fire at the same target. Make one attack roll using the Dancho's RAT, adding +1 to the attack roll for each Ashigaru, including the Dancho. The Concentrated Fire attack is POW 72 with AGE 3.</li> <li>Concentrated Fire requires at least 2 Ashigaru.</li> </ul>				

Point Costs	5	Up to 4 Additional Troops	8
Leader and 5 Troops	15	Field Allowance	2
		Victory Points	2
<p><b>Alahuahual</b></p> <p>Flurry of Blows (Ordo)—Shuatz can not use Conditional Moves Attack this turn. A successful Melee Attack generates 105 additional Melee Attacks against Targets in Range.</p> <p>• Elemental Discipline [ • Action ]—Alahuahual may choose one of the following Ki applications for the entire unit.</p> <ul style="list-style-type: none"> <li>• Move—+1 to MA†</li> <li>• Water—+1 to DR†</li> <li>• Fire—+1 to SPD</li> <li>• Wood—+1 to STR</li> <li>• Earth—+1 to ARM</li> <li>• Leader</li> </ul> <p><b>Unit</b></p> <p>Ground Wave Attack—each friendly melee attack is doubly effective.</p> <p>Shuatz may combine one attack at the same target. The Shuatz with the highest MA† in the attacking group makes one melee attack for the group, adding +1 to the attack and damage roll for each Shuatz, including itself, participating in the attack.</p> <p><b>Bo</b></p> <p>• Reach—The Bo has a 2" Melee range.</p>			

Point Cost	32	Field Allowance	2	Victory Points	+1
<b>Ascolite</b>	<p>Flurry of Blows (Order)—Shouts can not use Combined Melee Attack this turn.</p> <p>A successful Melee Attack generates 100 additional Melee Attacks against Targets in range.</p> <p>Deviant Master (*Action)—The Ascolite grants +1 CMD to himself and +2 CMD to all members of the unit within his CMD range.</p> <p>Tough—Whenever the Ascolite takes sufficient damage to be destroyed, the controlling player rolls 100. On a 2 or 3 the Ascolite is knocked down instead of being destroyed. If the Ascolite is not destroyed he is reduced to one wound.</p> <p>Officer—The Ascolite is the unit leader.</p> <p>Line Attachment—A Shouts Unit Attachment may be added to any Shouts Unit. The Unit's Victory Point Total is increased by 1.</p> <p>Close Fight</p> <p>Critical Hit—On a Critical Hit target Model suffers the</p>				

Illustration by  
MAGNACRENE and all related contents: TM & © Phantom Press 2004

Illustration by  
HARUO MACHINE and all related contents. TM & © Phantasy 2004

Illustration by  
WARMACHINE and all related contents. TM & © Privateer Press 2004.

Illustration by Simone Bozzini.



## Henzuru

XuLong Heavy Warjack

SPD	STR	MAT	RAT	DEF	ARM
5	11	6	3	12	18

THUNDER	Special POW P+S
RNG ROF AOE POW	
LFT	11
RT	14

KI BLADE	Special POW P+S
Critical	3
RT	14

Henzuru	SYSTEM STATUS	DAMAGE
• Deploy (• Action)	Left Arm (L)	1 2 3 4 5 6
Ki Blade	Right Arm (R)	
• Critical Weapon Master	Center (C)	
	Wings (W)	
	Head (H)	



## Oni

XuLong Heavy Warjack

SPD	STR	MAT	RAT	DEF	ARM
5	11	6	3	12	18

CONSTRUCTOR	Special POW P+S
LFT	11
RT	11

CONSTRUCTOR	Special POW P+S
Multi	11
RT	11

Oni	SYSTEM STATUS	DAMAGE
• Stability	Left Arm (L)	1 2 3 4 5 6
Constructor	Right Arm (R)	
• Fire	Center (C)	
• Crush	Wings (W)	
• Action	Head (H)	



## Tatsu

XuLong Heavy Warjack

SPD	STR	MAT	RAT	DEF	ARM
5	11	6	4	12	10

OPENFIST	Special POW P+S
LFT	11
RT	11

OPENFIST	Special POW P+S
RT	11
DEAGON BREATH	RNG ROF AOE POW
HD	3 11 12

Tatsu	SYSTEM STATUS	DAMAGE
• Eye of Kego	Left Arm (L)	1 2 3 4 5 6
• Shoulder Cannon (• Action)	Right Arm (R)	
	Center (C)	
	Wings (W)	
	Head (H)	



## Yokai

XuLong Heavy Warjack

SPD	STR	MAT	RAT	DEF	ARM
5	11	6	3	15	18

HALON	Special POW P+S
LFT	3 17
RT	3 17
HALON	Special POW P+S
RT	3 17
HOUNDS TOOTH	Special POW P+S
HD	2 13

HALON	Special POW P+S
LFT	3 17
RT	3 17
HALON	Special POW P+S
RT	3 17
HOUNDS TOOTH	Special POW P+S
HD	2 13

Yokai	SYSTEM STATUS	DAMAGE
• Basilisk Move	Left Arm (L)	1 2 3 4 5 6
Hounds Tooth	Right Arm (R)	
• Fire	Center (C)	
	Wings (W)	
	Head (H)	

Henzuru	Field Allowance	Victory Points
Point Cost 172	1	3

• Deploy (• Action) → At a special action the Henzuru may become deployed. A deployed Henzuru gains +3 RAT and +2 ARM but may not move or perform Melee attacks. During the controlling player's Maintenance Phase declare if the Henzuru remains deployed.

Ki Blade  
• Critical Weapon Master → On a Critical Hit roll one extra die for damage.

Oni	Field Allowance	Victory Points
Point Cost 116	1	3

Stability—An Oni can not be knocked down.  
Constructor  
Fire—An Oni's Constructor arms have the abilities of an Open Fist (• Action)—If the Oni has both arms it may make a Crush (• Action) against a Warjack. Make a Melee Attack roll. If the attack is successful the Warjack suffers a POW 16 damage roll, which can be boosted. The target Warjack is also considered to have both arms locked.

Tatsu	Field Allowance	Victory Points
Point Cost 184	6	4

Eye of Kego—Tatsu's controlling Warcaster may spend all of their focus during the Control Phase to activate the Eye of Kego. All models it play have effects canceled that prevent them from being targeted or hit by attacks from the battle group for this turn.  
Shoulder Cannon (• Action)—Give Tatsu a cannon token at the beginning of the game. If Tatsu has a cannon token at the beginning of the turn as a special action the Tatsu may make a ranged attack with RNG 16: AOE 4, POW 14. If Tatsu does not have a cannon token, and at least one arm, the Tatsu may gain a cannon token as a special action.

Yokai	Field Allowance	Victory Points
Point Cost 111	1	3

Basilisk Move—A Yokai may Run or Charge with a SPD of 7.  
Hounds Tooth  
Fire—A Yokai's Hounds Tooth has all the abilities of an open fist.



Illustration by WARMACHINE and all related contents. TM & © Privateer Press 2004.



Illustration by WARMACHINE and all related contents. TM & © Privateer Press 2004.



Illustration by WARMACHINE and all related contents. TM & © Privateer Press 2004.



Illustration by WARMACHINE and all related contents. TM & © Privateer Press 2004.

