

IRONWATCH

Issue
27



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ABYSSAL TIDINGS**A Message from the Editor**

Hello again, and welcome back to the IRONWATCH magazine.

This month we're seeing Mars Attacks packages trickling in, and started to see some of the amazing kits now in person (I personally am sorely regretting not getting a Big Stompy Robot, but heavily anticipate being able to use my Humans Deadzone deck). It sounds like the Deadzone "mini" Kickstarter has been delayed until early next year, but I am quite confident it will be worth the wait!

As always, we would love to see more articles, pictures, special rules, stories, and battle reports from you all! Just shoot us an email at ironwatchmagazine@gmail.com, and we'll be more than happy to stick your piece in! We even have a section for free ads where you can promote your local game group!

As always, whether you're a new reader or an old veteran, thanks for reading, and Welcome to the Watch!

-Austin

Cover art by Boris Samec

Title art by Mark Smith

Correction: The regiment pictured on p14 of last issue were actually Abyssal Dwarf Slave Orcs!

Please note that, while we here at Ironwatch attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!

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THE IRON FORGE

Welcome back to the Iron Forge!

This month we have:

- Adam Morrow's fantastic Strider, with magnetized interchangeable parts
- Boston Miniatures, with a beautiful set of Project Pandora figures
- Matt Gilbert, with wonderful sets of figures for both Project Pandora as well as Dwarf King's Hold
- Steicy Jourdan and her custom Ruby Cats Dreadball team

Keep tuned in next month for more fantastic paintjobs!



Goblin, by Darren Lysenko



By Paul Scott

ADAM MORROW



rifle holds the best, seeing as how it has two contact points for the magnets, but the flamer and the chainsaw hold on well enough (despite the flamer being a tad weighty).

Painting the cockpits was a fun experience, in that I got to do a little OSL on pilots from the monitors within, and painting the windshield of the Enforcer one was definitely new. With it I tried a technique I read about online, in painting what would theoretically be reflected in it by the vehicle's surroundings, in my case green grounds and blue skies.

Getting into Deadzone I was not new to wargaming for the most part. and was familiar with the concept of magnetizing and kits. When I found the Strider was a kit containing a primary chassis and the bits needed to make the Strider for the Plague, Enforcers and the Rebs I couldn't pass up the opportunity to magnetize the kit.

The cockpits were easy, with magnets in the bottoms of them to hold them against the body portion, and the drivers themselves didn't even need to be magnetized, as the magnets' strength holding the cockpit on held them in just fine sitting in there. The shoulder panels (and in the Rebs case, rockets and cloth) I found to be a bit more problematic, but I figured it out. I simply glued a magnet to the underside of those pieces without any drilling to place the magnet in, and on the shoulders themselves I set my magnets a bit deeper than I normally would have.

The weapons were easy enough to magnetize as well, with minimal drilling. The Enforcer's

All in all, I'm glad I magnetized my Strider kit, as I was able to get the most use out of it without committing it to a single faction by gluing it permanently it as one of the three. Though I did have to make some compromises paint-wise, as the chassis's colors would remain in all three make ups. I decided for my Strider chassis to have been painted as it would be for my Enforcers, the Plague version to have been one with battle damage and altered rusty weapons, and the Rebs version as a recently commandeered Enforcer Strider in which they had not yet bothered to re-paint entirely yet (A good enough excuse right?).



ADAM MORROW

Anyways, that's all for this time, hope you all enjoyed the read!



BOSTON MINIATURES



It is on for the board games, and Pandora is on the painting table this month.

It is fall and after all why not try to use some of the New England colors all around Boston to put them on the minis? This is what I have done using several tons of yellow, orange, brown and green for the space rats.

The marines had to contrast on the game table and they got a blue grey camo. These minis are mounted on a clear base for complete game immersion. Ready for Pandora, and ready for a long coming winter!



BOSTON MINIATURES



MATT € GILBERT



There's a bit of a board game feel this month with some of returning to old favorites, Dwarf Kings Quest and Project Pandora. Clear plastic bases also seem to be in vogue at the moment and work well in a game where the artwork on the tiles can show through (such as in a dungeon crawler). I'm really looking forward to getting the new Dungeon Saga models onto the painting table – some of those look amazing.



Talking of board games, Mars Attacks is showing up in shops and being delivered to kick-starter backers so you might start to see some plucky humans and pesky Martians appearing in the Iron Forge pages soon.

MATT € GILBERT



MATT € GILBERT



STEICY JOURDAN

RUBY PANTS



Who do you call a pussy ?

So here are the girls! Green parts are cat parts : ears, claws, eyes and tails. Most of the red parts try to represent bras and panties. And they are rubies. Because diamonds are a girl's best friends !



RUBY PANTS

MANTIC CALENDAR

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums or [email us](#).

Please note that this list is not exhaustive and indicates where Mantic games are being enjoyed, not necessarily where Mantic will be making an official appearance (Save for the Mantic HQ, of course!).

November

8 Battle Masters 2014 - Rise of the Wicked
Church of the Good
Shepard, Park Rd,
Loughborough LE11 2HJ

16 Crusader Bowl
Dreadball 1 day
tournament
Crow Valley Crusaders
GCN Club (CVC).
Cwmbran, South Wales

29 [Mantic Open Day](#)
Hempshill Lane, Nottingham, United
Kingdom

29 Clash of Kings Regional Tournament - Chicago
Games Plus, 101 W Prospect Ave, Mt.
Prospect, IL 60056, USA



Ogre, by Boris Samec

December

21 7° Degree Kings of War Tournament
7° Grado Wargaming Club, Fernando
Montes de Oca 61 Condesa 06140
Cuauhtemoc, Distrito Federal, Mexico

27 Year's End Kings of War Tournament
Quimera Miniaturas—Calle Jorge Juan,
112, 28028 Madrid, Spain

Q&A WITH CHRIS PALMER



Marauders, by Grant Mahoney

Organized by Matt Gilbert

The Mantic Q&A feature contains questions from the community via the forum, answered by Chris Palmer, Web and Events Coordinator at Mantic Games. If anyone wants to ask a question they can on the [Mantic Blog](#).

Will there be physical cards for the Sorak Swordspawn, Asterian Pulse Bombard, Commando special weapons add-on units, etc?

The extra miniatures added to the survey won't be coming out at retail, and do not have physical cards.

Any chance that we will see any novels based in Mantic's Kings of War and Warpath universes soon? If so, are they likely to be published only in a digital ebook format or are we likely to see paperbacks and possibly audiobooks as well?

We'd love to do some novels and explore the universe further, but it's something that would take time. Until we're completely sure of a print run we're unlikely to do anything other than print on demand to get a physical copy, and probably not audiobooks. Digital ebook format is the primary method for the time being.

Q&A WITH CHRIS PALMER

In a recent Mantic North America podcast they mentioned comic books, so is there any chance that we could possibly see Mantic producing any comics in the future?

Who knows – maybe in the future! At the moment it's not something we've looked at, though we did experiment with a comic for the Mars Attacks Kickstarter but decided not to release it. We'd like to branch out into all kinds of different media, but for now we've a system of games we're developing and working on, and that's taking all of our focus.

How many wave will DreadBall Xtreme ship out in to kickstarter backers and what are the expected dates for delivery?

As per the updates, two deliveries. One in December, and one sometime next year. Date is unconfirmed at the moment.

Are there any plans regarding Ophidia for KoW?

There are not. We'd like to fill in the gaps in the miniatures range and add the Forces of the Abyss and Nature first.



Mawbeast and handler, by Guiseppe Aquino

Q&A WITH CHRIS PALMER

Are there any plans to publish similar books for KoW like Hellfire and Stone?

Not planned at the moment given we're looking at the 2nd Edition Kings of War Hardback rulebook, but you never know. If people ask for it and want it, we'll probably do it.■



Zombie Regiment Diorama, by "imm0rtal reaper"

Snitric's Adventures in The Sunken Lands

A Battle Report

By Rob Allen, aka "Brionmar"

"This spot is perfect for a base camp," thought Snitric the Zappy. "Gorric, tell the lads to get busy setting camp. This hill will give us a great view of the area so we can see anyone approaching from any direction. Oh, and tell those rotters with the throwers to get them set up on top of the hill right quick. Just in case we need them."

As night fell, there was a strange light away in the distance. Snitric felt a tingling up and down his spine that usually meant magic was being used somewhere close by. Snitric went into a slight trance to try to identify where it was coming from, but was unable to glean much more than a direction, and a general feeling that he didn't like at all; Abyssals!

This is a quick battle report from Snitric's first battle at the Alaska Battle Brothers Convention. I was playing the Abyssals, just to get a feeling for how they work, especially since they seem to get a bum rap as being a weak army. My opponent was a first time player of Kings of War, but a veteran of many past wargames. By the end of the game, he was sold on the system and calling friends that they should try it out. Sadly, we were only able to get in 8 turns, but he came back to play two more games during the rest of the convention.

It didn't really dawn on me until turn 5 that I am truly a creature of habit. If you have read my tactics articles, you will appreciate that I was following my own advice to a tee.

Snitric's Goblin Raiders:

Snitric the Zappy (Wiz)

Gorric (Flaggit)

Sharpstick Regiment with Banner and Musician
Spitters Regiment

Darmok's Fleabags (Fleabag Riders Troop with banner and musician)

Mawbeast Troop

Troll Troop



Big Rock Thrower
Sharpstick Thrower

The Abyssals:

Abyssal Champion (no upgrades)
Lower Abyssals Regiment
Lower Abyssals Regiment
Molochs Troop
Harbingers Troop
Gargoyles Troop

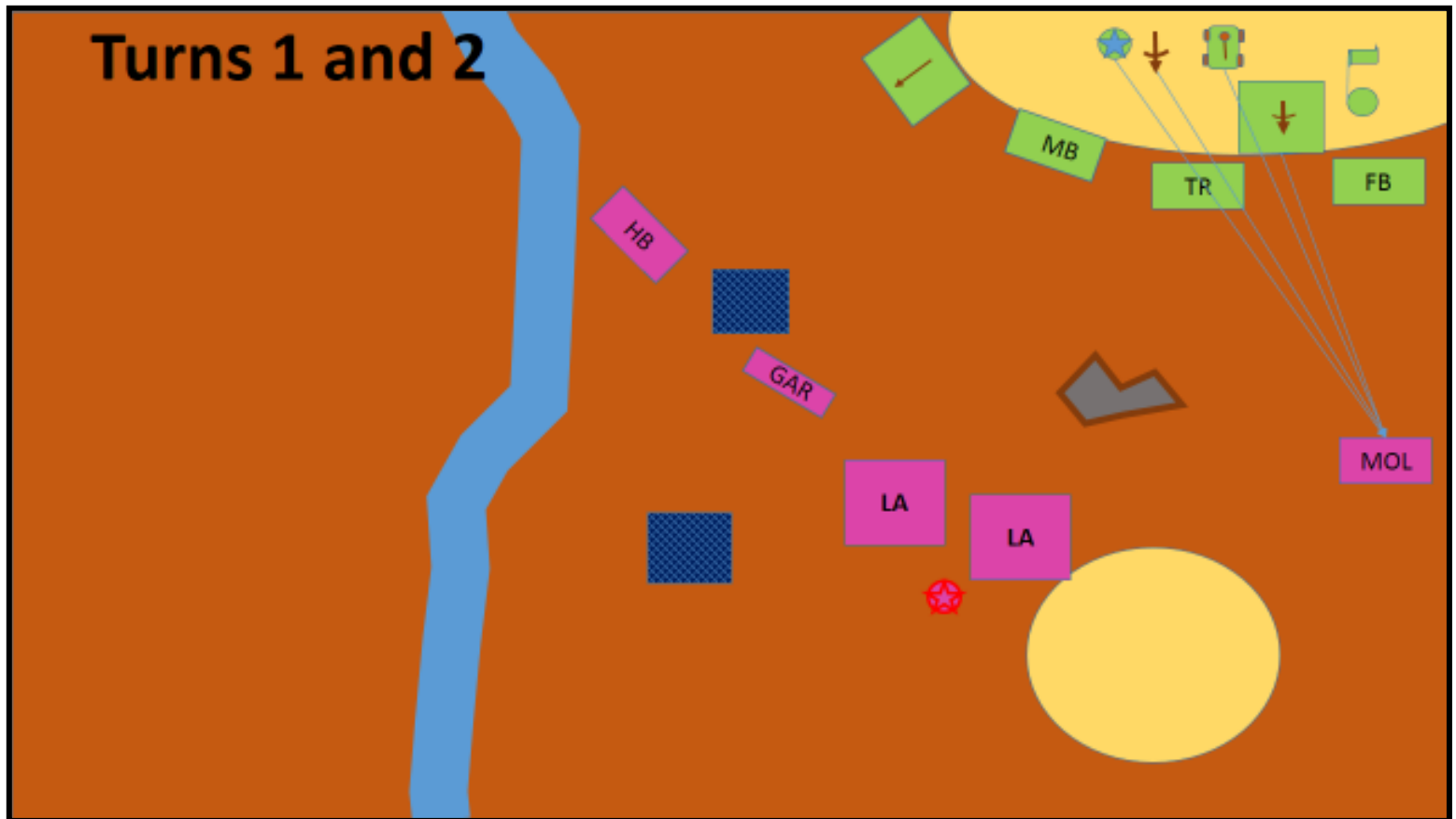
The Abyssal creatures came straight for the goblins on the hill. They didn't even consider crossing the river, it seems they sensed the presence of living beings. Snitric hastily organized a defensive position around the base of the hill and ordered his fighters to hold their positions. Watching the Abyssals' advance, Snitric realized that the leader of the fiends knew what he was doing. Snitric could tell right away that his defense was going to be hit from all sides at once, so he had better make every shot count before they got there.

As the fiends moved into range, Snitric yelled, "Unleash Hell!" and every goblin that could shoot opened fire on the large group of molochs that were approaching on the eastern flank. In typical fashion, not one goblin scored a hit. Even Snitric himself, called the Zappy because of his frequent magical success was unable to harm a moloch.

"That didn't go as planned," thought Snitric. "Right, you lot, let's see if you can do better this time," he shouted. "Darmok, you and your fleabags go get those things!" The fleabag riders charged in, but failed to cause any real damage. The molochs beat them up pretty badly in return. Several of the Fleabags riders were knocked off their mounts by the large swinging claws.

The Molochs had so soundly thrashed Darmok's boys that they refused to re-charge. As Snitric was yelling at the fleabags for not fighting, he almost failed to realize a flock of flying abyssals





land nearly on top of him. “Rats! They’re too close! Quick chase them off!” he yelled, and putting deeds to words, unleashed a massive lightning bolt right into the gargoyles. The sharpstick thrower loosed a spear right into them as well, skewering one, and knocking it back down the hill past the sharpstick lads. The spitters and rock thrower shot at one of the two

lower abyssal regiments approaching them, but failed, yet again, to hit anything. “Who gave those guys bows?” Thought Snitric. “If we get out of this, everyone who shoots is going back into training. Clearly they need practice.”

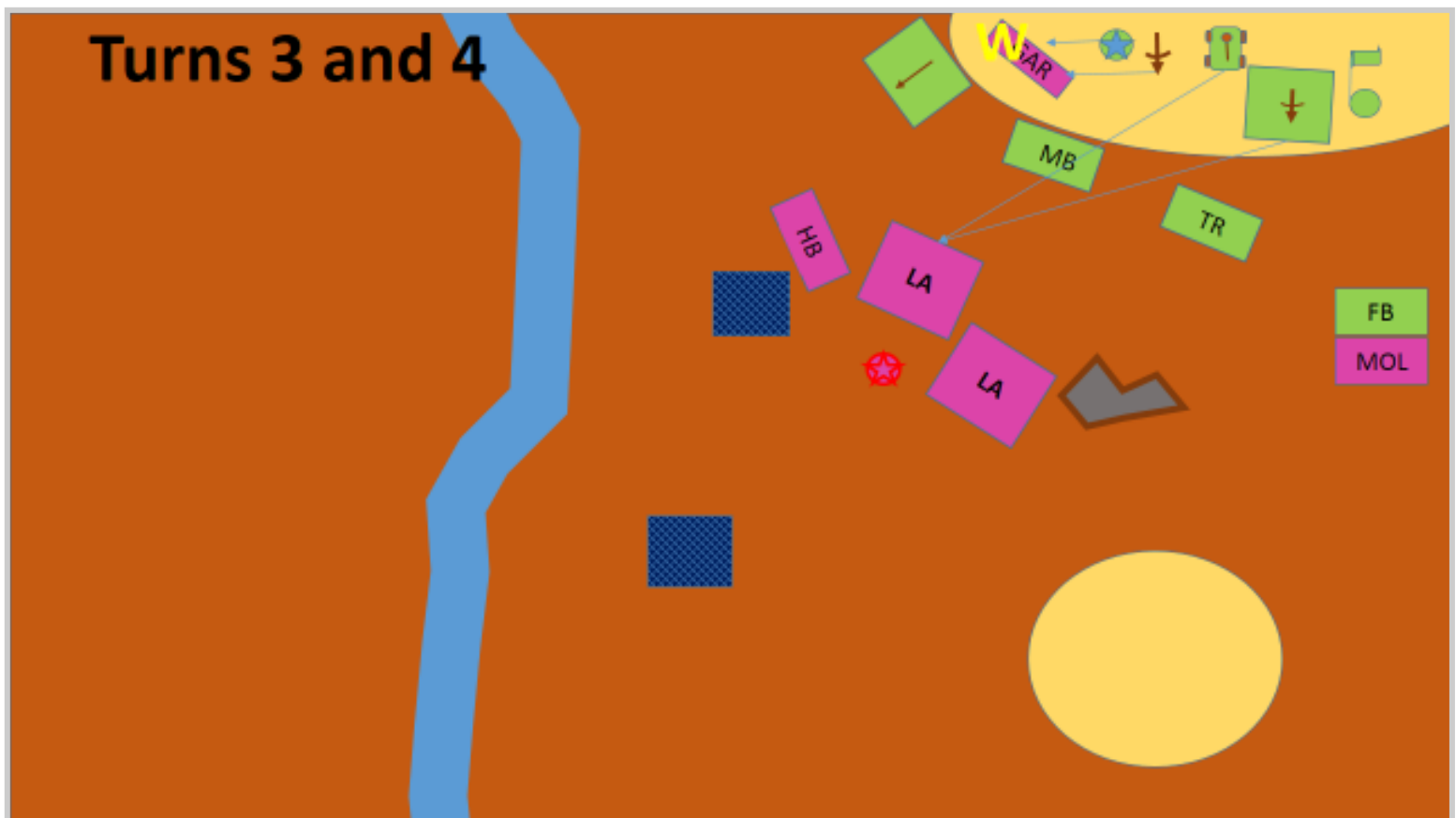
Snitric watched as the cavalry on the far right changed direction, and headed across the

battlefield towards the center, “I wonder where they are going” he thought. But he didn’t spend too much time considering it as the main body of the Abyssal force crashed into his lines. The molochs finished off a few more of the fleabag riders, and the rest turned tail and ran for the hills. “Useless Gits!” The mawbeasts held the charge against the large force of lower abyssals who smacked into them.





Abyssal Dwarf Army, by “puggimer”





Everyone who was able shot at the strange bipedal cavalry, but missed yet again, while he tried to zap the gargoyles in front of him. "Apparently, those things are grounded," he thought, as the lightning bolt passed right through them without causing any damage at all. He couldn't believe it, they are standing in front of him, but he couldn't kill them with the full force of his magic. This is like one of those bad dreams where trolls are chasing you; trying to eat you, and all you have to defend yourself is a flask of catsup.

Still the Abyssals came on, the second regiment crashed into the trolls while the molochs followed up the destruction of the fleabags by trying to slaughter the spitters. Gorric decided it was in his best interest to reposition himself



where no one was fighting at the moment, maybe Grotnic Dimwittal had loaned him his magic ring. The gargoyles had shaken off their previous wounds and came straight at him. "The Nerve!" Once again, the throwers failed to hit the cavalry, even though they tried. Now all was chaos, fighting was everywhere. The



mawbeasts were slaughtered and the demons who killed them off turned to face the advancing sharpsticks. The trolls beat down the other abyssals, and turned to face the cavalry and molochs. The spitters were violently crushed, but caught sight of Gorric's banner and were able to hold their position, though just barely. The Gargoyles had already scratched him

twice, and the leader rose up to his full height, with wings outstretched and his sharp claw poised to slash off his head...

Snitric snapped awake! “Oh! Thank the great gods! It had all been just a dream.” Though Snitric was a savvy enough Wiz to recognize that this could just as easily have been a portent sent to warn him.

As my opponent had to go and participate in another event, we called the game at the end of turn eight. At that point it was a draw, slightly in favor of the goblins (150 to 105 points). I am certain that had we continued the game, the spitters and Snitric the Zappy would have been slaughtered; possibly even the sharpstick thrower. The trolls and harbingers would have been locked in combat, as would the sharpsticks and lower



abyssals. Over all it was a fun game, and my opponent was thoroughly impressed with the Kings of War rules. Shooting played almost no part in the game, except when the wiz and sharpstick thrower both hit and waivered the gargoyles. The big rock thrower missed 4 straight shots, and the spitters managed to score a total of one wound out of 30 shots. ▀



Orc Krudger on Slasher, by Darren Lysenko

HAMFIST BORIN

By Michael DeFranco (MDSW)

2

For three more days Grobar travelled, always checking to make sure the parchment was still in place and his thick boots padding noiselessly across the varying terrain where the trail was no more. Sometimes it was rocky outgrowth, sometimes overgrown brush, tall trees and dense forest, but always Grobar moved quickly and surefooted. That is why he was so surprised when the ground seemed to give way underneath and he fell through the earth into what seemed to be a shallow cavern.

If the fall did not surprise Grobar, what he found staring back at him with the widest open set of eyes he had ever seen certainly did. The eyes belonged to three large orcs, each holding some unidentifiable part of what looked like a chicken in various positions of shoving it whole into their gaping mouths. The four of them just sat and stared at each other, everyone dumbfounded and incapable of movement. However, Grobar did take just a second to think, "If they open their eyes any bigger, I think they will pop right out of their heads," and that was when everything exploded into movement.

The three orcs simultaneously jumped from their seats with chicken remnants bursting from their mouths and grabbed large clubs setting beside the seats. Grobar had already loosed his twin hammers and hefted one in each hand. In his right was his father's own hammer, Invicta Bold, inscribed with the runes of Helvdor and given to him upon his death. In his left was his



Dwarven Hero, by Jonathan Faulkes

own hammer, simply called Rock, given to him by his father when he was a boy, even before his Ranger days. Having these two parts of his father with him always seemed to give him a confidence and strength that he could not explain. Both hammers appeared well worn and quite regular looking, but Grobar 'Hamfist' Borin would have no others.

The three orcs circled Grobar while making an unnecessary amount of noise, yelling incoherently, growling and snarling. He had encountered many orcs in his time, but never

alone and never ones that seemed so feral – like they did not belong to any clan. The smallest of the three leapt at Grobar with its club on a backhanded swing from the left. The club sailed over Grobar's head with only a slight duck and the deft uppercut from Bold gave the satisfying crunch of contact just on the inside of the bottom of the jaw. This would crush the entire inside of the mouth and shove teeth and bone into the nasal cavity, stopping nearly all breathing along with fatal bleeding. The orc quickly crumpled to the floor.

The second and third orcs, both bigger than the first, jumped at the same time. The biggest of the three gave a huge, two-handed downward chopping swing that was designed to drive anyone, especially a short dwarf, into the ground like a tent spike. Grobar ducked forward and let the blow glance off of his shield strapped to his back. This move brought Grobar right in front of the orc and a low sweeping left to right swing of Rock connected with the fragile outside of the right knee and took the orc's kneecap completely off and creating a bend in the knee that was certainly not the way



Orc Krudger, by Darren Lysenko



Dwarven Shieldbreakers, by Matt Gilbert

it was supposed to bend. Grobar quickly spun around to face the other orc that was already in mid swing coming directly at the right side of his face. Grobar instinctively brought up Bold to block the blow, which made both the orc's club and Bold smash into the right side of Grobar's head. Instinctively, Rock quickly jumped forward into the orc's chest, pushing it back and Bold came down and hit the forehead ending in a splattering of dark green blood and brain matter.

Grobar could still hear the largest orc bellowing and before he could turn around, his right foot was pulled from under him and he fell over to his right side with the orc quickly climbing on top of his back. Grobar could feel strong hands beginning to close around his throat, the thick muscles of the orc began to squeeze with a pain escalating to an immediately alarming level and the edges of Grobar's vision began to turn dark. Grobar got onto his hands and knees and strained to get his feet under him. If he

succumbed to the weight of this orc with its hands around his neck he would not see sunlight again.

"Get up you fat, old fool!" Grobar's mind flashed as his own thick muscles strained to get into a crouching position and he jumped into the air pushing backwards. This made Grobar and the orc crash back onto the ground, this time with Grobar making a sandwich of the orc between himself and the hard ground. The compact weight of the dwarf with his shield on his back placed firmly against the orc's chest knocked nearly all of the wind out of the orc once they

smashed to the ground, but while Grobar was able quickly get out of the grasp of the orc and to his feet, the orc quickly got to its' knees trying to grapple again with Grobar. That was when Grobar's knee came up under the orc's chin and Bold came down sending a spray of teeth and blood in every direction and the last orc fell limp.

Grobar panted heavily, leaning in a semi-crouched position. It had been a number of years since he had this much activity. *I am not too old for all of this*, he thought, but he had not been on the road long enough to get back into shape,. Grobar began to think about the consequences if he had not been able to shake that last orc from his back, or if he had not dispatched the other two before that happened, when he heard a small sound.

It was a gurgling sound from the further corner of the cavern to his right. He looked about and saw one exit tunnel towards the back left and

thought if another orc was hiding and more came rolling through the tunnel into the small cavern, he would have no choice but to either fight his way into the tunnel or try and climb back out the hole he came through. The gurgling turned into a cooing sound with a small growl and he crept closer to the far end of the cavern.

He started to make out what looked like a large pile of branches and straw as the small noises continued. The three orcs had been making so

much noise he had not noticed these sounds from the corner of the room before. He peered over the edge of the makeshift pile on the floor and saw a small, green face stare back at him. A baby orc? Was the smallest of the three orcs a female? Possibly so, but in any case no love for the greenskins left no remorse in his mind. Grobar lifted his large boot over the infant.

“You’ll grow up really fast and be hunting me in no time,” grumbled Grobar. “Quickly out of your misery is your fate my small friend,” as Grobar’s



Orc Greataxe, by Boris Samec



Dwarven Ironwatch, by Jonathan Faulkes

foot came down and the vision was already in his head of the inevitable outcome, the chubby green infant looked at Grobar and gave a small laugh.

His foot stopped inches above the baby orc's head and unbalanced nearly making Grobar topple over. *A laugh? A giggle? Surely not from an orc – I don't think they know how to laugh,* thought Grobar. Had he ever heard of an orc doing anything but yelling, taunting, bellowing, growling? He did not think so. Surely the baby greenskin had a bit of gas (which usually emits noisily from both ends) and could not find anything funny in its certain demise. Grobar looked closely at the infant. The infant looked back at Grobar, and smiled.

To be continued...▪



From the frying pan into the (hobby) fire

By Martin Geibner

Lately I was a bit lazy about my hobby projects, just painting a couple of models here and there (Some Drakons, a mounted sorcerer and a Troop of Stormwind Cavalry for my growing Elven Army). I think, it has something to do with the real life and all it's time consuming requirements - strange thing. So I thought it was

time to take a little vacation from the battlefields of Mantica, took all brushes and paints aside, leave nothing but my learning material on my desk.

After some weeks of boring learning my lovely wife came to me and said "Hi honey, here is something for you" and she representing me a big, wrapped box. *Damn, did I forget my birthday again?*, I thought...and I was right. Some unwrapping later I got a Deadzone box in my hands! She gave me a box full of fun with



the words: "Put aside the boring things - now is fun time!" She must truly love me.

After opening the box set and inspected the contents; I was so amazed about the miniatures and terrain inside that I couldn't stop painting until I'd finished the whole thing in just a couple



of hours (Ok, building and painting time here took a weekend, but who can tell the time if one has fun?).

For the Enforcers and Plague I choose a similar color scheme as the pictures in the book, as it appeals very well to me. It was easy to apply and looks great on the table. For the painting work I use a mix of layers, inks, shades and a bit of dry brushing (using colors from the Army Painter, Valeo and Citadel).

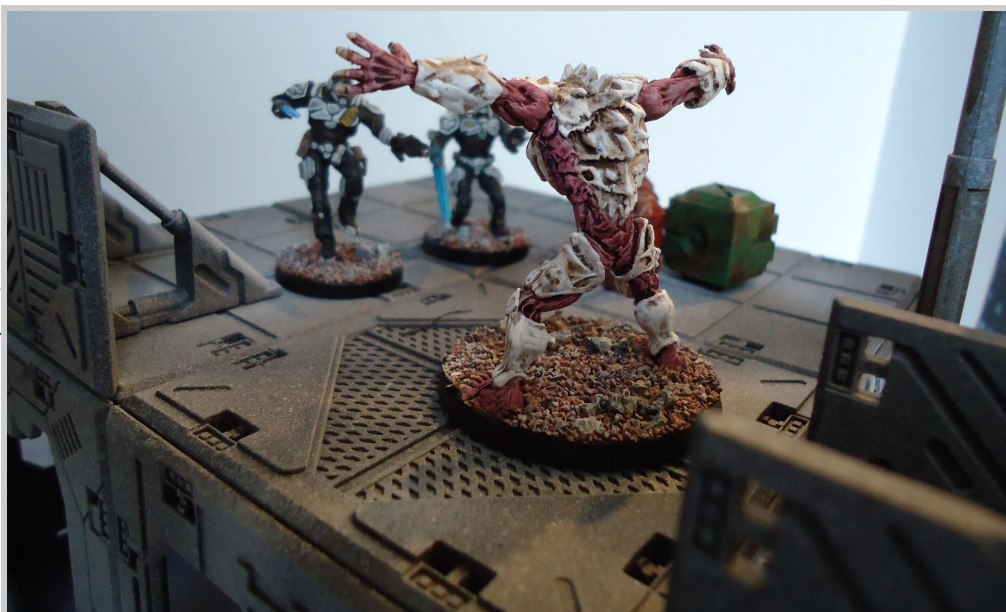
I'm very pleased with the outcome of the miniatures, but the terrain needs some extra





love. As soon as I have time again I will apply some stencils, crates, dumps and so on.

And here it is: a ready-to-play set of Deadzone. Now it's time to play some games on the world of Nexus Psi! ▀



BATTLE FLEET MANTIC

Battle for the stars in a game of space combat

By Austin Peasley and “ManticfanboyLAD”

This is a rule supplement to enable you to use the Warpath 2.0 rules in order to play capital ship battle games! Except where otherwise indicated, this uses the base Warpath 2.0 rules for play.

General:

The following are the recommended ship sizes based on unit used:

- Teams, Heroes: 3cm x 1cm (1" x 0.25")
- Sections, Monsters, Ordnance, Large Team, Small Armor: 6 cm x 2 cm (2" x 0.5")
- Platoons, Large Sections, Large Armor: 9cm x 3 cm (3" x 0.75")

Each ship forms an entire single unit, and there are no unit coherencies or etc.

Example: To help walk through the process of making a ship, let's assume we're converting the rules for Corporation Striders into a ship: The Strider-class cruiser 'Indomitable.' Striders are Large Sections, and so should probably use a model approximately 9cm x 3cm in size.

For all ranges, measure from the closest point of the ship's hull (ignoring overhanging weapons, sensor arrays, etc.). Alternatively if you are using models on flight pegs, you can measure all ranges from the peg on the stand.



Ripper Suit, by Grant Mahoney

Each ship has a number of shots equal to the sum total of shots from weapons, LSWs, etc.

Example: So in creating the Strider-class Corporation cruiser, we see that they have 3 Burst lasers in the unit. This means they have 15 shots, at the same range as the Burst Laser entry indicates and with the same special rules.

Record the damage the ship takes over the course of the game, and reduce the number of shots accordingly, reducing non-LSW/Squad Leader shots first, then LSW shots (Nerve still works as described below). Ignore the Take it Out! rule.

Alternating activation works exactly the same way, but instead of Suppressed, Shields Down incurs a -2 to the activation roll. You get a bonus of +1 if the target you fire upon has Shields Down instead of Suppressed.

Movement:

For any movement, check to see if the ship has a Drift die or not. Ships with Drift dice must either choose to Drift or use Thrusters. If they do not have a Drift die, they may choose to

Hold Position (Halt), use Thrusters or Bank (Turn to face any direction). If a model uses Thrusters, they may either use Full Thrusters or Maneuvering Thrusters. If a model using thrusters already has a Drift die, they must move at least the value indicated on the die. A model that Banks does not count as moving.

Full Thrusters means they move up to twice their Spd straight ahead with a single 45 degree turn. Shooting after making a Full Thrusters move incurs a -4 to-hit penalty instead of a -1

Maneuvering thrusters means they move their Spd straight ahead with two 45 degree turns. In addition, a Maneuvering model may sacrifice one of their turns to move 1" directly left or right, keeping their ship pointing in the same

direction as before.

Models must move at least 1" between each 45 degree turn. Ships may move through but cannot end their move on friendly units.

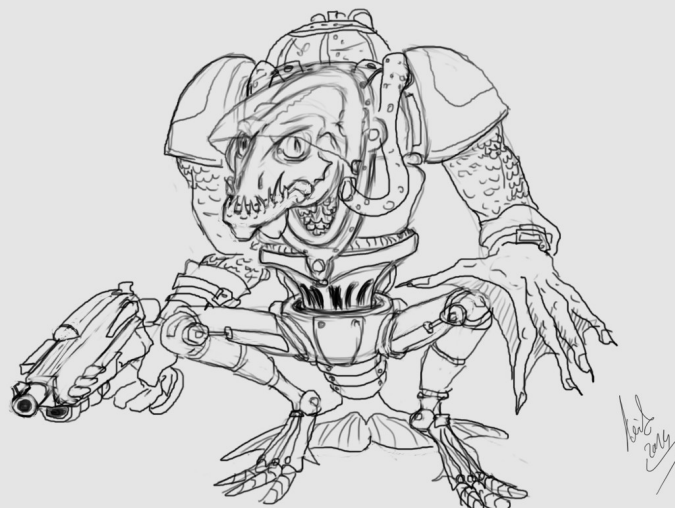
If a ship uses Thrusters, place a Drift die next to them with a value equal to the number of inches moved (Minimum 1, and if they moved more than 6" place it on 6). If a ship Drifts, they move straight ahead the indicated value and may make a single 45 degree turn. After making a Drift movement, a model can change the Drift die to reflect any value or remove it entirely. A Drifting model may still fire but counts as Moving, regardless of the distance moved via Drifting.

Takanis warrior

Originating from a water planet, the Takanis are fishlike, but have evolved arms and hands. They lack legs since their natural habitat is underwater, but they have developed walking exoskeletons for invading dry land on other planets.

Each warrior's exoskeleton is equipped with a breathing system which uses a water-like fluid.

Joe McLaren



Takanis Warrior Concept, by Marcel Popik



Forgefather Stormrage Veterans, by Martin Geibner

If a ship cannot move their full Drift distance, move it the maximum possible distance. If impacts an enemy or allied ship, count it as a Ram against that ship (Including friendly ships).

If you Ram (Charge), you must make a Full Thrusters move with up to 1 45 degree turn, into contact with the enemy. Do not turn ships to be flush with their attackers. Rammed ships may not move and count as having Rammed any ships they are in contact with. If at least one Rammed ship has a Drift die, keep the highest value Drift die and discard the lower (In the case of a tie, keep only the Drift die of the ramming ship). On that ship's turn, both ships Drift that far in the direction of the Drifting ship (They remain rammed and locked in Boarding actions)

If a model makes a Hold Position movement, they may elect when declaring the movement to engage their warp drives. They may do nothing for their entire turn, but at the start of their next turn they are removed from the board and enter Reserves.

Terrain:

Area terrain (Such as nebulas) works as normal, but should be smaller to compensate for the smaller scale (Around 3-6" in diameter or so) or can be formed to appear like large strips like

rings around a planet. Battle Fleet Mantic does not use Obstacles. If a model moves into contact with an area of Impassible Terrain such as a Planet, they suffer 2 damage. You may use Buildings (Stardocks), but Ruins are not used.

Battle Fleet Mantic also introduces Dangerous Terrain: If a model moves over any pieces of dangerous terrain (Such as an asteroid field) during any point of their movement, they suffer 1 point of damage. At the end of the movement phase, make Nerve checks for damage caused by Dangerous or Impassable terrain.

In addition, you may wish to use Black Holes in your game. Black Holes count as Dangerous terrain, but they inflict 1d6 damage instead of 1. After resolving the damage, place the ship in Reserve if it was not Destroyed.

Shooting

All ships can see and fire in any direction, and can attack any and all enemies within their weapon's range. They must divide all of their dice however they wish between any enemies being shot at.

Rolls of 6 vs enemy Def cause 2 Damage instead of 1.

If a model has no given Ra value or Ra weapons,

it may make a Shooting attack using half of their Attacks (This is before applying other shooting penalties or reducing dice based on a 6+ to hit), and always count as having Ra 6+ and a range of 24".

Boarding (Melee):

Do not move 1" back if enemy is not Destroyed. If they are destroyed, you can advance 1d6" or turn 45 degrees. Afterwards, remove any Drift die you may have.

You get +1 to-hit if the enemy has Shields Down instead of being Suppressed. You triple your Boarding rolls against enemy Ordnance ships as normal.

Suppressed results in Boarding melee do result in a Shields Down and possible additional damage, as normal (See Nerve, below). Ships in

Boarding melee may choose to do nothing and Raise their Shields as normal.

If you Rammed an allied ship, after both ships have made their Melee attacks against the other (To represent the initial force of impact), they may both make an immediate 45 degree turn. If this still leaves them in contact with each other, they count as having Rammed each other in your next turn.

Nerve:

If the enemy suffers a Suppressed result and did not already have a Shields Down result, they are now considered to have Shields Down but are not Suppressed as in normal Warpath. They may act as normal, or may do nothing for their entire turn to remove the Shields Down status. If an enemy suffers a Destroyed result while they are Shields Down, they are Destroyed as



Veer-myn, by Paul M.

normal. If an enemy suffers a Suppressed results with Shields Down, they immediately suffer another damage. If they suffer a Destroyed result without the Shields Down status, they now have Shields Down and suffer an additional point of damage.

If snake-eyes are rolled for Nerve and the ship has the Shields Down status, remove the Shields Down status.

Armor (Battleships):

Armor units act the same as infantry for all purposes (Moving, shooting, Nerve, etc). However, other models with Piercing or bonuses vs Armored units get them as normal for melee or shooting them in the side or rear arcs.

Ordnance (Gunboats):

If Ordnance is ever in Boarding Melee, they may never choose to attack back.

Transports (Carriers):

As per the given rules

Special Rules Changes:

Fighter Wing Saturation): Same as given rules

Capacitor Bank (Headstrong): This model may immediately test at the start of the turn to remove the Shields Down status. If they roll a 4+, remove their Shields Down status and they may act as normal this turn.

Jump Pack: This model may move over Impassible terrain. This does not apply to Black Holes, and movement over them is as normal.

Immobile: If this model is forced to Move in a Direction, it instead Drifts that far (Maximum 6") and gains the Drift die with the appropriate value. It may not turn while Drifting, or perform any other Move action.

Individual: This rule has no effect, including the penalty to hit.

Nimble: Models with Nimble get an additional 45 degree move if they use Thrusters or Drift.



Corporation Marines, by Matt Gilbert

Stabilised: This applies to shooting while Drifting as well.

Bomber Wing (Zzap!): Same as given rules

Hoverer: This model may move over Impassible terrain. This does not apply to Black Holes, and movement over them is as normal for damage and placement in Reserves.

Reinforcements:

Reinforcing troops from Reserves always arrive from your board edge, pointing towards the opposite board edge. However, you may place any models that successfully enter from Reserves anywhere within 6*the current turn number of inches (So on Turn 5, within 30" of your board edge)



Asterian color concept, by Geoff Burbudge



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