

IRONWATCH

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ABYSSAL TIDINGS

A MESSAGE FROM THE EDITOR

Welcome back to another thrilling issue of the Ironwatch fan magazine! This month we're excited to tell you about our impending Kickstarter, to fund these full lines of Warpath-compatible plastic minis:

- The Sanctioners, female Enforcers wielding flamethrowers, thermal cannons, and two-handed chainsaw swords!
- A full line of Helgard to square off against the Forgefathers; Who's ready to see animated-scrap-metal Steel Golems against an Iron Ancestor?
- Hawaiian-shirt-wearing Luau Blaine!

Back to our regular business, we've got a fantastic spread of articles this month, and quite a few stories for Kings of War, as well as unique units for Deadzone, how-to for terrain for both settings, and more!

Remember, our magazine relies on the contributions of readers like you! If you like what you've read, pay it forward and let us showcase some of your own stories, rules, or paintjobs in a future issue of the Ironwatch.

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

-Austin

(And regarding the Kickstarter...Aprils Fools!
We can dream, though. Maybe one day!)



Cover art by Boris Samec

Title art by Mark Peasley

*Correction: The "Testing Dungeon Saga" article last month was "by Guillaume Bertin," not "but".
Sorry Guillaume!*

*Contact us and submit articles at:
ironwatchmagazine@gmail.com*

*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!*

All models used in this publication are from the respective author's own personal collections, and any models displayed herein are not intended to challenge the status of the copyrights of their respective owners. All rights are reserved to their respective owners.

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THE IRON FORGE

Welcome back to the Iron Forge.

On display this month for you we have:

- Chris Schlumpberger, with an awesome set of Deadzone Enforcers. Check out later in the magazine for an article featuring these units, as well as some fluff and custom rules for a new unit: "Street Agents"

- Marcel Popik, and another outstanding selection of both Deadzone Mercenaries as well as some rank-and-file troops too!

Keep tuned in next month for more fantastic models, and if you have some painted Mantic minis you'd like featured to possibly become an Iron Forge artist, please email high resolution photos of your miniatures to ironwatchmagazine@gmail.com.

Please include your name and/or Mantic forum name. You can also provide descriptions of your paint jobs and titles if you'd like!



Undead Revenants by Matt Gilbert

CHRIS SCHLUMPBERGER



To celebrate the release of the new Deadzone ruleset I decided to finish another team of Enforcers. I already own quite a big force, but those will now become my Warpath army (with quite a few additions still to come...) and from now on these fellows here will enforce the will of the Seven in my Deadzone games.

I decided to include quite a few conversions to play with the new weapon options. My Assault Enforcers have been equipped with standard rifles to make them more versatile and create all-round core troops with decent ranged options and solid close combat capabilities. They don't excel at anything, but they will be a solid foundation.

My Engineer has been converted from the body of the medic, and I gave one of the new plastic Enforcers a rocket launcher to add more poses to these heavy specialists.

The Gunslinger is a specialist with two pistols. I drew my inspiration for him from the movie *Equilibrium* and even though I'll only field him in friendly games, he's one of my absolute favorites.

You'll probably all recognize my temporary sergeant, so I won't say much about him!

Last but not least: the drone of Recon Unit N32-19 was sculpted by a good friend and replaces the slightly underwhelming "ball" he originally came with. This version of the drone might be a bit big, but I certainly like it

CHRIS SCHLUMPBERGER



CHRIS SCHLUMPBERGER

better than the original.

The color scheme was created to really make the models stick out on the battlefield and add a little Hollywood (or Michael Bay) to my games. The paintjob is based on black primer followed by two layers of Vallejo airbrush metal colors (Magnesium basecoat and highlights with Aluminum). After that I picked out the soft elements of the armor with simple black paint and added some highlights with dark grey. Black Wash helped to further pick out details and give the models more depth.

The red plates have been painted with thinned down Clear Red by Tamiya, a color I usually only use for blood effects. If thinned down and applied in several layers the color partially covers the metal and creates a red-metallic look.

The rest was pretty straight forward - some highlights, some details and blue glow effects.

I hope you like the result, I'm certainly very pleased with my new team and can't wait to add more options (and kick some Veer-myn off the table).



CHRIS SCHLUMPBERGER



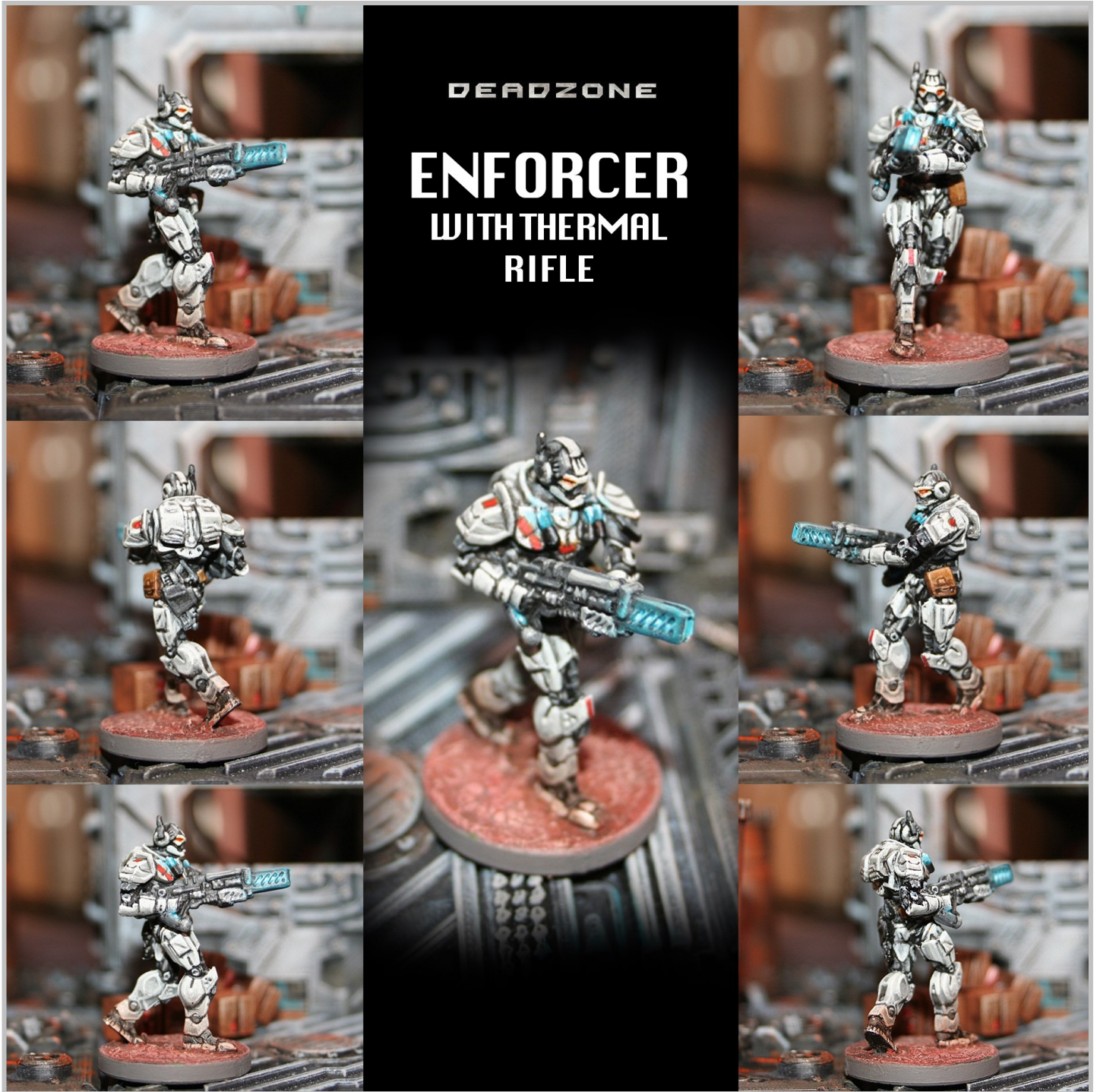
CHRIS SCHLUMPBERGER



MARCEL POPIK



MARCEL POPIK



MARCEL POPIK



MARCEL POPIK





Dwarf Earth Elemental by Dave Johns

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](#) with your event's date, time, location, cost, a brief description, and a URL for more information.

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

April

4/3 [\(Madrid\) Torneo de Kings of War \(PaperChip- Getafe\)](#)

From 8:00 AM to 8:00 PM
Papelchip S.L., C/ Dulce chacon 6,
Entrada por calle Uruguay, 28907 El
Bercial -Getafe-, Madrid

4/17 [\(Madrid\) Torneo de Kings of War \(GTS\)](#)

From 8:00 AM to 8:00 PM
GOBLINTRADER STORE, Calle Enrique
Fuentes, 22, 28026 Madrid, Madrid,
España

May

5/14 ([Madrid](#)) [Regional Madrid Kings of War](#)

From 8:00 AM to 8:00 PM

Calle Marqués de Lema, 7, 28003
Madrid, Spain

5/26 [Nashcon](#)

From 8:00 AM on 5/26 to 8:00 PM on 5/29

Featuring a [Kings of War Grand Tournament](#). For more information about events, contact the [convention organizer](#).

Franklin Marriott Cool Springs, 700
Cool Springs Blvd, Franklin, Tennessee
37067, USA

June

5/14 [Origins](#)

From 8:00 AM 6/15 to 8:00 PM 6/19

[Registration starts from \\$25 per person](#)

Featuring Kings of War demo tables, a Kings of War Mega Battle, Dreadball tournament, and more!

Greater Columbus Convention Center,
400 N High St, Columbus, OH 43215,
United States



Undead Skeleton Horde by George Adsett-Knutsen



The Star-Struck City

We're proud to announce the first [Ironwatch Game](#): The Star-Struck City!

The Star-Struck City sets players in the sunken ruins of Casa-Omnici, a Primavantor city of incredible wealth recently risen from the seabed. Treasure and danger alike await your warbands, as they travel through the waterlogged city in search of the shards of the meteor that struck down the once-mighty port city and drove it beneath the waves.

Star-Struck City is a skirmish game, designed around playing with small warbands of 5-15 models on a 4' x 4' table loaded with terrain. Warband members advance, gaining new skills, equipment, and injuries as they survive the rigors of battle in this deadly locale. Climb up buildings and run between rooftops, leap down to ambush enemies from above, hire war machines and epic heroes from the Kings of War armies, and build your warband's

reputation as the fiercest and toughest fighters in all of Mantica.

The rules are based heavily on Kings of War, so players of the full-size wargame should feel right at home. It's heavily inspired by other skirmish games such as Mordheim, but with the ease-of-play the Kings of War rules provide so gameplay is quick and decisive.

What we've posted so far is the basic rules; Behind the scenes, we're working on a "deluxe"/full version complete with stories from Ironwatch issues, pictures, and art such as these custom interior pieces from artist Boris Samec.

The deluxe version will also be available for free, and we'll be putting up the deluxe version for printing off of Lulu at-cost if you would like a hard copy as well.

As the surviving veterans of The Star-Struck City have said: Casa-Omicidi now only offers riches or death. What will you find?

[Come get the Basic Rules for Star-Struck City here!](#)



Dwarven army by Peter Grouse

HELLFIRE

By Chris Davis

All is dark, quiet cold desolate dead. Nothing moves nothing stirs, for this is the quiet that comes before the awakening of fire.

A small body arises inside simple home of iron and brick. Just a cold dead empty nothingness, a simple abode to house a simple soul. The small frame dresses quickly into it's gothic stylized amour of black chased with brass. Once secure a gauntlet-clad hand reaches for a cruel looking long rifle with a wicked blade slung under the muzzle tip.

A few minutes latter the simple building is illuminated with a reddish orange glow. The test confirms all is in readiness and the

daemonic infused cartridge is ensured of its spark. A few more test burns soon creates a dark char on the end of macabre looking rifle. A smell of hellfire soon wafts through the humble quarters. A lone figure departs the simple home, all in black chased with brass.

Many hours have passed, the small figure in the chased armor has met up with six other such clad figures all bearing daemonic looking rifles. Each rifle wafts a steady orange-red hued hellfire, the flames seem to pulse, as if the guns themselves wish to consume the very air around them. The figures are moving to their task for the day. A regiment of men with poleaxes, these men wish to hinder. They will be dealt with, hellfire will ensure this.

As the black armored figures approach the regiment of poleaxes they raise their fireglaves in unison. The rifles glow hotter almost as if the weapons can sense the intent to come. The hellfire goes from orange to red to a hideous white, so intense is the heat. As one the armored figures adjust dials on the guns, then at the exact moment of combustion, pull down on the firing levers of the exotic rifles.

Flames leaps from the fireglaves in such an intense eagerness to consume mortal flesh the first victims of the weapons do not cry out. For they are consumed too quickly to even utter a word. The others are not so lucky, soon the red hued orange hellfire is chasing down the survivors.

Minutes latter the soil on which the poleaxe regiment had been, is now a charred ground of dirty earth with wisps of reddish-orange hellfire wicking up from the ground. Only this time the smell of hellfire has a tinge of sulphur and saltpeter.

The will of the dawi zharr, is that of hellfire. It will fuel itself, and it will burn that which opposes it.■



Abyssal Dwarf Dragon Fire-team by "puggimer"



HOW-TO TERRAIN: HILLS

By Rob Phaneuf

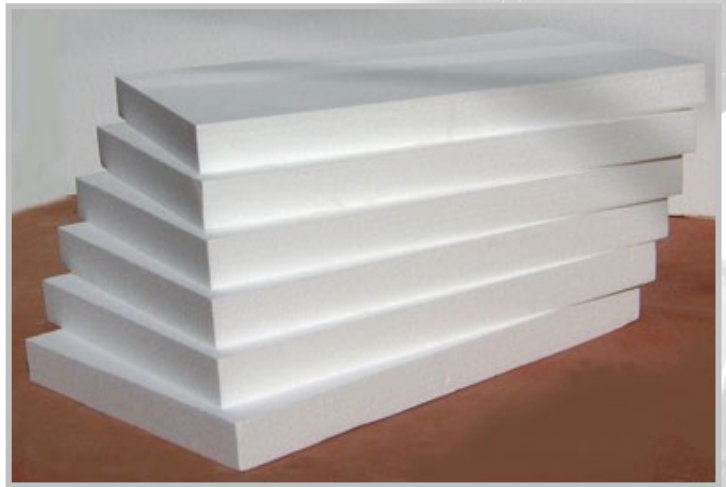
Introduction

Hard to believe we are already back here again! For those of you that are new, this is my monthly series in which I share my thoughts and basic instruction on constructing the various pieces of terrain required to play Kings of War. Thanks to all of you for the kind words, it has been a great dose of encouragement and inspiration. In this installment, we will tackle what many would consider the definitive piece of tabletop war-gaming terrain, the hill.

Hills

Hills are a unique piece of terrain as they don't fall into one of the four types of terrain as defined in the Kings of War rulebook. They are usually treated as open ground but have the distinction that they can significantly affect line of sight. If positioned behind a hill a unit may gain cover or their line of sight may be blocked. If positioned on the hill the unit gains increased visibility to the battlefield which is especially useful for war engines. So there is certainly a tactical advantage to securing and using hills as part of your strategy.

Hills, in much the same way as forests, usually have lots of interaction with the units on the tabletop. As such, their playability has to be carefully balanced with their aesthetic. Decisions over the footprint,



height or the angle of the slope of the hill are just as important as what you want the hill to look like. Over the years, I have used just about every method possible to create a hill.

However, no matter what type of hill you are going for it usually starts with a piece of foam. For making terrain, use Extruded Polystyrene foam whenever possible. Designed to be used as insulation it comes in a variety of thicknesses. Typically, pink or blue in color and is easily cut or sanded.

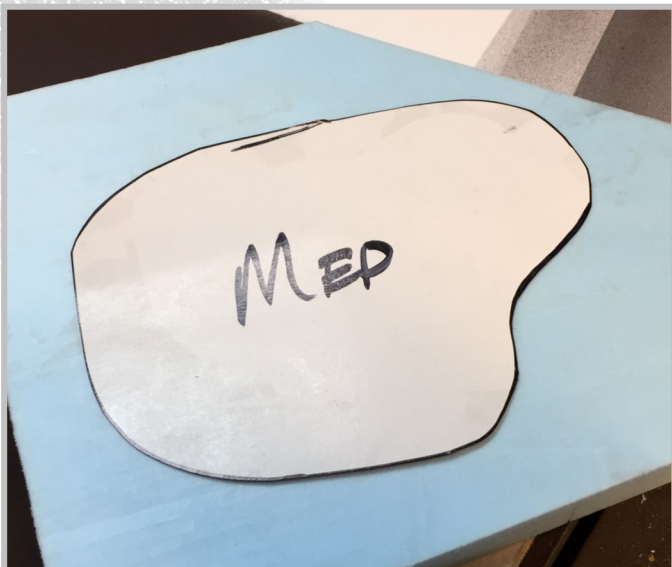
The other common type of foam available is Expanded Polystyrene foam. It is usually white in color and commonly used as packing material for electronics. Unfortunately, while less expensive, Expanded Polystyrene foam is not as dense or durable and easily crumbles when cut or sanded.

Step One – Materials

Here is the list of materials that I used to create my hills. Please note that this list uses many of the same materials that we used for the previous tutorials. In addition, the list assumes you already have common supplies like glue and brushes. Feel free to substitute to whatever brands you prefer or

materials you already have on hand.

- [1" Extruded Polystyrene Insulation](#) – I prefer to buy this as a 4'x8' sheet from a big box DIY store
- [Rock Molds](#) – These Woodland Scenics molds come in a host of sizes and styles.
- [Smooth- Cast 300 Resin](#) – I prefer to buy this in the trial size from Amazon or direct from the manufacture.
- [Sculptamold Modeling Compound](#) – This can usually be found at your local Model Railroad Shop.
- Sand - My preference is builder sand as it is coarser and will include small pebbles
- [Ballast](#) – Woodland Scenics makes a wide array of sizes and textures.
- [Grey Primer](#)
- [Earth Brown Camouflage Spray Paint](#)
- [Raw Umber](#) Paint
- [Raw Sienna](#) Paint
- [Unbleached Titanium](#) Paint
- [Dark Grey](#), [Grey](#) and [White](#) Craft Paint
- [Agrax Earthshade and Athonian Camo Shade](#) – Games Workshop
- [2mm Late Summer Static Grass](#)
- [Farm Pasture Flock and Turf Blend](#)
- [Grass Tufts](#)
- [Summer Flowers](#)



Step Two – Designing the Hill

As with most of my projects, it all starts with a pattern made from cardboard. Play with the overall size and shape until you find something that you like. Keep in mind that the size of the hill will substantially affect its playability. Too large and it may be unwieldy or too small and it could be ineffective. Once you have the design cut out the cardboard pattern with scissors. Over the years, I have grouped my patterns into small, medium and large sized hills. For practicality I will typically build a bunch of hills at a time and will make roughly 50% of the hills medium sized, 25% large sized and 25% small sized.

Step Three – Forming the Hill

Take your pattern and trace it onto the [Extruded Polystyrene Foam](#). For this tutorial I'm using 1" thick foam but you could easily use thicker material to build taller hills. Cut out the hill with a sharp hobby knife, jigsaw or a hot wire tool.

Chamfer the top edge of the hill with sharp hobby knife or hot wire tool. The key is to remove material to make sanding the edges of the hill easier and less time consuming.



Round over the edge of the hill by using a palm sander with 120 grit sand paper. The technique that works best is to use a rocking motion that pivots the sander from vertical to horizontal. You could also use file to round over the edges of the hill.





which will significantly increase the durability of your hill.

Step Four – Rocky Outcrops

If you desire a totally smooth hill you can skip this step but I find this will add visual interest as it breaks up the uniform color and texture of the hill. For this tutorial, I used a [resin](#) cast of a rocky outcropping from a premade [mold](#) from [Woodland Scenics](#).



Finally, sand the edge of the hill by hand with 220 grit sandpaper. I find it best to cup the sandpaper in your palm and run your hand over the edge of the hill while having the hill suspended off your work surface. When complete you should have something that looks approximately like the picture above.

Note that I am building a single tiered hill in this tutorial. However, you can easily create multi-tiered hills by adhering a smaller hill to the top of a larger hill with wood glue. Just keep in mind that you should completely sand the edges of both hills prior to attaching them together. Also, another option is to mount the hill to a piece of MDF

Lightly dust the inside of the mold with baby powder. Mix the resin per the instructions provided, pour it into the mold and wait for it to cure.

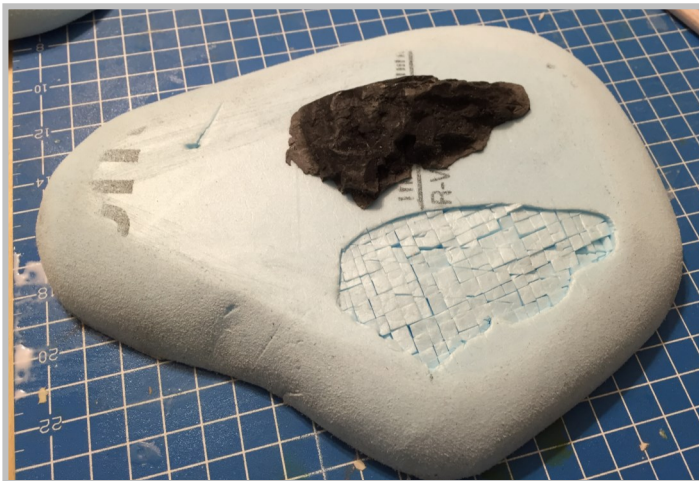
While I chose to use resin for the increased durability you could also cast the rocky outcropping in plaster or substitute it completely for a piece of dried pine bark. Before attaching, be sure to thoroughly clean the cast in soapy water to remove any mold release.

Determine where the rocky outcropping will be placed on the hill and trace its location. Remove material under the rocky outcropping with a sharp hobby knife to embed the rocky outcropping into the foam.

Adhere the rocky outcropping in place using 2-part epoxy.

Apply [Sculptamold](#) along the edge of where the resin cast meets the foam. Then with a wet, gloved finger, feather out the Sculptamold to blend the edge of the rocky outcropping into the foam. This gives the appearance that the rocks are jutting out of the side of hill. Allow everything to dry for 24 hours but keep in mind that the thickness of the layer of Sculptamold used will affect the drying time.

It is also important to mention that I chose to use Sculptamold instead of a 2 part modeling clay, like Apoxie Sculp, as it less expensive, easier to work with and naturally





provides a rocky texture.

Step Five – Texture

To give the foam an extra layer of projection and to provide a texture for dry brushing cover the hill (not the rocks) with PVA glue followed by sand. Depending on the texture you are going for you can also use crushed walnut shells to good effect. Break up the texture by adding patches of model railroad [ballast](#) around the base of the rocky



outcropping. Finally give the hill a good solid coating of PVA glue to lock in the texture and protect the foam from the painting process.

Step Six – Painted Hills

Since we are going to cover most of the hill with flocking materials, try not to spend too much time on the paint job. However, do take your time with the rocks since they will be completely exposed and visible on the finished hill. Start by spraying the rocky





outcropping with a coat of [Grey Primer](#). Spray the rest of the hill with [Rustoleum Earth Brown Camouflage paint](#) being careful to avoid the rocks.

Clean up the edge between the hill and the rocks (where the grey and the brown meet) by applying [Raw Umber](#) (Dark Brown) paint by hand. Follow this with a light dry brush of [Raw Sienna](#) across the surface to highlight the texture of the sand. Next using a very dry brush and a very light touch apply a final highlight [Unbleached Titanium](#).

For the rocks base coat them with [Dark Grey](#) followed by a dry brush of [Grey](#). Using a very dry brush and a light touch, apply a final highlight of [white](#). Break up the grey rock by using washes as detailed in the previous tutorials on Buildings. As a reminder, I used [Agrax Earth Shade](#) (Brown) and [Anthonian Camo Shade](#) (Green-Brown) from Games-Workshop but you could use whatever washes you have available.



Apply a “drip” of wash to the stonework letting it run down naturally into the detail. Work quickly to avoid having the wash dry out remove the excess wash with a cotton swab. Finally, feather the edge of the “stain” with a wet brush.

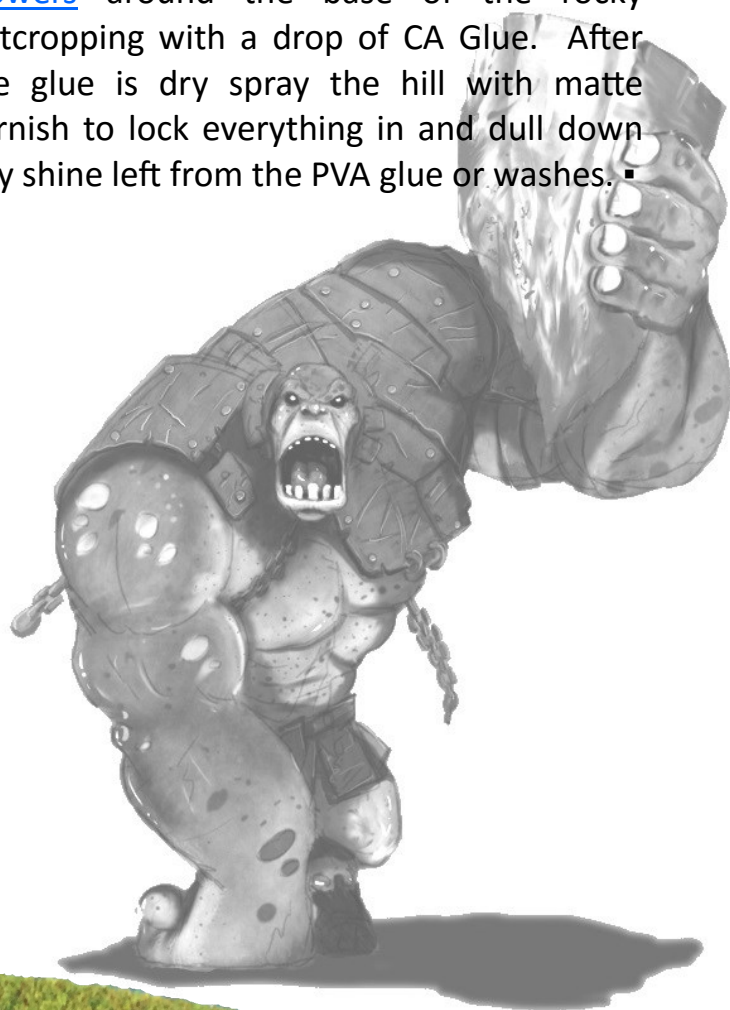
Step Seven – Rolling Hills of Grass

Cover the hill with PVA glue being careful to avoid the rocky outcroppings. Sprinkle [Farm Pasture Flock and Turf Blend](#) onto the glue using a sieve. Once dry apply a mixture of 50% water and 50% PVA glue to the flock using a foam brush.

Apply [2mm Late Summer Static Grass](#) with an electric static grass applicator as this will give taller, straighter and more realistic grass. However, in a pinch you can still get decent results by applying the static grass with a sieve. You can get more details about this technique of applying static grass [here](#).

Step Eight –Finishing Touches

As a final touch, add [Grass Tufts](#) and [Summer Flowers](#) around the base of the rocky outcropping with a drop of CA Glue. After the glue is dry spray the hill with matte varnish to lock everything in and dull down any shine left from the PVA glue or washes. ■





BIRTH OF A DRAGON

By Guillaume Bertin

Creating and playing a Dragon for *Dungeon Saga* has been on my mind since the day I bought my copy of the game. However, creating and playing a Dragon for a “dungeon crawler” has been on my mind since the 6 years old boy I once saw some cousins playing *Hero Quest*, and said cousins forbid him from playing because “He will ruin the miniatures”.

I had my dragon miniature waiting in its box to be assembled and painted, created and tested. I jumped into it a few days ago when I realised that apart from the Tyrant of Halpi Overlord for *Dungeon Saga*, the bestiary in the *Adventurer's Companion* book provided no other Dragons. I seized the opportunity of my little nephews being home to have them “dungeon crawl” against the Dragon. They are 7 years old, but I did trust them with the miniatures, and they proved me right! It didn't mean they failed to beat the Dragon; Quite on the contrary!

First, what you probably want to know is what his stats are? Its name is “Furpye”; This comes from “Tourtepoil” (*Editor note: I believe this translates to “hairy tortoise”*) in French but sounds cooler – I have to thank my wife for the naming idea...

His stats are as follows, or you can check the Boss card on the following page:



Dragon by Chris Schlumpberger

Movement: 10

Combat: 5D

Aarmor: 5

Furpye gets weaker when he is wounded four times. He is **stalwart**.

This “Boss” has a feat too: Once per game, Furpye can **Throw Flames**, using the short range which can touch any hero within his range. Furthermore, each wound inflicted this way allows Furpye to **Cauterize** and restore one of his own.

Boss: FURPYE



OTHER

Flying, this means that this creature ignores the rules for Huge Creatures.

LEVEL	OPTION
1	<i>Stalwart</i>
2	<i>Frenzy</i>
3	<i>Tough</i>
4	<i>Slam</i>
5	<i>Stalwart</i>
6	<i>Fire</i>
7	<i>Swoop</i>
8	<i>Frenzy</i>
9	<i>Tough</i>
10	<i>Slam</i>

FEAT: FLAME THROWER

Furpye can **throw flames**, using the short range which can touch any hero within his range.
Furthermore, each wound inflicted this way allows Furpye to **cauterize** one of his own.



This feat works as a great reset button, since in general, the heroes have to start all over again.

Over the different games I played to test Furpye (alone or with my nephews), the Dragon has always been beaten quite easily, and I must admit that I always found that a bit disappointing. Not that it has been an easy job, but I expected a greater sense of danger, which did not really work once the players realised I was mainly “role playing”.

I did not write any scenario, and since it was merely a “test” to design this boss, I did not bother setting a real, nice dungeon, but told them this:

“Your party has been ordered to enter this cavern where a Dragon is said to be asleep. Your mission is to sneak into this cave, find its treasure, which used to belong to the

Basileans, and come back safely.”

Once again, for the dungeon “map”, I did not bother doing anything unnecessarily complex. I settled on some big tiles I have to create a 26x12 squares open area. No special event, no piece of furniture, no door, no trap, no other creatures, not even the usual “Orders” you get from the Overlord.

I took for granted that the Dragon was good enough a boss to be alone and the only event that took place was – obviously – the Dragon’s awakening once the treasure chest was opened! This chest always contained the same three potions I wanted to try: one Healing potion, a Haste potion which gives an extra movement after a hero’s turn and a Battle potion that gives 2 extra combat dice.

As for the heroes themselves, I had already tested the game several times (alone, with



Ogre and Trolls by Grant Mahoney



*Three heroes within reach for his **Throw Flames** power! Three wounds inflicted so three wounds healed: It is a great “reset” button!*

friends or with my nephews too), but did not go further than the first adventure where the heroes are finally united. Since at the end we get a cloak for Madriga, and since she also has a healing potion, this is what I used for them. Danor had three power 1 crystals, and the following spells:

- The major fire spell Burn (4 dice, short range),
- The minor fire spell Flame Bolt (2 dice, long range)
- Crystallise (to create other crystals)
- The major geomancy spells Tremor (Immobilizes enemies)
- The minor spell Rubble (Removes 1 dice for combat).

Furthermore, since there was no real dungeon, the heroes entered the room with their full life points untouched and their “feats” available. Finally, since generally it

took the heroes 2 or 3 turns to get to the treasure chest and open it, Danor always had the occasion to crystallize from the beginning before being threatened.

These are the conditions in which Furpye was tested.

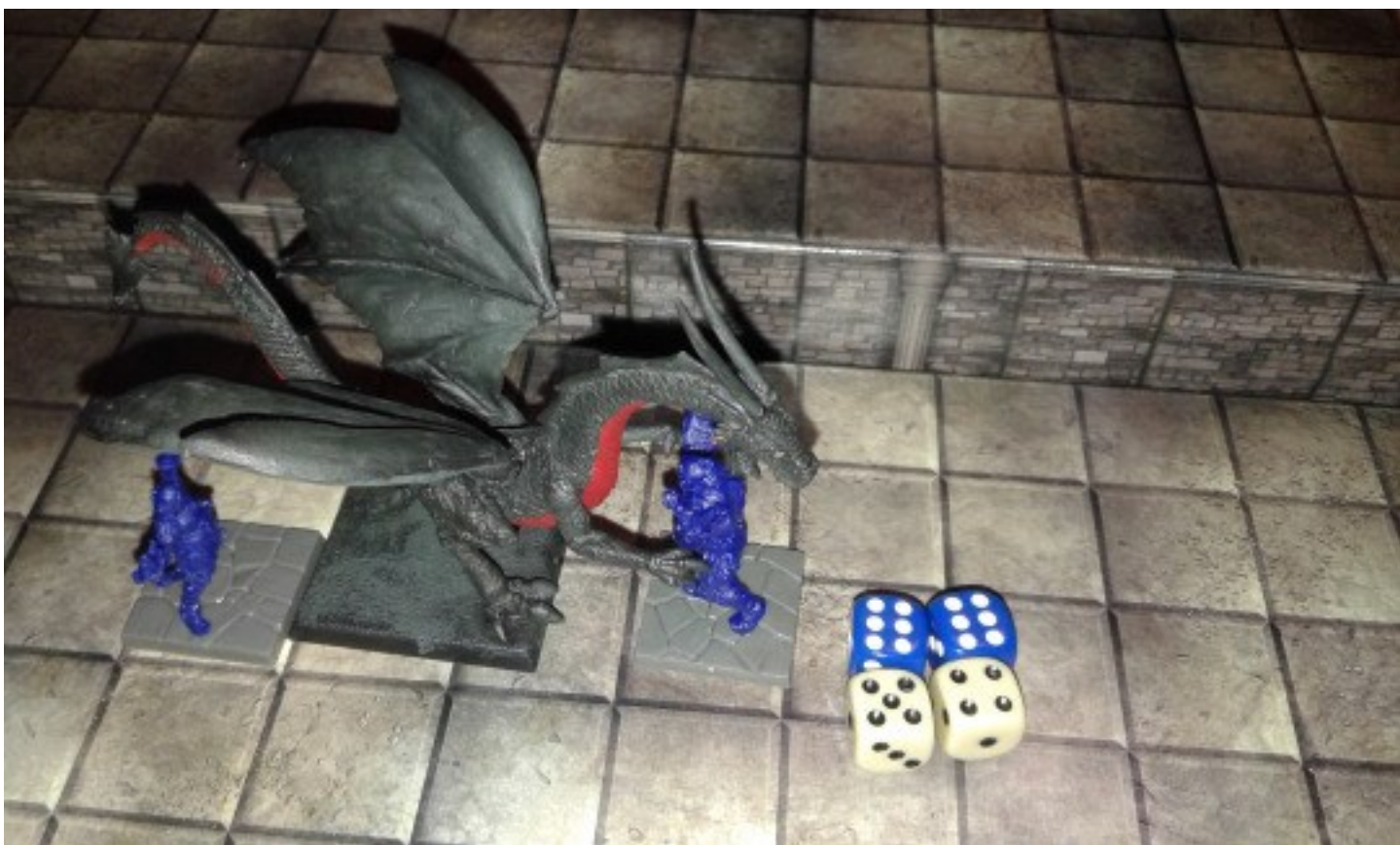
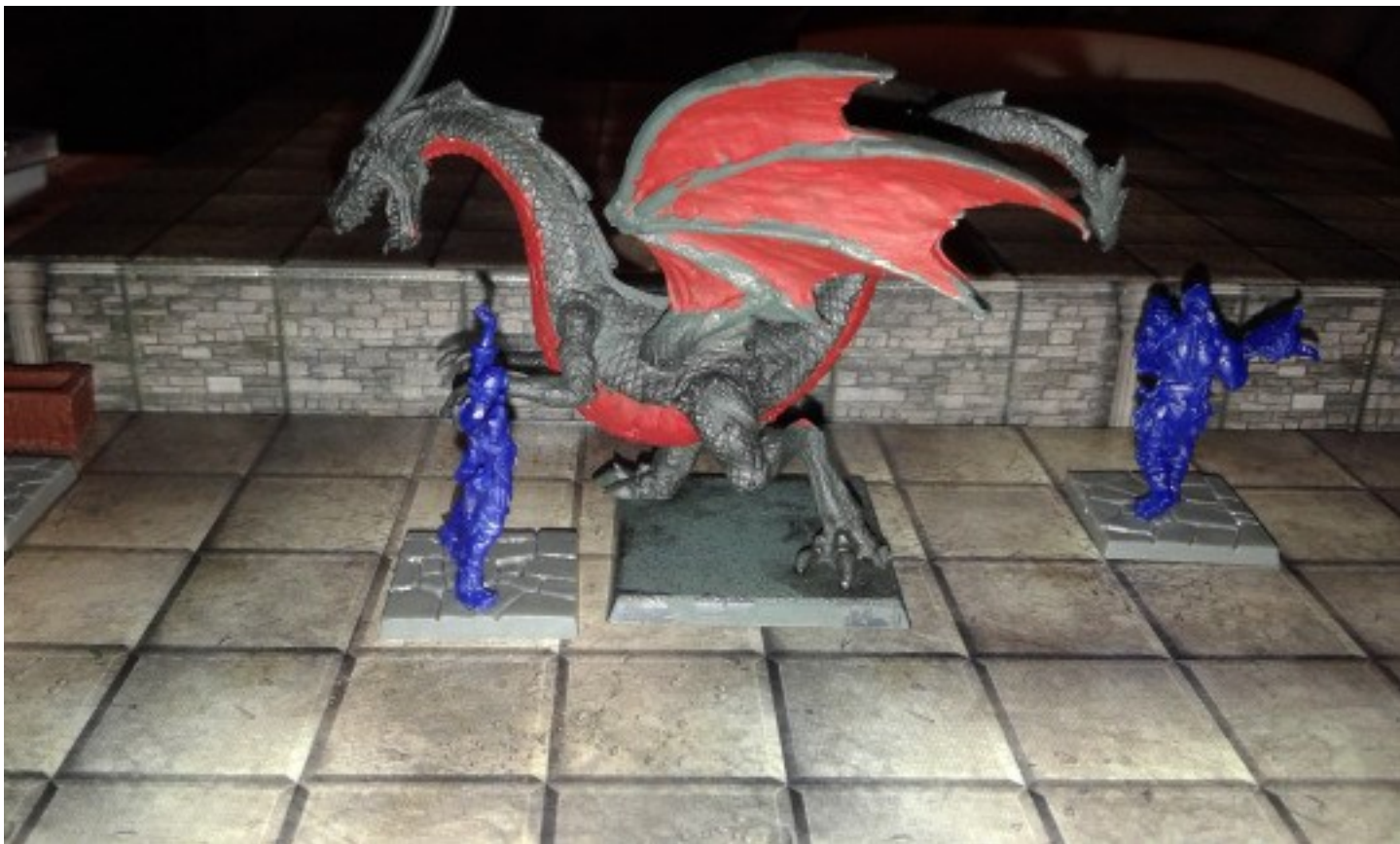
It really started to be disappointing after so many defeats for the Dragon. In general, Furpye managed to deal between 4 and 6 wounds on the heroes. After these matches I decided to stop including potions in the chest, and also to keep the armor to 5, though it was tempting to increase it, but it would have been cheated I think, so I went for the ability “**stalwart**”.



Madriga took some time to open the treasure chest that contained three potions for the heroes. She shared them wisely according to who she gave it to.



I had planned on having a second treasure chest, but it ended up being removed. I thought about including some extra artefacts but the heroes were way too strong for Furpye, or rather he was too weak for them...



Orlaf comes to rescue Danor, trying to allow him to run away. At the same time, the players are getting a nice tank just in front of the dragon! Then it was time for Danor's feat, using a crystal to increase his major fire spell of 2D, and then, trying to immobilize the dragon with his major geomancy spell, with another crystal to reload it faster!

I think on the whole, it is fine. His stats are far greater than any other boss in the **Adventurer's Companion**: A Dragon should be powerful, but at the same time I want it to be balanced. I think Furpye is good, as he forces the heroes to think tactics before running to hack or slash. I hope you will find him great and think about adventures or campaigns to include him! ▀



After this turn, the dragon breathed fire which triggered his healing ability I already talked about. Afterwards, Madriga used her feat to shoot three arrows, scoring two wounds. The final blow was dealt by Orlaf who got on the right flank and slew the dragon for good! Once again...





Abyssal Halfbreed Hero and Lesser Obsidian Golems by Grant Mahoney

LORD DRAZ-GAH

By Ciaran Darcy

All was silent in the Great Hall as Lord Draz-gah completed his incantation. The assembled half-breeds stood motionless, great hammers at the ready. Around the gloomy rafters gargoyles flocked, hoping for scraps to feast on following the completion of the rite.

Ozone sparked and scents of brimstone filled the nostrils of those assembled. The

Immortal Cohort, their armor darkened as always, faces hidden as always, stood in their customary silence as their lord uttered guttural and inhumane syllables.

It has been said that nothing lives within the armor of the Immortal Cohort. That if a warrior were to pierce the heart or remove the head of one, his essence is then redistributed amongst his fellow guard, each becoming stronger from the 'death' of their fellow.

The Ironcaster continued chanting.

Toneless and dispassionate, the incantation was not one to bring hope to anyone, least of all the three captives shackled on their knees in the middle of the hall. The first was

a lithe, thin elf maiden, her silver hair matted and tangled, tears traced lines through the grime on her face

She knelt, fearful and shaking, praying to whatever god she could for deliverance from what was to come. The second captive was an old man. His hair was shaved in the tonsure of a monk yet he had the build of a warrior. His robes were that of a senior member of his order, ornately trimmed with gold sigils now filthy and torn. Though he clearly had been viciously beaten he knelt erect, defiant, refusing to bow or show any weakness to his captors

The final captive was a dwarf. He had been shaven his beard had been cut.

Indeed his beard had been burned in the fire that was in the pit burning between the 3 captives. The dwarf appeared to be muttering something under his breath. The chanting tempo increased. Faster and faster, the half breeds stamped their hooves and beat their armored chests to add to the cacophony, increased by the shrieking of the gargoyles.

Only the immortals remained unmoved. Three of their number broke ranks and moved to stand behind each prisoner. The dwarf captive raised his head high and in a low mournful voice began to sing.

The Ironcaster raised his arms up high as he shrieked the final syllables of the incantation. The trio of immortals raised their axes, and as one removed the heads of each of the captives.



Ogre Warrior horde by "Azazel"

Silence fell, broken only by the wingbeats of the gargoyles and the crackling of the fire

For a moment nothing happened.

Then the fire began to swirl and grow, becoming a pillar of flame.

From the flame stepped a figure. Tall and muscular, he wore only a loincloth. The flames flicked around him as he glided without walking to the dais Lord Draz-gah stood on. In an ancient, powerful evil voice he spoke.

"You have summoned me from the depths of the abyss; Speak, dwarf, lest I take your soul back to my master"

If the Ironcaster was intimidated by this he gave no sign.

"I have come into possession of the knowledge to free you and your master from your prison, yet the Lords of my order have forbidden this. In order to gain your freedom, I will need help from some of your brethren from the abyss."

The demon chuckled. "That seems a very noble offer dwarf, yet it seems very one-sided. What are your demands in return?"

"My demands are three, daemon: First, any slaves and treasure captured on this expedition belong to me; Second, I require access to the fabled library of your master in the Abyss; Finally, I expect that once freed, you and your master will enter an alliance with me in order to cement my place on the obsidian throne."

"You ask a lot little dwarf. For that, my master will expect some information before we set off."

The Ironcaster, for the first time, looked nervous. His eyes flicked around and he licked his lips.

"Well, dwarf?" The last words reverberated around the hall like a cannon explosion. The columns shook and from above came the shrieking of gargoyles.

Draz-gah ,his voice merely a whisper, uttered the following words:

"We need the heart of the Dragon"



Dwarven Ironguard regiment by Boris Samec

Barely a moon had passed since the ritual. The preparations had been frantic and secret: The Lords could never know.

As a result, Lord Draz-gah was forced to rely on a much smaller retinue than normal. They were mainly drawn from the half breeds and orcs that inhabited the blasted wastes near the stronghold.

He was uneasy at this; The orcs were unruly and unreliable at best of times, and the half breed's battle lust meant that when their blood was up there was no controlling them. His one comfort came in the form of the Immortal Guard, standing implacable to his side.

These could be relied on absolutely.

With barely a nod to the captain he prepared for the march. As one the half breeds roared and began to march. The orcs, goaded by their packmaster's whips, began their forced march as well.

The Immortals began hefted the palanquin onto their shoulders and followed suit. From the high crags a troupe of gargoyles unfurled tattered pinions and took flight, following the procession hoping for scraps from the anticipated slaughter to come.

Deep in the bowels of the abyss, Drech'yndak , Lord of the Brass Citadel, Wielder of the Vengeful Flame, the Scourge of Valentica, brooded on his throne.



Dwarven army by Dave Johns



Dwarven Hero by Jonathan Faulkes

His trusted lieutenant Kruz'nych relayed the information he had received from that pathetic Dwarf. He already knew that the key to his deliverance resided with the Dragon of Etstaz, the one the humans called Cadavo. The news the dwarf saw fit to share was no great shock to him.

Kruz'nych broke the silence.

"My lord, the dwarf and his meagre cohort are en route to the blasted craters; He will be expecting a response. Should I just kill him there and be free of his interference?"

Drech'yndak laughed; It was a low, mirthless laugh, with a measure of pity mixed in.

"Patience, Kruz'nych. The dwarf will find his death at our hands, but we need him. The 'heart' is but one of 3 treasures needed to free us. The Heart will bring us to them but only a mortal may use it's power."

"We need the dwarf to find the remaining treasures," Kruz'nych finished

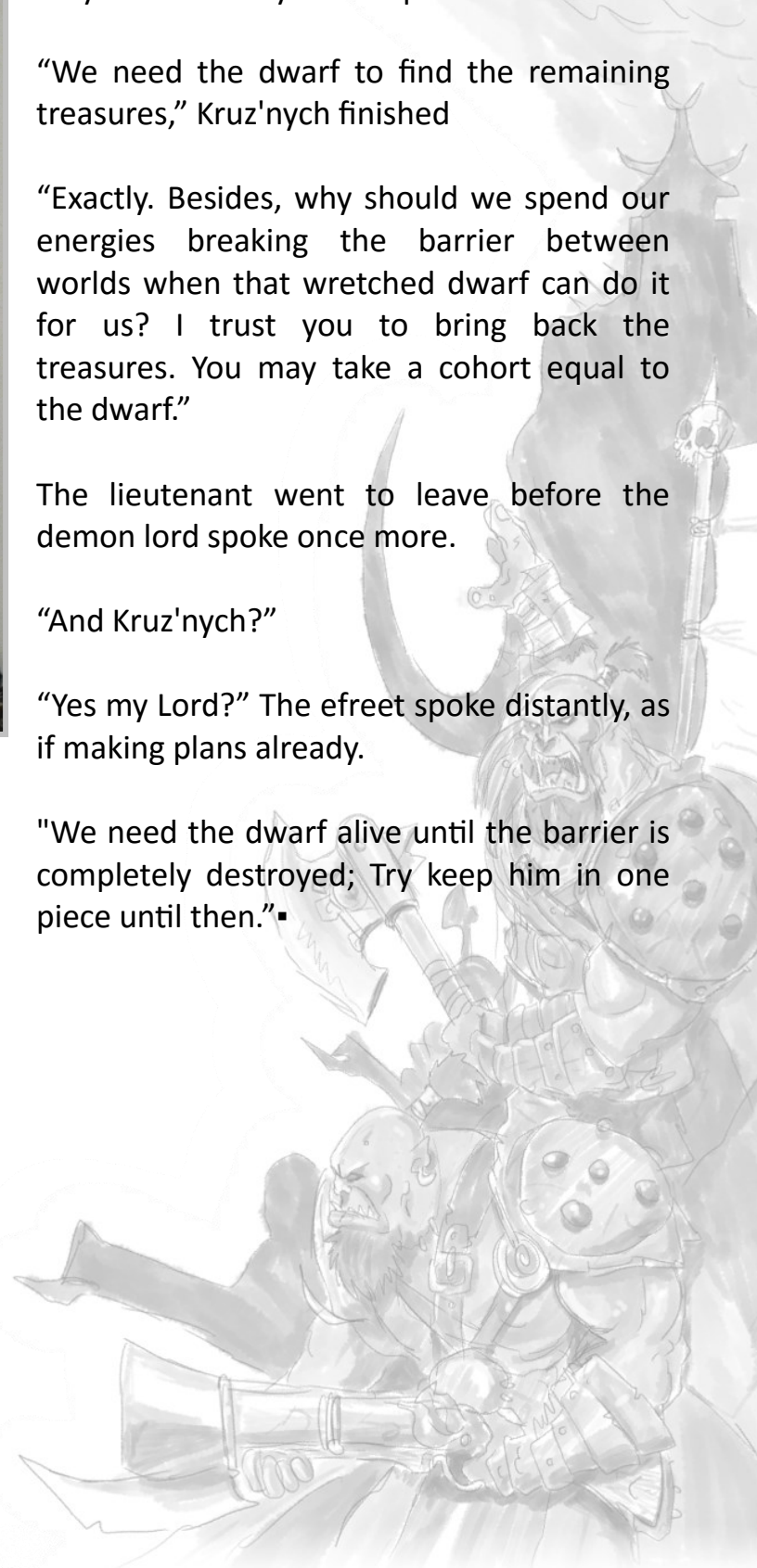
"Exactly. Besides, why should we spend our energies breaking the barrier between worlds when that wretched dwarf can do it for us? I trust you to bring back the treasures. You may take a cohort equal to the dwarf."

The lieutenant went to leave before the demon lord spoke once more.

"And Kruz'nych?"

"Yes my Lord?" The efreet spoke distantly, as if making plans already.

"We need the dwarf alive until the barrier is completely destroyed; Try keep him in one piece until then." ■



FUEL DEPOT

By Peter—"Tek Thornisson"

Editor's Note: Peter has been kind enough to send us several terrain-making tutorials for the next few issues. While they don't have step-by-step written overviews, the materials are simple, and a picture (of a tutorial step) is worth a thousand words!

"I work until now only with high-density polystyrene-often colored has a smooth, tough structure.

The only special tool I use is a desktop foam cutter from Proxxon.

The other tools all modelers have at home:

- Retractable knife
- Scalpel with disposable blades (for very detailed cutting)
- Brushes
- Pencil
- Toothpick

And endless imagination!"

Peter's other notes for this build:

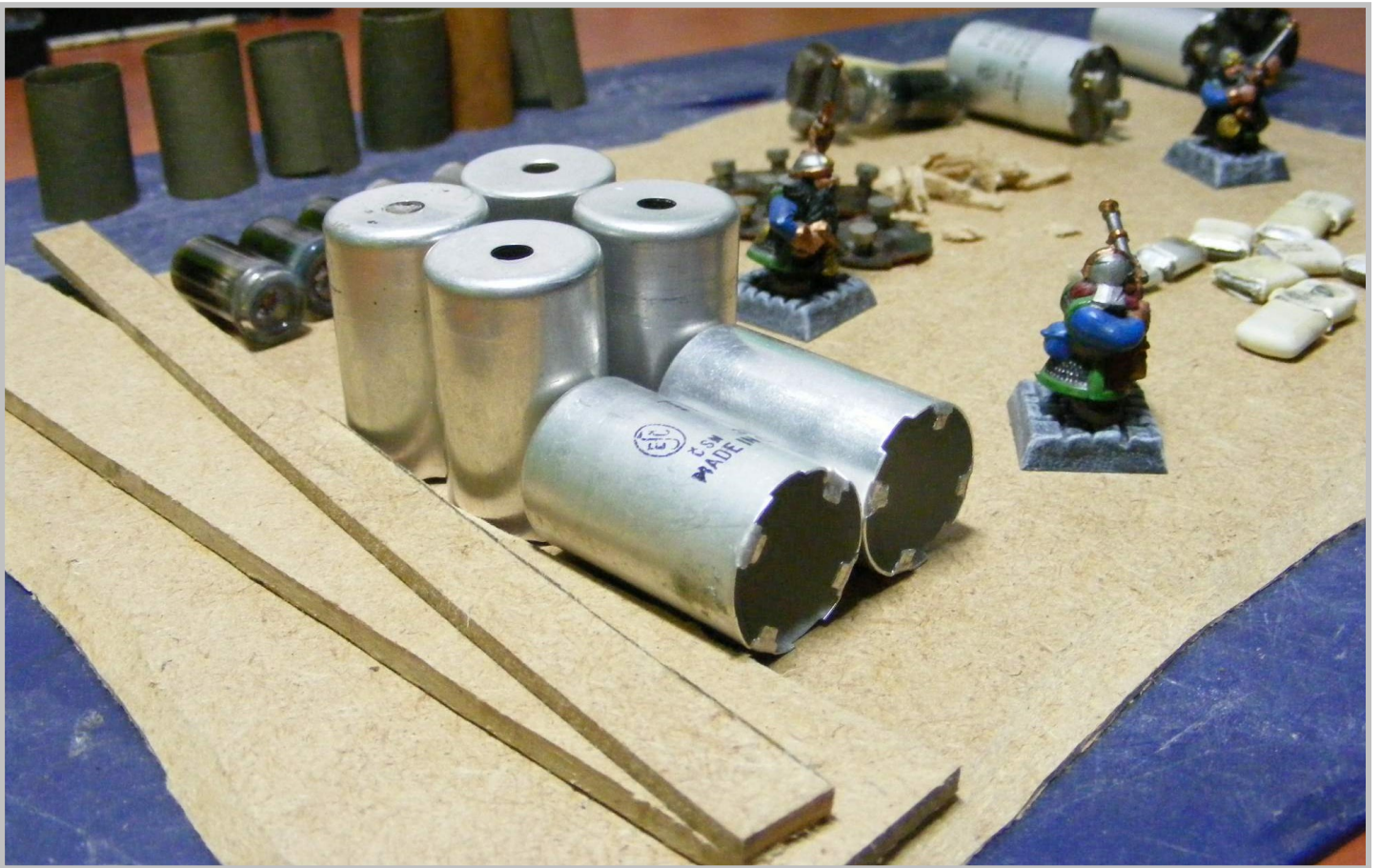
"This build was for a Warpath fuel station in a battlezone. I tried to combine the old with the new: Old destroyed building with new fuel bunker. Old scratches with new ones.

Again, we used the scratch and "magic" with styrodur Styrofoam sheets.

Items with Czechoslovakian labels are very old neon light starters. (26+ year)"

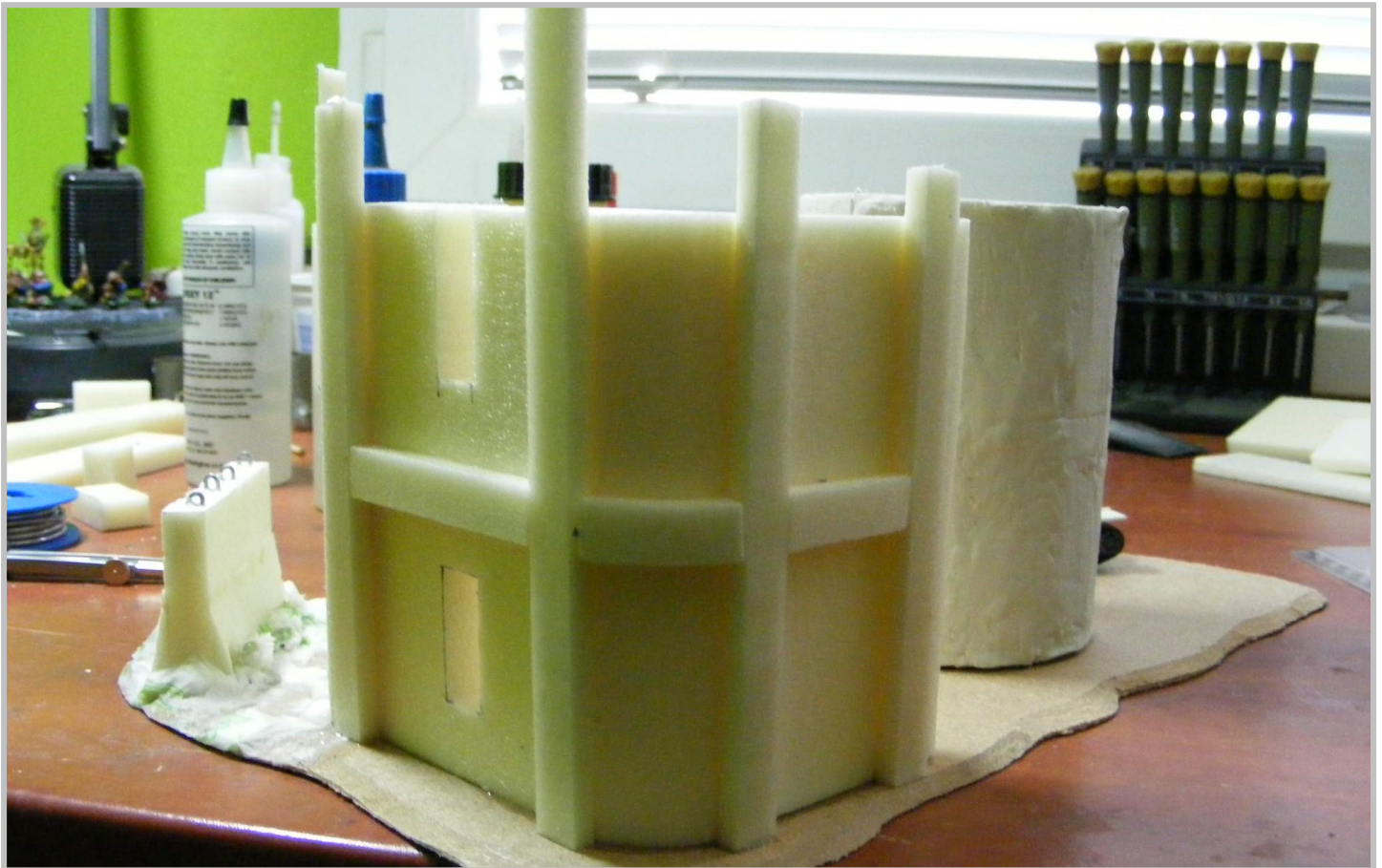




















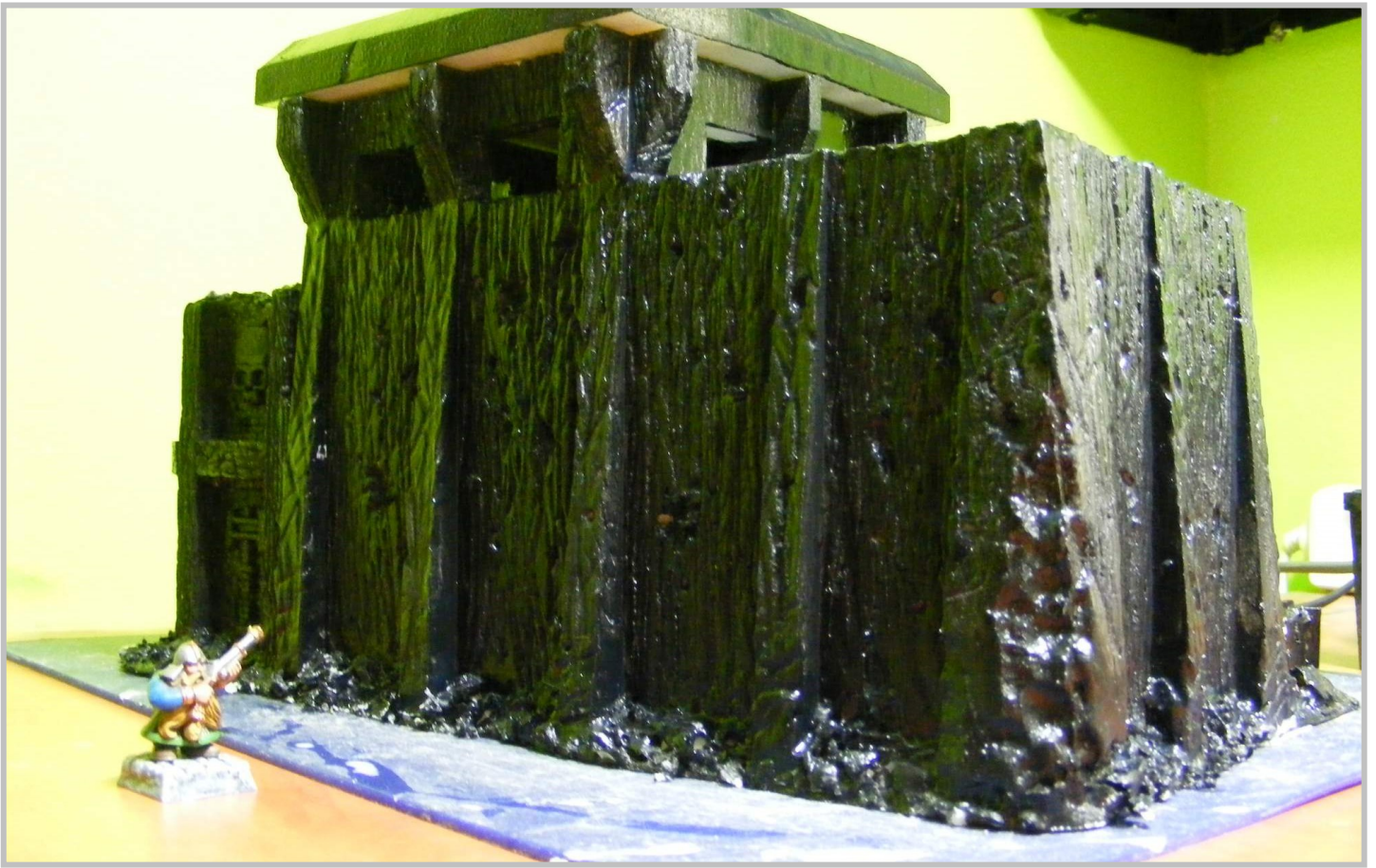


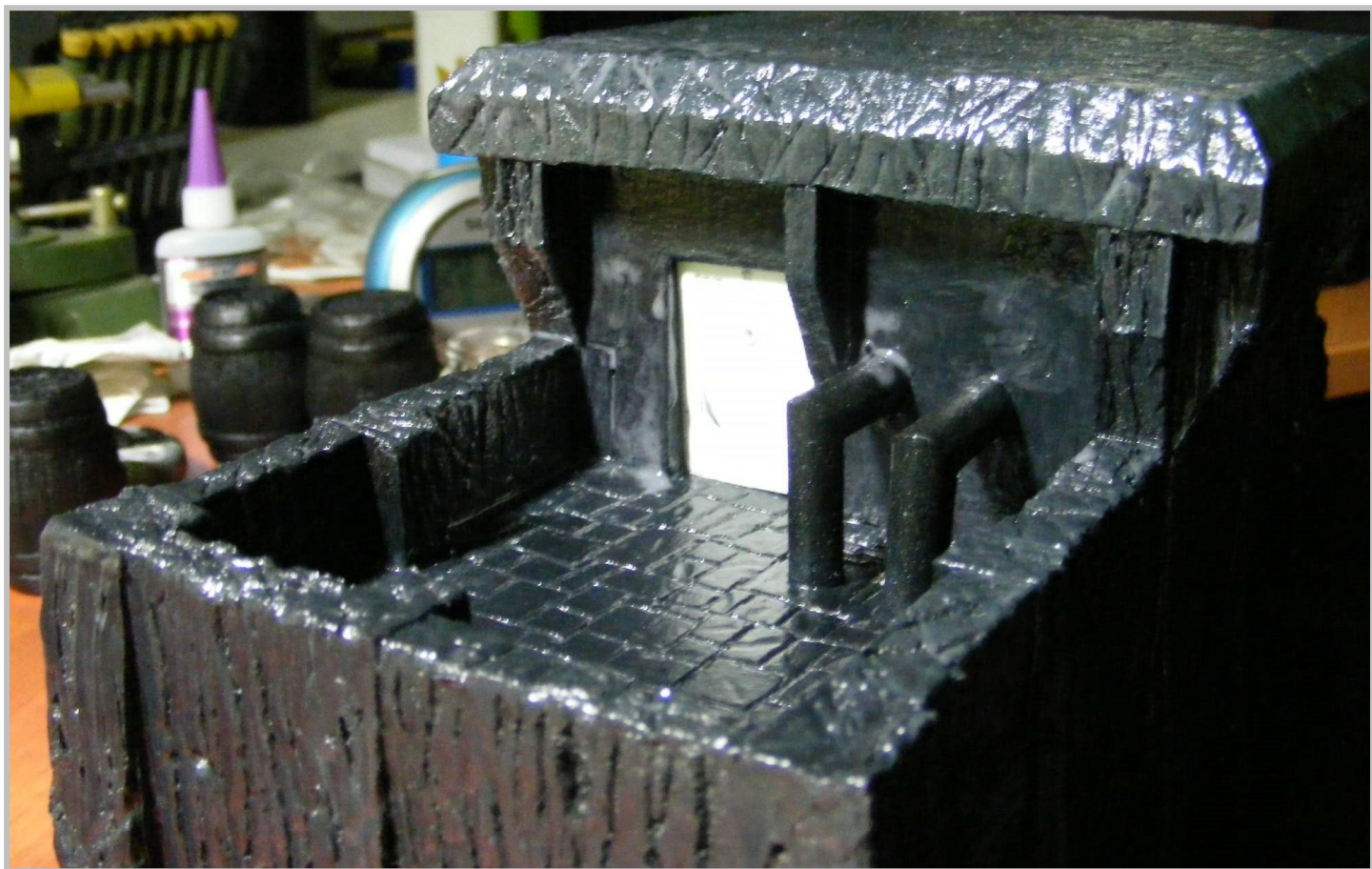


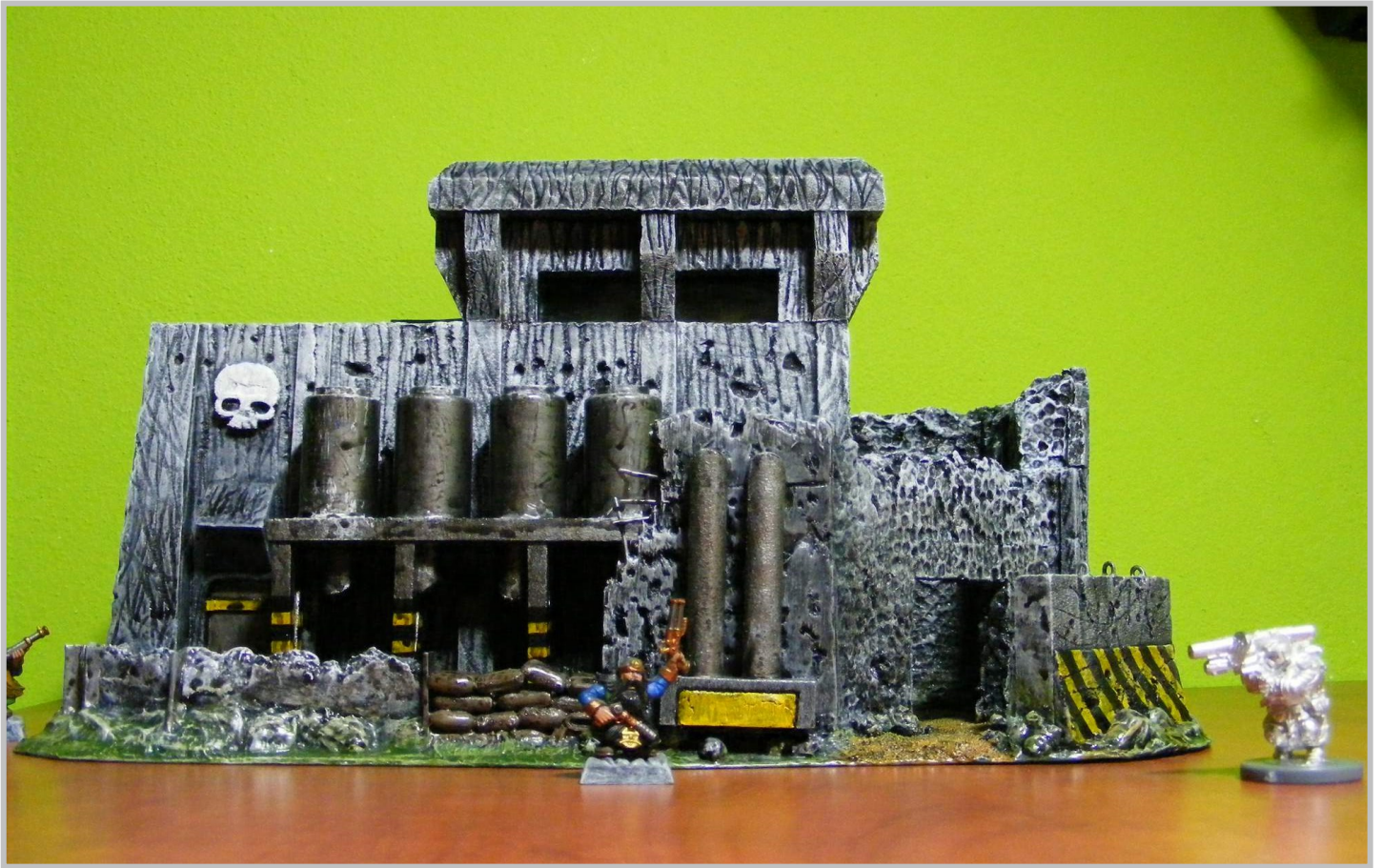














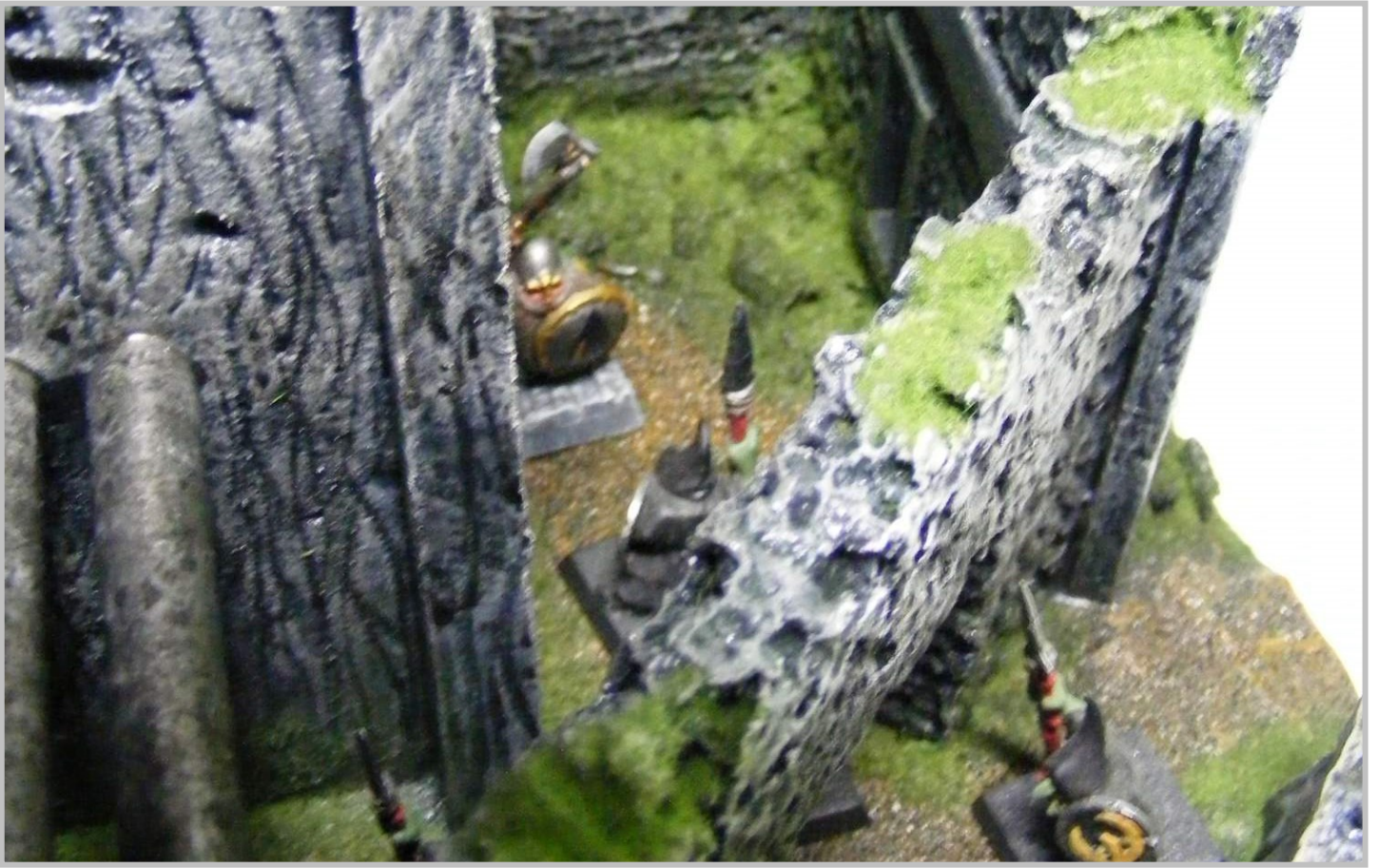














ENFORCER STREET AGENTS: GUNSLINGERS

By Chris Schlumpberger

Everyday police operations within the GCPS are usually handled by the Co-Prosperity Security Forces or one of the numerous private security companies like Archer Inc. and Picard Limited. In the case of especially important or dangerous missions, where massive resistance is expected, the Council of Seven may decide to send in Enforcer support to secure the success of the mission.

This is particularly likely for missions against rebel hideouts or illegal alien operations, and the dispatched strike teams usually consist of only 1 to 5 Enforcers. Wherever they appear, the regular security forces are simply informed of the Council's decision, then the Enforcers immediately seize control of all operations.

Due to the nature of these raids, which favor close quarter capabilities over heavy, long range firepower, such operations had long been handed to members of the assault squads, only rarely supported by a well-positioned sniper. Through the analysis of hundreds of recorded missions it did,

however, become increasingly clear that the assault wristblade didn't see as much use as had been expected.

A lack of firepower on the other hand was identified as the most common reason for mission failures and Enforcer casualties – crossfire by several widespread opponents proved especially problematic. The standard Enforcer assault pistol was usually able to make short work of lightly armored opponents, but if the number of enemies reached a certain point, its speed proved inadequate to secure success.

As a reaction to these findings the Council initiated training protocol E-163-G, colloquially often referred to as 'Gunslinger protocol', and a new type of Enforcer specialists was created: the Street Agents. New members of these highly trained units are usually drafted from assault recruits, but they exchange the wristblade for a second pistol, increasing their short range firepower significantly. Their training focusses on inflicting maximum damage, to a maximum number of opponents, in a very short time, while using all available cover to stay clear of incoming enemy fire.





The ability to fire two pistols, at the same time, at different opponents is the main characteristic of Street Agent combat, increasing their lethality in room-to-room clearance by no less than 56 per cent, compared to regular Assault Enforcers. In open combat operations their services are usually only required for infiltration and assassination, and thus Street Agents are a rare sight in Deadzones or the numerous battlefields of the GCPS.▪

Editor's Note: The stats for this custom unit are on the next page!



Unit stats

Enforcer Street Agent – 18 pts / 2 VPs
(Street Agents are Specialists)

Move: 1-2

Armor: 1

Size: 1

Shoot: 4+

Fight: 6+

Survive: 4+

Special Rules:

Fire Control

Weapons:

Pistol: R3, Pistol: R3, Jump Pack

Weapon Options:

None

Campaign Ability Options:

Ranged



Boss:



OTHER

LEVEL **OPTION**

1

2

3

4

5

6

7

8

9

10

FEAT:

**HOSTED BY
COUNTER CHARGE**



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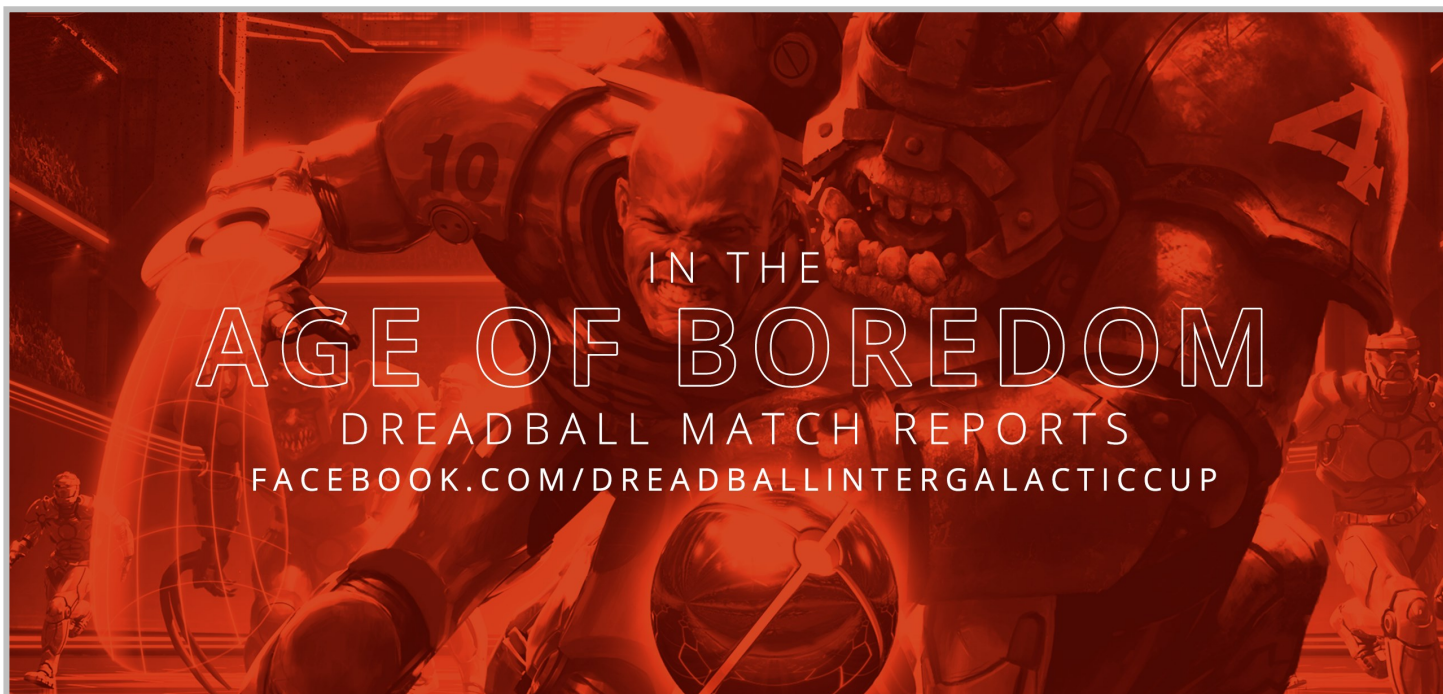
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Kingdoms of Men Militia regiment by Andre Kritzinger

INSIDE:

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This article provides a Boss-level Dragon to face off against your Dungeon Saga heroes, and steps us through the steps of testing this fearsome beast...

ENFORCER GUNSLINGERS

Chris tells us the fluff for his custom Deadzone unit for the enforcers: The dual-pistol-wielding “Gunslingers”...

LORD DRAZ-GAH

A foolish Abyssal Dwarf has made a deal with the worst sort of fiend in hopes of gaining forbidden power...

AND MUCH MORE!