

IRONWATCH

MAY 2016 | ISSUE 45



SAVAGE '16

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ABYSSAL TIDINGS

A MESSAGE FROM THE EDITOR

Welcome back to another issue of the Ironwatch magazine!

Warpath! The huge announcement from Mantic has got us all abuzz, and we can't wait to see the future releases of Deadzone, Warpath, and other Mantic universe games! Be sure to remember to send us your Warpath stories, batreps, and special rules so we can include them in future issues.

We've got an awesome battle report for The Star-Struck City this month as well. A big thanks to everyone who has helped immensely with feedback, both for balance as well as readability and organization; We've made a lot of changes we think have polished the game to a mirror sheen, so be sure to go take a look if you haven't tried our skirmish game out yet!

Finally, please let us know if you have a large game rule adaptation you'd like us to take a look at! Like Ironwatch Magazine, Ironwatch Games will be dependent on contributions from readers for new games and content to release, so let us see what you've got.

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

-Austin



*Cover art by Boris Samec
Title art by Mark Peasley*

Correction: The "Birth of a Dragon" article last month was "by Guillaume Bertin," not "but".

Sorry again about that 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!*

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TABLE OF CONTENTS

IRONWATCH

Iron Forge	6
<i>See the amazing array of top tier paintjobs from our team of professional-quality painters.</i>	
The Mantic Calendar	23
<i>Learn what Mantic related events and tournaments are upcoming in your area.</i>	
Blank WarbandTemplate, by “Lach”	74
<i>A blank template to help track you warband’s info in The Star-Struck City</i>	
Advertisements	75
<i>Our section where you can advertise your local Mantic game group or store for free!</i>	

KINGS of WAR

Return to Adepticon: My year as champion, by Kara Brown	25
<i>2015 Clash of Kings winner Kara tells us about the epic battles she fought during the latest Clash of Kings tournament at Adepticon</i>	
Assassination, by “Lach”	33
<i>Orcs, dwarves, and salamanders struggle in a three-way fight for The Star-Struck City in this batrep</i>	
How-To Terrain: Obstacles, by Rob Phaneuf	46
<i>This installment Rob shows us how to make a variety of excellent Obstacles</i>	
Pilgrimage, by Chris Davis	60
<i>The dawí zharr all pay homage to the god trapped within their sacred city walls</i>	

WARPATH

Deadzone artpiece, by Matthew Adlard	64
Deadzone: The Cleansing, by Matthew Lindsay	65
<i>Rylor Ing finds himself at the mercy of the Enforcers and their questions, interrogated by his former comrades</i>	

THE IRON FORGE

Welcome back to the Iron Forge.

On display this month for you we have:

- Cedric Boudoya of 'Boston Miniatures,' with an array of Forces of the Abyss enemies from Dungeon Saga's Infernal Crypts expansion. Be sure to take a look at his rendition of Elshara, the Elf Banshee, Drech'Nok the Destroyer, and the mighty Ba'El, Eater of Realms!
- Marcel Popik, this time with an awesome set of Deadzone minis, including both unique characters like Nem'rath and Chief Radgrad, as well as a Forgefather Huscarl, aa Plague Enforcer, and Enforcer Medic.
- Guest painter Maren Wolff, with a fantastic Krastavor MVP from Dreadball.

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!



Loka Air Queen by Paul Scott



BOSTON MINIATURES



BOSTON MINIATURES



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MARCEL POPIK



MAREN WOLFF



MAREN WOLFF



MAREN WOLFF



MAREN WOLFF



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!).

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



Panther Lancers by "C. M. Minis"



Kings of War "Bug" (Elf) Army by Daniel King

June

6/14 [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

July

7/23 [Origins](#)

From 8:00 AM 7/23 to 2:30 PM 6/24

[Registration is \\$30 per person, or \\$60 per team](#)

The ATC is happy to be partnering with Mantic Games this year for a Kings of War Team Tournament! 2016 will mark the first of many team events that Mantic and the ATC will be doing in the years to come.

RETURN TO ADEPTICON

MY YEAR AS A CHAMPION

By Kara Brown

Last year about this time, Austin did a very nice write up about our interview that introduced me to the greater Kings of War community, and revealed some of my path to winning the 2015 Clash of Kings National Championship.

A lot has happened since that day last spring when I managed to win on the greatest stage in North America: some good, some bad. And now a year later I have returned from Adepticon 2016. I return successful, but not triumphant. I played well, and had a good shot at placing in the top three going into the last match. But the gods of dice are capricious, and opponents shrewd. Some things were meant to be, and some were not. Some opponents are simply too good to make any errors against and still have a chance to win.

My second journey to Adepticon was mixed. But I came away with new friends and a greater community than the year before. I also saw the introduction of a new champion to KoW, Corey Reynolds. And because most of you would most want to know, I will go over what happened at Adepticon 2016 first. Then I will have a little to say about my year at the top and what it was like.



*Kara, following her win at Adepticon 2015.
Image courtesy of mantic Games*

Adepticon 2016

Last year I played my Abyssal Dwarf army almost perfectly and was able to come away with the big win. I also had my share of luck. But in the year since KoW went to version 2.0 and I decided to switch back to my original KoW army, Basileans. I did this for a couple of reasons: First because I already owned almost 2500 points of Basileans, and second, because I wanted to play something different than last year.

Basileans took a bit of a hit in 2.0 and a few of their signature units were significantly



Kings of Men Penitents Mob by Andre Kritzing

tamed down. Specifically their Angelic units like Elohi and Ur Elohi became much less unstoppable than they were before. But despite those changes I still think they are strong units, and included several in my army to defend my title at Clash of Kings.

I also included a good variety of other popular and powerful units in my army with the hope that they would do well, and stand up to the high-level competition at Adepticon.

My 2016 Adepticon Basilean List

- Paladin Foot Guard Regiment
- Penitents Mob Troop and Horde
- Elohi Horde x2
 - One with Blessing of the Gods
- Paladin Knights Horde
 - Maccwar's Potion of the Caterpillar
- Abbess
 - Mount on a panther
- High Paladin on Dragon
 - Ensorcelled Armor
- High Paladin on Griffin
 - Blade of the Beast Slayer
- Priest
 - Bane-chant (2)
 - Mount on a horse
- Phoenix x 2

The Elohi unsurprisingly were the stars of the show. They kept me close in matches and in general were pains in my opponent's flanks; literally! The Paladin foot and knights were mixed; sometimes great, sometimes not worth their cost. I was shocked to have my horde of knights outperformed by Stampedes from The Herd, which had a much lower cost. The Dragon and Griffin did well, but were primarily included to kill big monsters. They seldom got to do that job and instead often paired to take on normal blocks of troops. The Abbess did fine, and so did the Priest and Penitents. The Phoenixes were either amazing or useless. Many opponents with high attacks annihilated my units too quickly for me to heal them. Varangur and Herd were especially troublesome for the army overall.

So how did I do?

Well the tournament started strangely, with me going up against another amazing general whom I had expected to compete for the overall tournament title. So round one was against Shannon Shoemaker, and it wasn't even a grudge match! We fought to a draw, and it was a well-earned one at that. Shannon and I have played before, and he is an outstanding opponent. Given the strength of his Varangur I was not that unhappy to walk away with the draw.

Round two was against Joe Flesch and his absolutely beautiful Mantic Orcs. I pulled out a hard fought win and regret any possible blood damage done to his army. His units



An epic Kings of War battle by "SneakyChris"



Basilean Elohi by "C. M. Minis"

were tough but had trouble contending with my speed. He still won best painted!

Round three was against Lucas Gitar and his Elves; a somewhat shooty army with some strong melee support. His army, and generalship, proved very resilient despite my best efforts to remove them from the board. I had the upper hand tactically at the end of the game, but an unlucky nerve roll and his high cost individuals allowed him to hang on for a draw in the Dominate scenario.

Round four saw me facing more Orcs! Chris Pelletier was a very formidable opponent. His orcs had the upper hand for the first few turns but just could not get through the high nerves and heals of the Basileans. I managed a victory with a single Pillage token, with all others contested.

I finished the day with two wins and two draws. I actually assumed at that point that I would be out of the running for any decent placement, but the carnage of Sunday proved me wrong.

Round five on Sunday I was matched against Scott Birkett's Dwarves. It was an extremely resilient army with a lot of Defense 6 units, and he used them well. Despite that, my far superior speed and maneuverability helped me win against him in an Invade scenario. My high nerve hordes kept his units from advancing while most of my army simply flew over to his side, killing along the way. This was the one match where my flyers had a real tactical advantage.

The tournament came down to round six. I entered in third place with a score of 3-2-0, on table two. I was up against Kris Kasper and his Herd army with Elf allies. It was another beautifully painted army; it was also extremely powerful. Kris is a friend and I was

glad to get to play him. The momentum switched back and forth several times in the game, with both of us taking losses. I was actually winning at the end of turn six, having taken a chance and used my flyers to grab Pillage tokens rather than attacking. But we had a turn seven, and Kris was too good of a general not to capitalize on the additional time. It ended as my only tournament loss.

The loss dropped me from 3rd to 11th overall. While I did fine by most standards, I had felt a certain pressure to do better and even win going into the event. There is a lot of expectation that goes into being last year's winner for any tournament, but at a National Clash of Kings the stakes are even higher. I did end with some disappointment; that joined with my being extremely tired (damn

6 round tournaments are long!), and overall left me a little grumpy and deflated at the end.

Despite that I was very pleased to see Corey win! He had shot to 1st from 5th place I believe based on the crazy results of round 6. The top table of Shannon Shoemaker and Jon Carter had tied and dropped to 2nd and 3rd respectfully. Both of them are friends and I was happy to see them place. I dropped out of the top 5 completely and Kris finished 4th. It was a crazy finish with no general finishing 6-0. I think it speaks well to the level of competition and game balance that things were so tight.



Undead Werewolves by Guiseppe Aquino



Orc army by Jonathan Faulkes

Final thoughts on Adepticon

I know that there has been a lot of hate flung towards armies with lots of flying over the last year. I played a flyer heavy list because Basileans are made for it. But my army was nowhere near as unstoppable as the chatter would lead you to believe. Opposing generals were ready for my flyer shenanigans and they gave me little advantage except for their speed in most of my games. The list was powerful but unreliable. Armies with 1-2 flyers and more diverse units did better than those with more. I do think my Abyssal Dwarf army gives more consistent results and will probably return it to the battlefield soon.

I'll be back next year for CoK, as I'm coming for that title again!

A year as the champ

So now you all know that I did not get a repeat as the Clash of Kings national champion. I am human after all, and not some evil robot from the future designed specifically to win tournaments of Kings of War like Dan King. But my year was a great one, and being the champ came with a lot of good and far less bad.

The good started right away: I became an instant celebrity within the community. That was an enviable place to be over the last year, especially with the explosion of our player base. I got to do all sort of cool things, from helping test new rules and armies to being a guest of honor at Manticon. I won the last 1.0 tournament ever at GenCon and did very well at several other tournaments.

In addition, I am serving as part of the Midwest planning team for US Masters. I've also met so many amazing people from Mantic and players from all over the world; I did probably a dozen interviews and podcasts, all of which were a blast!

I may not have been the best suited to the role as spokesperson, but I did my best to be one of the faces of the game. This was especially true for the USA which went from 10 player tournaments to 70 player GT's during my year. Everyone was amazingly kind, welcoming, and happy for me. The KoW community is definitely amongst the best sports in any kind in competitive gaming. I couldn't have felt more supported and honored to stand with all of you.

The bad I mentioned a little bit before. Coming off such a great win, there is tremendous pressure to continue to win. A little of this was from the community, but most was internalized from myself; I would

caution any players who have similar experiences to give themselves a break and just play the game. Most of us play better when we just have fun, I know I do. Do not let yourself become a WAAC (*Editor's Note: Win-At-All-Costs*) player just because you did well at something before. I do not think that happened, but certainly the pressure was there when I played at Manticon and Adepticon.

Overall it was a great year, and I met so many wonderful people. I made lasting friendships and connections in the community that I hope will grow and thrive. And despite a setback I will be back again, stronger than ever.

Epilogue

Thank you all for taking time to read my little story. And thanks for being the community you are. From here I will be playing a new



Undead Revenant Cavalry by Martin Geibner



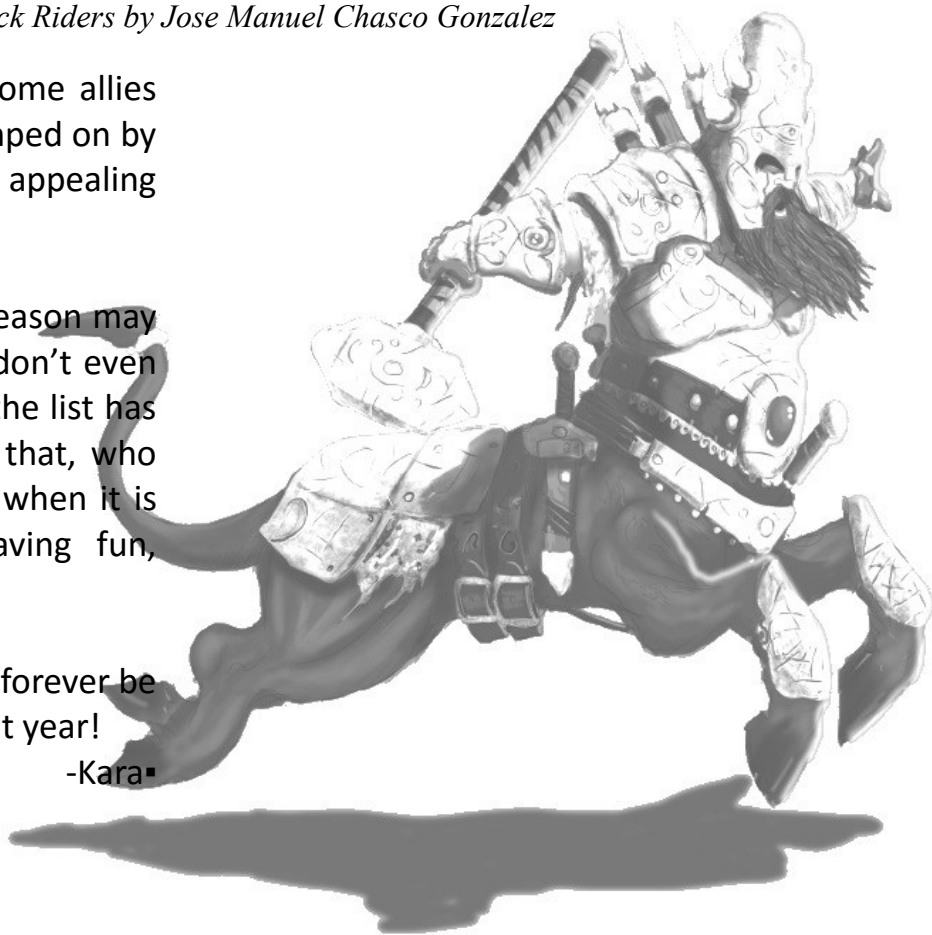
Dwarven Brock Riders by Jose Manuel Chasco Gonzalez

Abyssal Dwarf list with possibly some allies in the short term; After being stomped on by Herd and Varangur they both look appealing as allies!

Long term and next tournament season may see me fielding Trident Realms. I don't even own most of the models yet, but the list has promise and is fun to play. After that, who knows? Maybe Northern Alliance when it is published. As long as I am having fun, anything is possible.

Until next time, may the dice gods forever be in your favor. And thanks for a great year!

-Kara



The dwarven ranger affectionately known by his men as the 'Bearded Shadow' leads an elite unit of the Blaze King's finest warriors. Upon hearing of the mysterious appearance of the island, 'Bearded Shadow's' unit was dispatched to Casa-Omicidi in order to ascertain its value to the newly-founded kingdom. Being familiar with ancient stones, the dwarves quickly realised the potential power which lies behind these celestial shards of metal, and set about working to harness this power.

However, it seemed that even on this isolated island they were not to escape their most hated enemies. Orcs, the Blaze King's

most reviled foes, had met the dwarven unit in force at every turn. Intending to disorient the orcish warband, 'Bearded Shadow' orchestrated an attack on the orc warlord. If the scum wouldn't be cleansed for the glory of the Blaze King, then the orcs would at least remain without cohesion long enough for his unit to harness the mysterious power of the stones.

Actually having had very few run-ins with dwarves back in Mantica, 'Block'ead da Tuff' used to be a moderately successful highway bandit. Of course, hearing of the opportunity for loot and treasure on the isle of Casa-Omicidi, he gathered extra numbers into his



Kygor's warband setup



Bearded Shadow's warband setup

band and took up the life of a mercenary – which, he found was not much different from the life of an orc brigand!

However, after months of good fighting on the island Block'ead came to realise that the real objects of value were being consistently taken from underneath him by a shady group of lizard people! While his crew may be content with the 'petty treasure' they claimed each day, Block'ead found himself yearning for real power. As such, he gathered his men for "annuver gud fight" and set off to teach those scaly nuisances a lesson!

Set-up

Kygor split his forces evenly, with each unit of salamander primes accompanied by a rhinoceros. Meanwhile, the ghekkotah took to the rooftops in order to provide cover-fire with their light ballistae.

On the other hand, Bearded shadow adopted his tried-and-true 'hammer and anvil' approach, with the main bulk of his force adopting a defensive position, while his rangers roamed ahead to pursue their target. (Picture shows rangers as part of the line before vanguard moves)

Meanwhile, Block'ead adopted a similar approach to Kygor, leading a force of his strongest orcs against the rhinoceros (leading from behind in cover, that is), and keeping a portion of his force in reserves to block the dwarven scouting party.

Turn 1

Kygor ordered his men to surge forwards towards the orcish ranks, he couldn't afford to let his attack force be hit in the back while skirmishing with the dwarven warband. Seizing an opportunity to deprive the dwarves of their mission, all three ghekkotah



Block'ead's warband setup



Turn 1: Kygor's warband charge Block'ead's forces. You can see Block'ead waving his sword around in the very back of the group, hiding in the crater!

opened fire on Block'ead. Hugging the bottom of the crater, projectiles whizzed above the orc leader. But, emerging unscathed, he stands to taunt them from afar!

However, not every orc shared Block'ead's luck. On the other side of the battlefield, the dwarven defence line remained hidden behind a solid building while the dwarven rangers advanced. Vaulting a low wall, the two rangers on point were confronted with the sight of an orc skulk hiding over the other side of the street. Quickly aiming and firing, light catapult and hand crossbows made quick work of the unfortunate orc skulk.

As the orcs held in reserve responded to the savage killing of Nipper the skulk, Block'ead ordered a slow advance on his large foe. Crossbow fire, as well as concentrated lightning bolts from Block'ead's personal

zappy sneaks, Krak and Kull, drove off the intimidating rhinosaur, and stunned the nearest warrior

Turn 2

Suddenly convinced that the orc warband was more trouble than it was worth, Kygor ordered his men into a fighting withdrawal – these warriors would be of more use on the front against Bearded Shadow's defence-line anyway.

And he was right. Bearded Shadow had now completely solidified his position among the surrounding buildings, his berserkers waiting in anticipation as the slithering sound of the salamander approach grew louder. Meanwhile, his rangers continued to skirmish throughout the city, taking epic pot-shots at Block'ead's reserved orc force.



Serves that orc right for poking his head around the corner! I told him to hide!



Dwarf Rangers vs an Orc Skulk doesn't end well for the unfortunate Skulk...



In this picture you can also see Elon the dwarf. Originally employed by Bearded Shadow, Elon started to question his loyalties when the dwarven strike-force failed to pay his ransom to the orc warband. Instead of executing the poor dwarf, Block'ead convinced him to fight in his mercenary group, at least until they could find a ship off the island.



The orcs repel the attacking lizardmen!

Taking fire, the orc reserve-force huddled further behind cover. As bleak as the situation seemed, the battle proceeded more favourably on the flank. Seeing his enemy falter, Block'ead da Tuff pushed his orcs in pursuit, felling the stunned lizard and driving the salamanders off the flank almost entirely.

Turn 3

With the battle becoming desperate, Kygor's attack force moves into charge-range of the dwarven defence-line, determined to weather the initial storm and take a terrible toll of dwarven blood. In a similar fashion, the ghekkotah move into position across the bridge, and manage to shoot down Krak the zappy sneak and Elon, the traitorous dwarf ranger.

Springing the trap, Bush Beard roared and urged his men forward, swarming the stalwart lizard warriors. Three of Kygor's kin fell to the assault, causing the morale of the force to waver.

Meanwhile, finding himself suddenly alone, Block'ead began to position his troops to attack the dwarven position.

Turn 4 - 12

After one final, but ultimately fruitless assault on the dwarf lines, Kygor decides that his kin are more important than any piece of star-metal, no matter what power it may hold. Withdrawing, he calls the retreat, and recovers his wounded comrades.



The trap is sprung! Dwarves assault the overwhelmed lizardmen



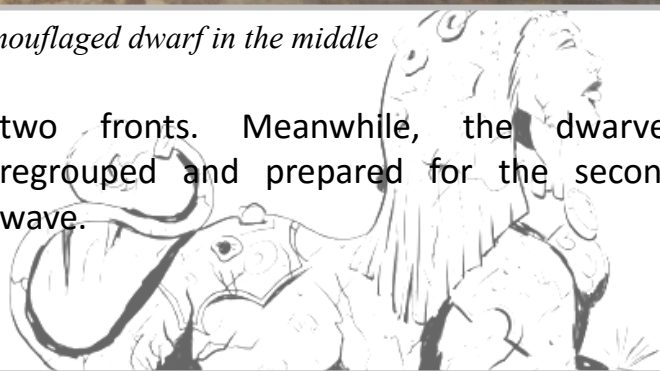
Kygor's warband suffers heavy losses



Bearded Shadow is the mottled, camouflaged dwarf in the middle

Following the salamanders' retreat, Block'ead cautiously manoeuvres through the streets. Learning his lesson from the lizard's failed attack, he makes sure to avoid dwarven snipers, and moved to attack from

two fronts. Meanwhile, the dwarves regrouped and prepared for the second wave.



Orcs assault the Dwarven strongpoint

Turn 13

Block'ead's orcs run into position; however, orcish crossbow fire and Lightning Bolt does little to phase the dwarven ranks.

Returning blow for blow, dwarf rangers and snipers manage to fell both the orc standard bearer and one crossbow wielding skulk.

Turn 14

"CHAAAAARGE!" The green tide surges forward, clashing with the dwarven defenders, but doing little to shake them. However, three orc warriors manage to scale a nearby building, assaulting the ranger who shot down their beloved flag-bearer. The ranger is stunned by overwhelming numbers, but manages to hold his position and not fall backwards off the rooftop.

Bravely retaliating, the dwarven ranger refuses to be shaken, slaying an orc warrior and daring his fellows to try again! Meanwhile, the melee in the streets begins to swing in favour of the more elite dwarves, who manage to hold formation and force the green-skins to come at them one at a time.

Turn 15

As Block'ead bellows encouragement at his orcs from behind, the front rank re-engages Bearded Shadow's dwarves. Meanwhile, those orcs waiting in the back clambered over the white building to the left, surprising the dwarves with a flank charge!

However, it was not enough. Not a single dwarf falls to this fresh assault, not even the lone, brave ranger on the rooftops, who remains desperately fending off overwhelming odds. As the dwarves regroup



The dwarves prepare to renew their attack against the greenskins



The dwarven forces, ready to spill yet more blood



Block'ead and Bearded Shadow's warbands clash in a huge scrum!



Slowly but surely, the dwarves begin to prevail



Despite overwhelming numbers, the orcs are vanquished!



Kudger on Gore by Darren Lysenko

to face this new angle of attack, more and more orcs fall to hammer and axe.

Finally, seeing the situation as hopeless, Block'ead suddenly decided that the fight was no longer a "good 'un". Sounding the retreat, he led the way back to base, mentally counting his losses and deciding how best to lure willing new recruits.

As the orcs fled, Bush Beard assessed the situation. Wounds, weapons and armour damaged certainly, but only one casualty. Personally ensuring that the injured young ranger is taken care of, he ordered his men

to sweep the area. Maybe, just maybe, those lizard-men had left behind a clue as to how one unlocks the power contained within these shards of starmetal.

Editor's Note: Be sure to check out the roster sheet Lach has made for using with your warbands in The Star-Struck City on page 73!

You can also [download the latest updated version of the Basic Rules](#) from [our Ironwatch Games page!](#)



HOW-TO TERRAIN: OBSTACLES

By Rob Phaneuf

Introduction

Welcome to part four of my monthly series, in which I share my thoughts and instruction on constructing the various pieces of terrain required to play Kings of War on your gaming table. As with my past tutorials on Forests, Buildings, and Hills, I always strive to strike a balance between the aesthetic of having an awesome looking terrain while still making it playable. Thanks to everyone that provided ideas and suggestions for this month's topic. In the end, I opted to cover the third main terrain type that really has an awesome potential to affect your games: Obstacles.

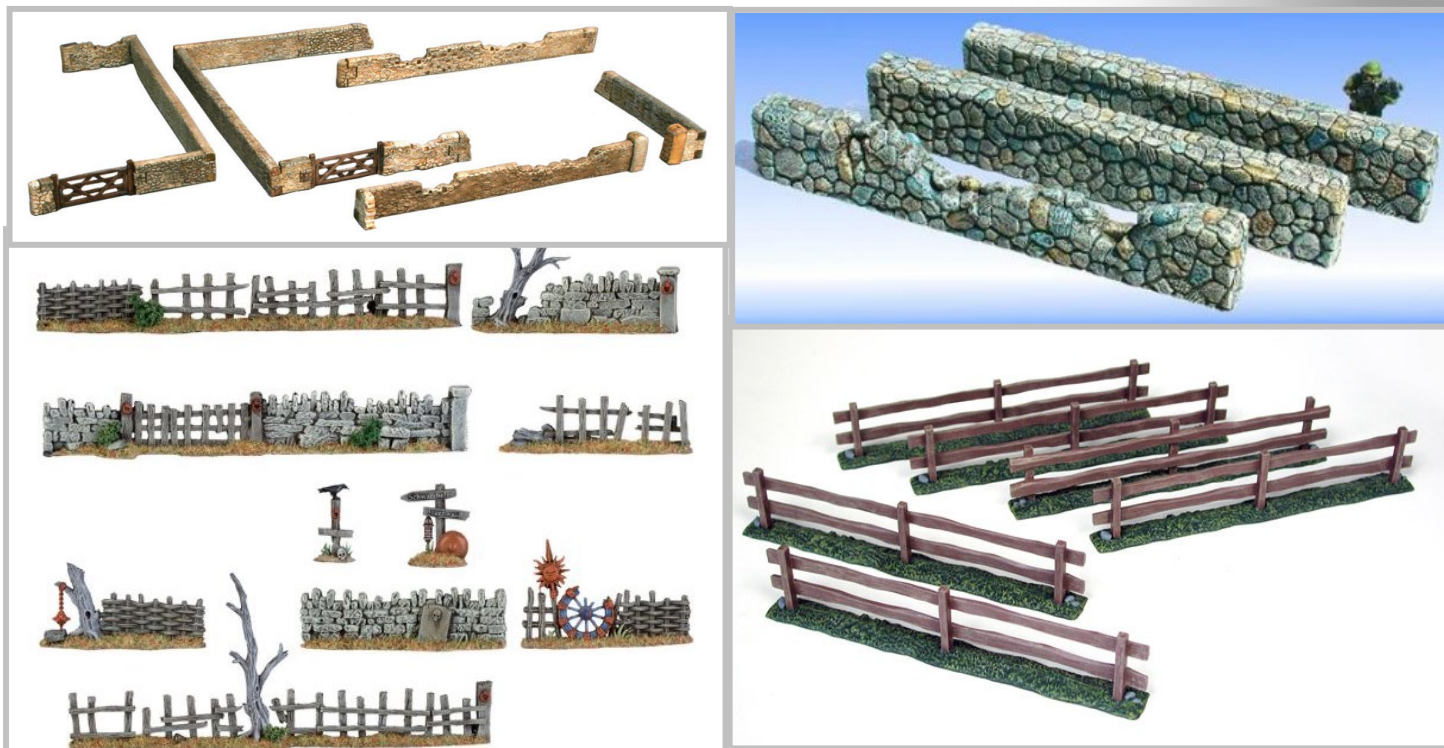
Obstacles

Obstacles are a category of terrain unto themselves within Kings of War. This category includes things like fences, walls, barricades, hedges and the like. They are a

very important tabletop asset that may be pressed to the advantage by the astute general. From the rulebook we learn that obstacles never block line of sight and count as 1" tall for the purposes of cover. Keep in mind that units in base contact with terrain ignore the terrain for the purposes of cover when shooting. Also, units may not move At the Double while crossing an obstacle, and units charging over an obstacle are hindered.

With all of this in mind, it is easy to see that obstacles are a wonderful defensive piece of terrain. Ogre Shooters with the Brew of Keen-Eyeness behind a wall make a good base of fire for your army on the tabletop!

When modeling obstacles there are two things to consider. First, you should keep your obstacles to an inch or less in height as anything taller should be Blocking Terrain. Second, keep in mind how units will interact with the obstacle. Decisions over height and width will make a significant impact on how a unit moves over the obstacle. Will units balance on the top of the obstacle while they are crossing it? Can the obstacle be removed leaving the base on the table while



Some examples of “pre-made” fencing options

a unit is moving over it? Your goal is to end up with a beautiful obstacle that is a joy to play with.

Before we jump into the tutorials its worth mentioning that there are loads of commercially available options on the market. They are available from many different companies; in assortment of designs and styles; from some assembly required to playable out of the package; and can be found in a variety of materials from hard plastic to resin to even recycled rubber. Pictured above are a taste of some of my favorites that will get you up and running in

no time!

Given the more diminutive size of an obstacle when compared to other terrain types used in Kings of War I felt it was only proper to give you a couple of tutorials rather than just one this time. Enjoy.

Fences

We'll kick off the first tutorial with a staple of every good terrain collection: the wooden fence.





Step One – Materials

Here is the list of materials that I used to create my fences. 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.

- [¼" Medium Density Fiberboard](#) - I prefer to buy this as a 2' x 4' sheet from a big box DIY store
- [Strip Styrene](#) – These are from Evergreen Plastics and we need two different packs 176 and No. 179
- [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.
- [Apoxie Sculpt](#) – You can find this on Amazon, Ebay or direct from the manufacture.
- 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](#)
- [Rustoleum Earth Brown Camouflage 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](#)
- [Super Turf](#) – Dark and Medium Green
- [Summer Flowers](#)

Step Two – Base for the Fence

First things we need is a base for our fence. Just as in the past tutorials, we will again be using ¼" MDF for the base as I have found that it is thick enough that it will not warp when slathered in glue and paint. Draw out bases that are roughly 6" in length by 1" wide with rounded corners. Cut them out with a jigsaw and bevel the edges with a sanding drum attached to a rotary tool. Given the small size of the base, the rotary tool will be much easier to work with then a





palm sander. Follow this up with hand sanding the edges using 220 grit sandpaper.

Step Three - Building the Fence and the Rocks

Start by cutting 3 uprights 2 ½ inches in length from [Styrene Strip](#) # 176 (.100"x.125"). Next cut 2 rails 6 inches in length from [Styrene Strip](#) #179 (.100"x.250"). Using a hobby knife whittle the edges of the strips to give it the appearance of worn, weathered wood. Attach the uprights to the base using CA Glue. Place one upright in the center of the base and the other two 3" apart from the center. Then apply the 2 rails to the uprights with poly cement.

In addition, I created some shorter fences along with a broken down fence. Don't be afraid to experiment and have some fun with

it. To add visual impact add rocks to the base with CA Glue. Please refer to my third tutorial on hills (*Editor's Note: In issue 44!*) for a quick explanation of casting resin. To reinforce the connection of the fence and tie the rocks into the base apply [Apoxie Sculpt](#) around the edges. With a wet finger feather out the clay to blend it into the base. Allow everything to dry for 24 hours.

Step Four – Adding Texture to the Base

Next cover the base with PVA glue followed by sand. Then break up the texture by adding patches of model railroad ballast.

Step Six – Paint the Fence

Start the painting process by priming all the pieces with [Grey Primer](#) followed by a base coat of [Rustoleum Earth Brown Camouflage paint](#). The base was highlighted with a light





dry brush of [Raw Sienna](#) followed by a final highlight of [Unbleached Titanium](#) across the surface of the sand using a very dry brush and a very light touch. 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. Finally the fence was painted in [Raw Umber](#) (Dark Brown) and the edges were highlighted with a mixture of [Raw Umber](#) (Dark Brown) and [Unbleached Titanium](#). Finally, I gave the whole fence a wash of [Agrax Earth Shade](#) (Brown).





Step Seven – Adding Grass and Bushes!

Start by covering the entire base with full strength PVA glue followed by a thick application of [2mm Late Summer Static Grass](#). Once the glue is dry add some bushes growing near the bottom of the fence with Dark and Medium Green at the [Super Turf](#). Take a pinch of Super Turf and soak it with a mixture of 50% water and 50% PVA glue. Form the wet Super Turf into a ball and apply it onto a patch of PVA glue applied to the surface. Continue to apply the Super Turf building up the bushes under the fence until you are happy with the results.

Step Eight – Add Flowers!

To really make your fences stand out add some flower [Summer Flowers](#) to the base with a drop of CA Glue. After everything is completely dry hit the whole piece with matte varnish to lock everything in and dull down any shine left from the PVA glue. In the end you will end up with some great looking fences that will look great on your table.





Rocky Barricades

In this 2nd tutorial let's make some great looking rocky barricades perfect for a snow table!

Step One – Materials

Here is the list of materials that I used to create my barricades. Please note that this list uses some 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.

- [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.
- [¼" Medium Density Fiberboard](#) - I prefer to buy this as a 2' x 4' sheet from a big box DIY store
- [Apoxie Sculpt](#) – You can find this on

Amazon, Ebay or direct from the manufacture.

- 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](#)
- [Dark Grey](#), [Grey](#) and [White](#) Craft Paint
- [Agrax Earthshade](#) and [Athonian Camo Shade](#) – Games Workshop
- [Flex Paste](#) – From Woodland Scenics and can be found at your local hobby shop.
- [Soft Snow Flake](#) – From Woodland Scenics and can be found at your local hobby shop.
- [Matte Medium](#) – Can be purchased at your local art supply store from any number of manufactures.

Step Two – Create the Rocks

Unlike all the previous tutorials, this time we start with creating the rocks that will make up the barricade. For this tutorial, I used [resin](#) casts of rocky outcroppings from a



premade [mold](#) from [Woodland Scenics](#). 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. Make sure to gather a wide variety of interesting rocks. Look for rocks that would make natural barricades. Typically this will be rocks with low profiles and linear shapes.

Step Three – Basing the Rocks
Again we will be using ¼" MDF for the base. Layout your rocks onto a piece of cardboard and move them around until you find a combination of shapes that feel like natural barricades. Trace around your rock formations to form the outline of each base. Keep a uniform distance between the rocks and the edge of the base to create a consistent look to your barricades. Cut out





the cardboard patterns and then trace them on to the MDF. Cut them out with a jigsaw and bevel the edges with a sanding drum attached to a rotary tool. Follow this up with hand sanding the edges using 220 grit sandpaper. Finally, attach the resin rocks to the MDF base with 2 part epoxy.

Step Four – Texturing the Base

Apply [Apoxie Sculpt](#) along the edge of where the resin cast meets the base and. Then with a wet finger, feather out the Apoxie Sculpt to blend the edge of the rocks into the base. This gives the appearance that the rocks are jutting out of the ground. To break up the vast amount of rocky texture add a few man-made elements from your bitz box like barrels and crates. After the Apoxie





Sculpts fully hardens cover the base with PVA glue followed by sand. Break up the texture by adding patches of model railroad ballast.

Step Five – Painting the Barricades

Start the painting process by priming everything with [Grey Primer](#). Next base coat the entire barricade with [Dark Grey](#). Follow this up with a dry brushy of [Grey](#) and a final highlight of [white](#) applied with a very dry brush and a light touch. 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. Paint up the barrels to provide good contrast to



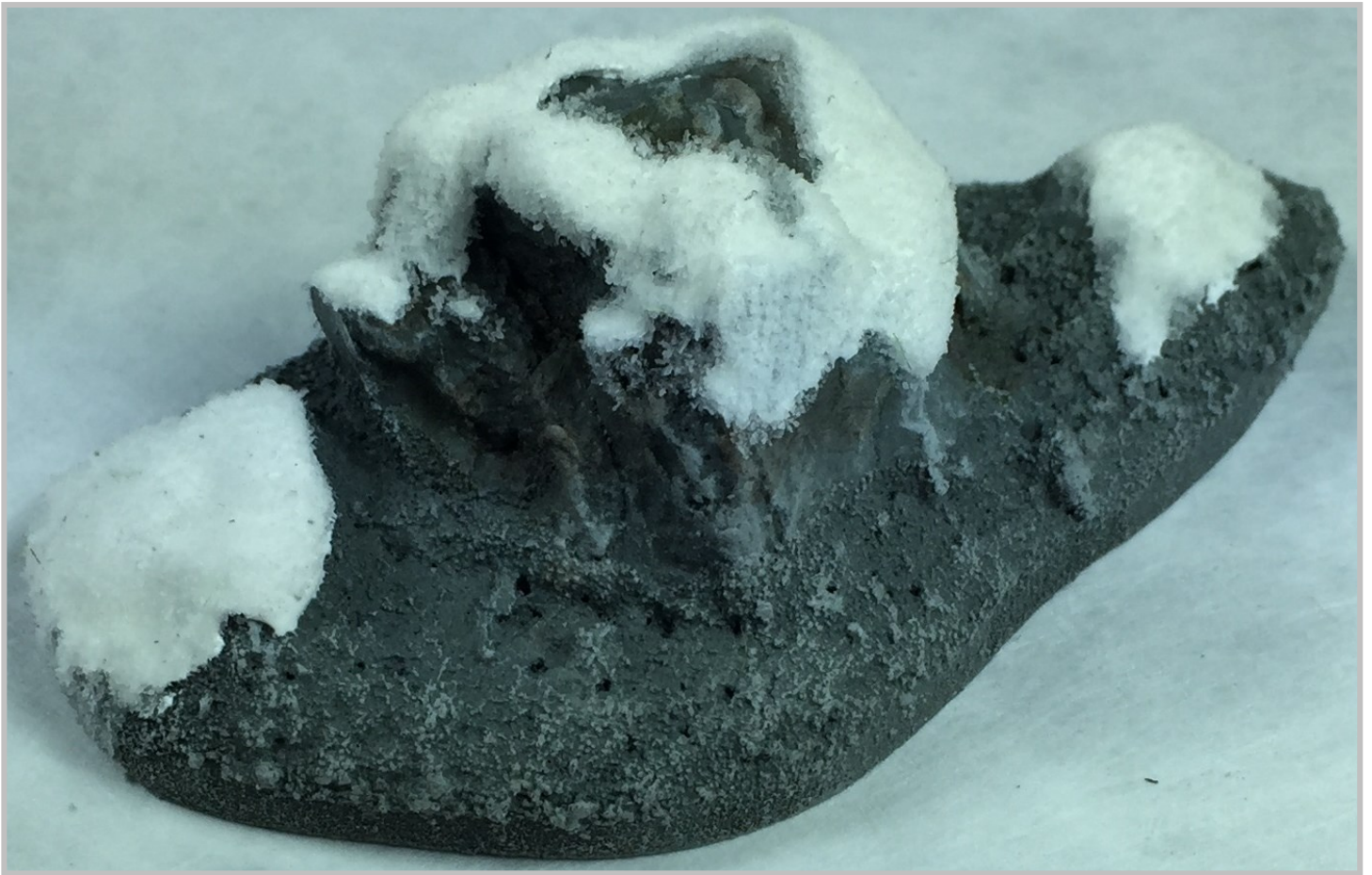


the rocks and provide additional visual appeal. After everything is completely dry hit the whole piece with matte varnish to lock everything in and dull down any shine.

Step Six – A Touch of Winter

In this final step we give the barricades a snow covered, deep winter look perfect for a winter table. But keep in mind that this step is completely optional. Start by dabbing [Flex Paste](#) onto the barricades to define where the snow will be applied. Continue to apply multiple layers of Flex Paste to build up the accumulation of snow. A good technique for applying the Flex Paste is to roll a full loaded brush horizontally along the surface, pulling the Flex Paste to where you want it be applied.

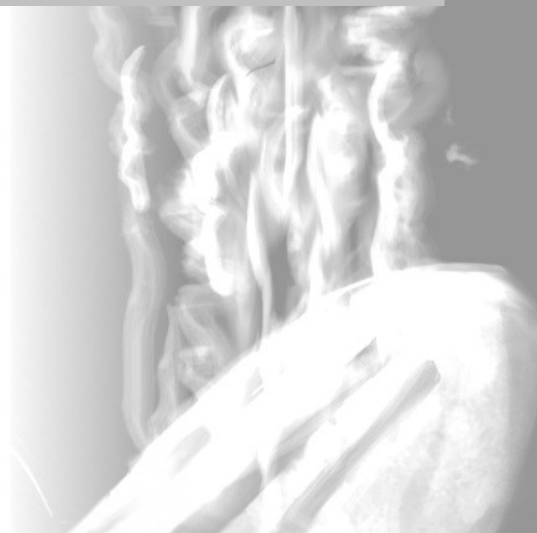
After the Flex Paste is dry, paint the Flex Paste with [Matte Medium](#) and then sprinkle [Soft Snow Flake](#) across the wet surface. Allow this to dry and they reapply the area with Matte Medium before a 2nd dusting of Soft Snow Flake. For a more thorough explanation for these techniques please watch checkout this [video](#).

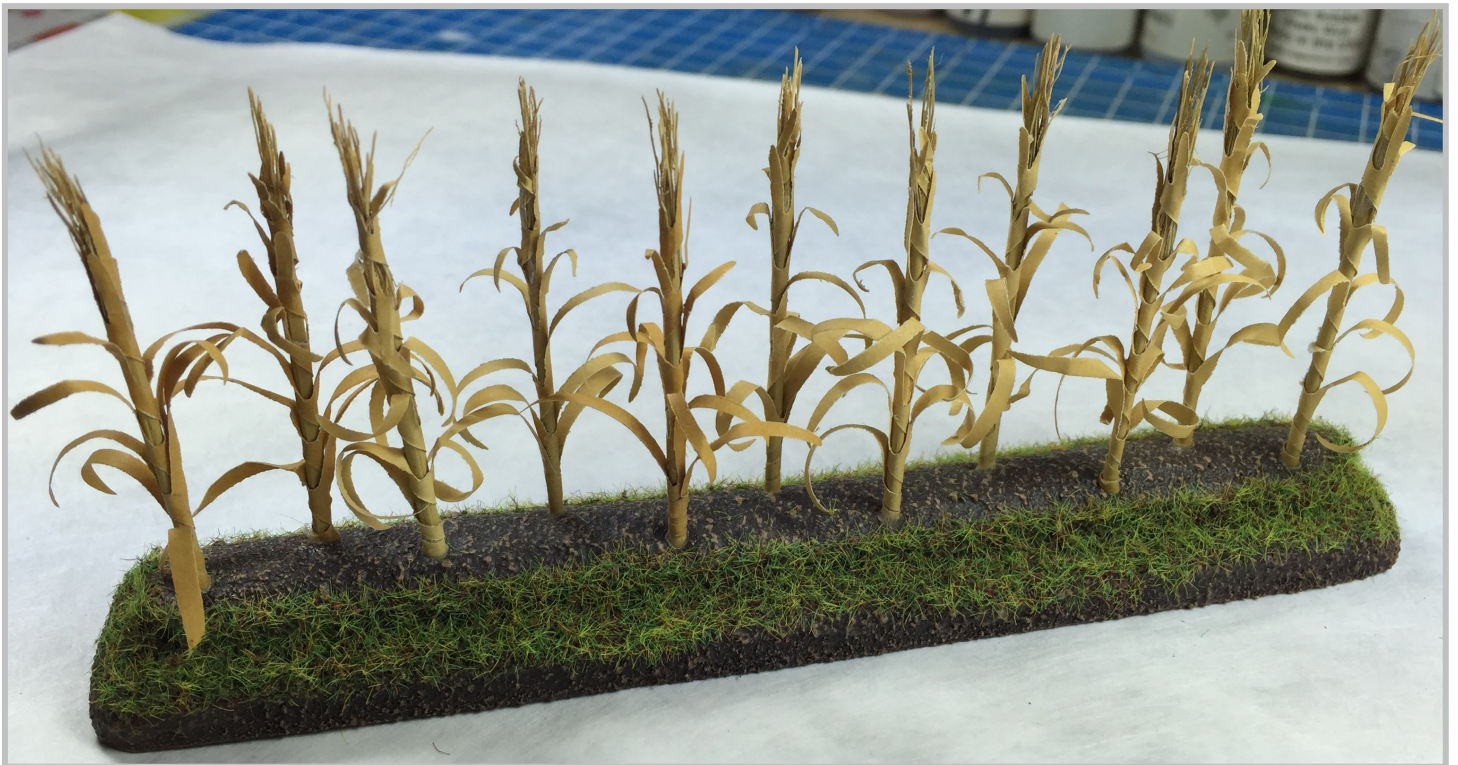
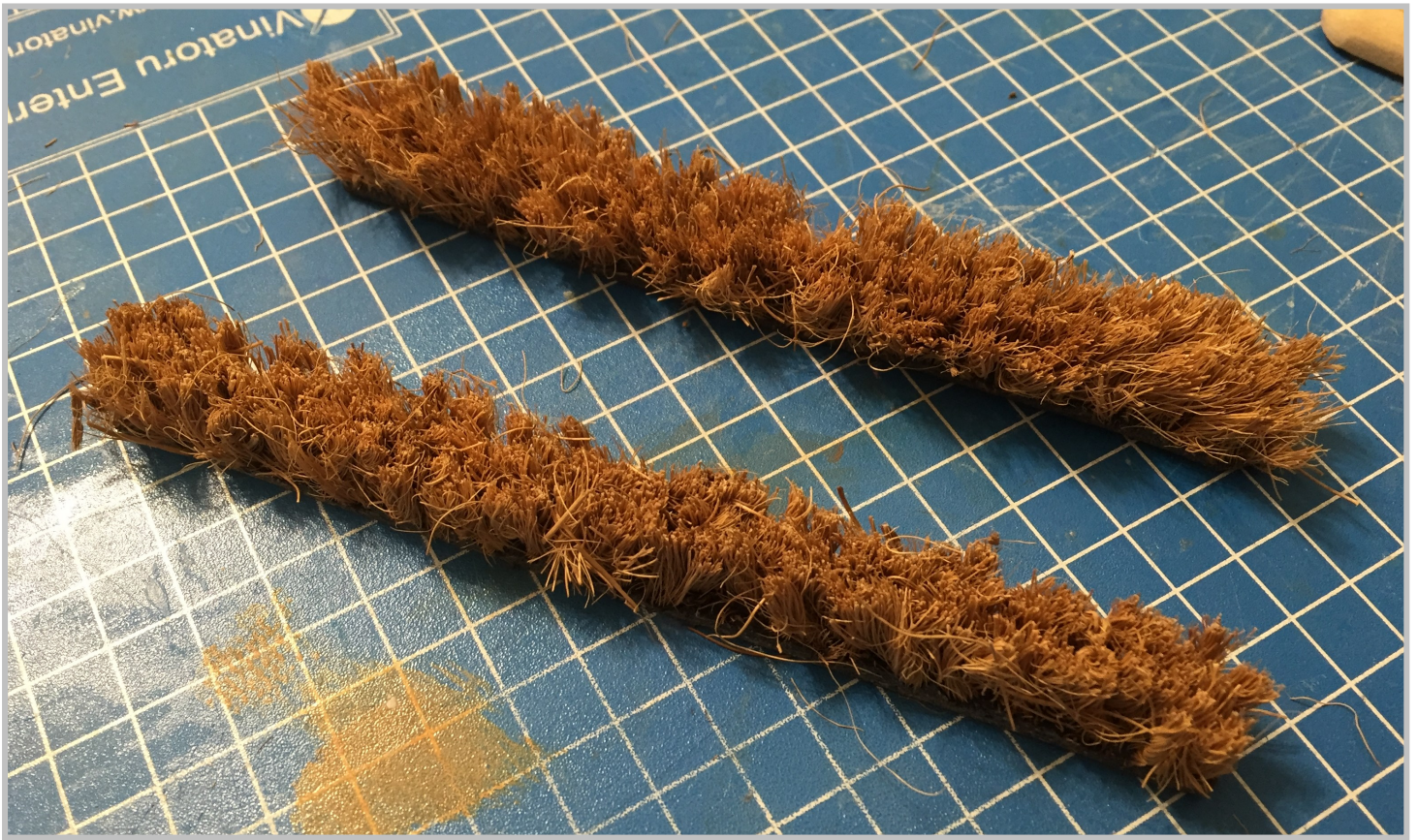




Hedges

Finally, I wanted to share one more tutorial with you to check out if you'd like. This tutorial is how to make Hedge Row Obstacles for your gaming table using scrub pads found from a discount store. I created this tutorial a few years ago for my blog, and you can find it [here](#).▪







Abyssal Dwarf Lesser Obsidian Golems by Grant Mahoney

PILGRIMAGE

By Chris Davis

In the north there exists a place known as the Ankor Zharr, the dominion of fire, and it is considered to be a holy place. Ankor Zharr looms over the eastern-most point of the scar that is the Abyss. To gaze upon it is to gaze upon the very essence of what drives the dawi zharr.

The dominion of fire is so large that the it's western-most point intersects with the eastern-most point of the Abyss, while it's northern boundary meets with the frost of the frozen north. Ankor Zharr is a vast pit of fathomless depth; a fire juts from the pit, seen in all directions for miles around. The fire is constantly changing colors but always uniformly intense in its heat.

The walls of this pit are lined with chains of all shapes and makes; Chains of pure ice, chains of air that remain solid even when hit with the hardest hammer blow, chains of orange-green witch fire. All these chains lead from the inside wall to a singular nexus in the midst of the pit. At this nexus point, where all the chains intersect, is a platform made of steel, earth, and brass. Upon this dais of chains, steel, and earth, stands a fire shrouded in constant fog, a fog created from the constant cold to the north and the intense fire of Ankor Zharr.

For this is the oubliette of the bullgod.

Here is where his raging form stands chained, trapped. When the bullgod struck his deal to escape the dying oldworld, he was promised a place of salvation. Escape he did, but his freedom was to be a prison, for the daemons of the Abyss saw no need to let the bullgod roam free upon the plains of Mantica.

Upon the bullgod's entrance to this new realm his prison was shut tight around his form. He was left just close enough to the essence of the Abyss to survive, yet just close enough to the freezing cold of the far north for to keep his power in check. The bullgod, Hashut, needs fire, heat, and motion, to survive; thus the bullgod thrashes at his binds, struggling for freedom to escape his oubliette. Those who come to Ankor Zharr come to see their god, struggling and trapped upon his dais of chains. Each dawí zharr is granted a different vision.

Some see the bullgod as a giant raging bull, cruelly chained, raging against his many binds. Some see a fire that burns so bright that it seems as a second sun; still it is shackled. Others see visions not yet shared or are driven mad by the mere presence of such power struggling so. Despite what they may see, many risk to gaze upon the face of their god, for the dawí zharr see this not just as a chance to see their god but also to bask in his power.

Such is the will of Hashut and his children of fire, that even bound as they are in this new world they strive to survive even at the cost of their very selves. So they journey to see their bound god, some upon a holy trek to pay piety and reverence, some just to behold a god chained. The only way to make the journey is to undertake a pilgrimage, a holy trek. The road to Ankor Zharr is a long trip from the fortified city-ziggurat known as Zharr Bin Azul, "The Fire of Steel".

When the dawí zharr arrived in the new world they were quick to begin work on the fortified city-ziggurat Zharr Bin Azul. As is their way they created a behemoth of stone,



Dwarf hero by Nick Williams

brass, and steel. They are surrounded by walls six feet thick, towering thirty feet tall, double reinforced. With iron wrought with brass carvings and runes of protection and sealing. To mortals these defenses would seem unneeded, for who would lay siege to a god, even a bound one?

To question this is to question the mindset of a dawí zharr, for to the dawí zharr they are under constant pressure from all lesser races. To build, to conquer, to enslave, and to fortify their holdings is of a second nature. So it was only natural that the dawí zharr would build a fortified city near such a holy mecca. But it is not in defense alone that the ziggurat Zharr Bin Azul stands, for it is the stronghold of all the dawí zharr who make the journey from the oldworld to Mantica.

Once one arrives to Zharr Bin Azul, one would find their self surrounded; bound daemons, armored dawí, and of course slaves. All of this is among a swirling market of goods, services, military forces, and all other forms of commerce; everything one could need to trade, bargain, and of course sell, in the name of the dawí zharr. All exist to further the whims of the empire that is the dawí zharr. It is also the staging area all pious members come to before making onwards to Ankor Zharr.

The northern most exit of Zharr Bin Azul opens to a massive stone brick road flanked on both sides by massive obsidian walls. These walls are said to have appeared when the bullgod was pulled into Ankor Zharr. Where they come from is unknown to any; what is known is the dawí zharr knew where their god was by the mere presence of such massive walls.

The first dawí zharr to see them was a prophet who felt the presence far before he saw them. When the prophet finally saw the walls, he was stunned by their sheer size. They stand 12 feet wide and easily 80 feet high, blacker than night. It is said the nameless prophet was given a vision to build Zharr Bin Azul, but in homage to keep the walls lesser in nature to the walls of obsidian. The nameless prophet, upon seeing that his vision would be carried out, traveled down the path, never to be seen again.

For a time, any who traveled the path obsidian walls inside or out of them was never to be seen again. So for a while none traveled the path, and the assumption the bullgod was at the end of the Path of Sorrow, as it became known, was based upon faith alone. Once Zharr Bin Azul was finished, the dawí zharr set about understanding what befalls all who travel the Path of Sorrow.



Dwarf Ironclad by Peter Grose



Custom Dwarfven Drillers by Dave Johns

With the usage of many slaves, the true consequences of the Path were uncovered:

The Path of Sorrow is a test.

It is not just a test of mental endurance for its distance, but also one that taxes the body in such a way that flight is not possible and travel on foot is reduced to a slow walk. Some of the prophets even summarized that it was a walk of penance, that to go down the path is to do so at the bullgods pace. Slowly struggling as he struggles, every step an effort. Whatever the reason for the slow pace, it was discovered and the revelation made travel down it possible. The pace is tiresome for the dawi zharr, and grueling for lesser races. Due to this pace and reduced speed, many have lost their sanity in the effort to travel the walls' length.

Once one reaches the end of the Path of Sorrow, one is greeted by the vision that is Ankor Zharr; so massive as to reduce one's mind to nothingness just by comparison of scale. Those minds that survive the trek are made ready for seeing the bullgod in his struggles, but still this is not proof enough

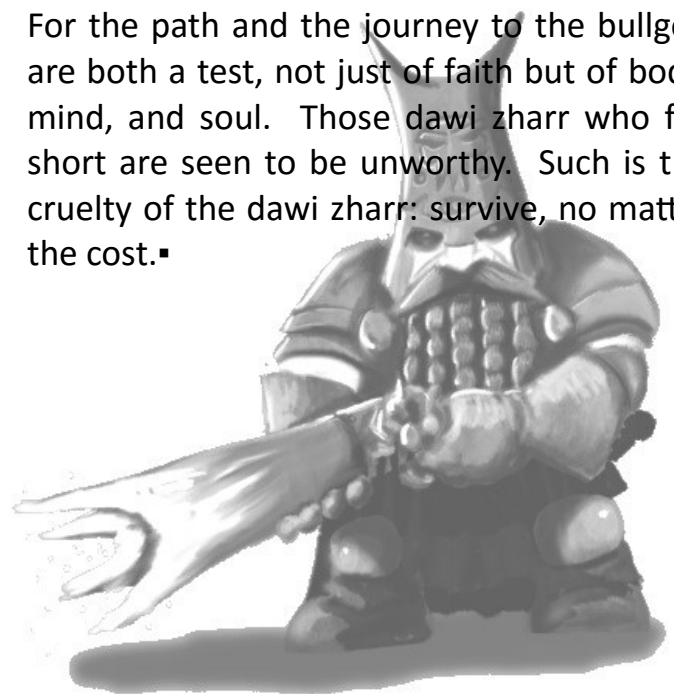
for many. This was discovered in the fate of the lost prophet, for in his visions and journey to the mecca of the bullgod, he was lost in that same vision. All who become lost in the vision end up in the pit that is Ankor Zharr. A lesson is taught in the pilgrimage to the bullgods resting place.

Make ready thy mind.

Be as stout of mind as of body.

Be thee prepared or be lost for all time.

For the path and the journey to the bullgod are both a test, not just of faith but of body, mind, and soul. Those dawi zharr who fall short are seen to be unworthy. Such is the cruelty of the dawi zharr: survive, no matter the cost.▪





Deadzone artpiece by Matthew Adlard



Deadzone strike force by Nicodemus Sandberg

DEADZONE THE CLEANSING

PART ONE

By Matthew Lindsay

Enforcer Vessel "Gorgon's Fury"

Location: Gamma Tau, High Orbit.

**Holding Cell 1A / Prisoner Priority: Ultra,
Red / Clearance Level: Absolute**

Prisoner 1A Rylor Ings made a pathetic sight. Previously he had been a member of Enforcer First Recon Response. Now he was alone, naked, within a holding cell. Despite being unable to see Rylor assumed these facts, because he knew the only reason he would be alive right now is if the Enforcers



Enforcer by Matthew Beer

had found him. And, if the Enforcers had found him, then this is exactly the circumstances in which he would regain consciousness in.

As a survivor to what had happened – *recollections, unwelcome recollections, flashing, vivid, his last moments of consciousness, threatening to overwhelm* – the Enforcers would want to know what he knew, because the Council of Seven would want to know. They would want to know everything.

Most of all, they would want to know what went wrong.

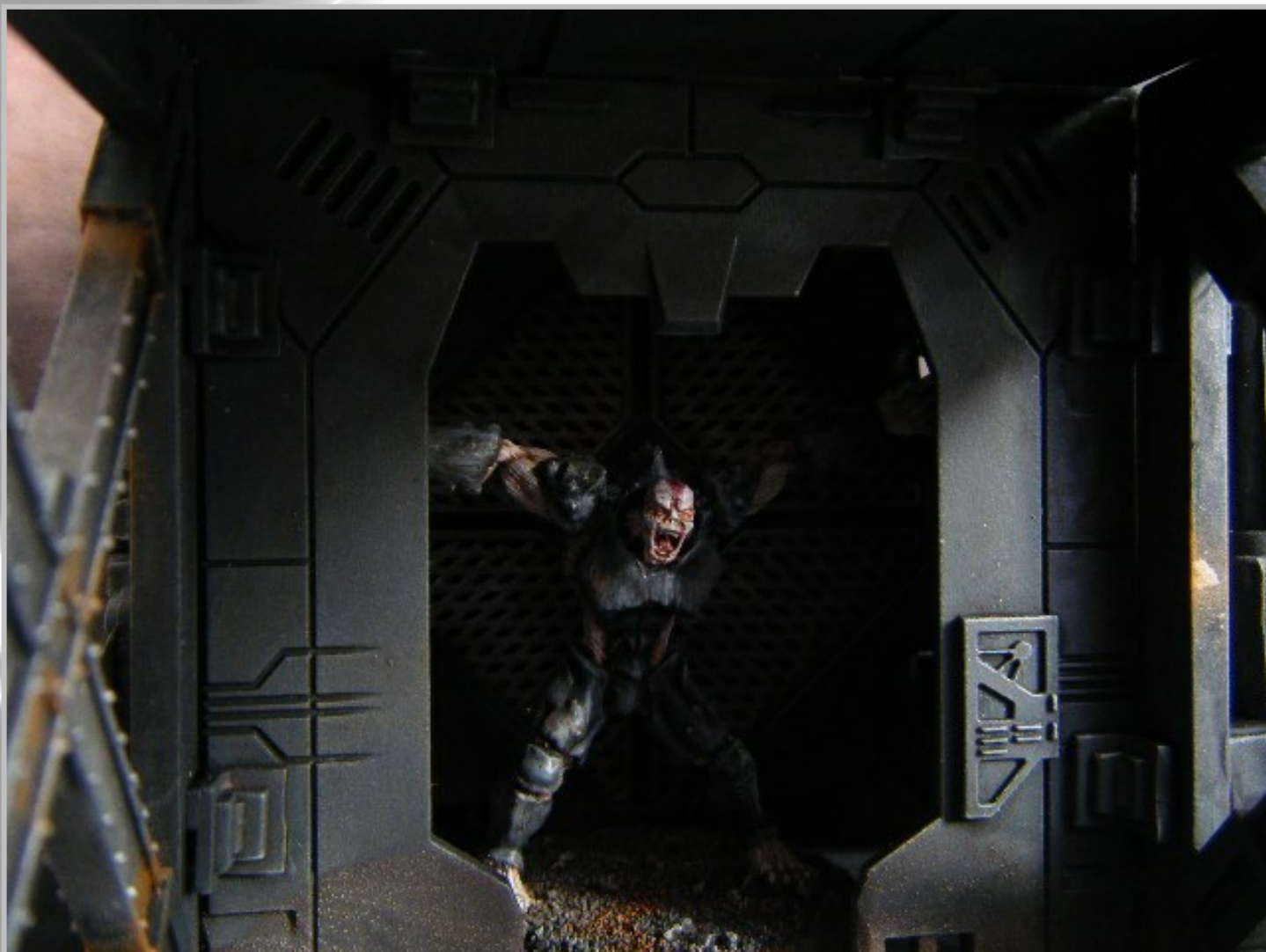
If, on the other hand, he was dead, and it was a possibility, then the afterlife was a bitch of a place. He could see nothing but blackness, he was in pain, and he was cold. Rylor wasn't a religious man, but this was like no heaven nor hell he'd ever heard of.

Rylor tried to move his arms and felt manacles on his wrists. He realised he was sitting down and could feel cold metal conducting his body heat away beneath him.

No, he wasn't dead; just stripped and blindfolded and chained to a metallic chair. He laughed at the sheer insanity of it all, and his laugh had a desperate edge to it.



Deadzone terrain by Jamie O'Toole



Deadzone Plague Stage 2 by "C. M. Minis"

Just, he thought again. *Just* stripped, *just* blindfolded, *just* chained.

could hear the machinery gently humming behind him.

No, he wasn't dead. The vicious memories were all too presently felt deep within his mind for him to be a dead man yet.

Everything about Rylor was being measured: cerebral activity, cardiovascular physiology, blood pressure, galvanic skin response, facial expressions, tone of voice should he talk, even the chemical balance of his perspiration. He knew the cannulas and intravenous lines that inevitably jutted out of him would connect to a myriad of data-collectors, his body and its functions a passage to his mind and what it held. He

Rylor had participated in Enforcer interrogations before. But he had never been the one to be chained, naked and alone, the one to be reduced to a series of lines and numbers on mechanical apparatus. Furthermore, he was likely being observed right now. Somewhere an Enforcer Interrogator was making sense of everything his body told the data-collectors. His flesh was betraying him: revealing thoughts he would rather not think, exposing emotions he would rather not feel.

Beyond his sense of touch, which was all too present in his ability to feel the shackles and nausea and pain, and hearing the low steady drone of the data-collectors, all other senses were deprived. He heard naught else, he could see nothing, he could taste nothing. Even the air was an indifferent air, a smell not so much defined by what it was, but by what it was not, and it was not anything. It was neither pleasant nor repulsive, but simply and strangely absent.

His senses were useless, worthless, wasted here. Enforcer Interrogation rooms are purposely a sensory void. In fact, they would be almost serene when not in use to forcefully remove information from a still-living being. No expense was spared to make a prisoner feel isolated, solitary, utterly abandoned: sensory deprivation left one

alone with nothing but the echoing chambers of one's mind.

Rylor tried his best to hold his nerve. He refused to recall the memories but nor could he totally chase them away. They were simply there, gnawing at the boundaries of consciousness, whispering on the edges of his thoughts, clawing at the edges of his vision. A memory would appear, gaudy and garish, only to disappear before twisting to reappear, mocking and insidious.

Rylor tried to make sense of it all but it was impossible. He did not know what had happened, or why it had. Now all he wanted to do was forget any of it ever had happened. He wanted to forget this room, this pain, this abyss of madness he was teetering on. Yet the harder he actively tried



Deadzone Freya and Survivor Mercenaries by Paul Mullis



A Deadzone ambush by Jamie O'Toole

to forget, the more vivid the visions.

‘Tell me what happened.’

The words were measured and quiet yet they struck Rylor like a physical blow. He had not been aware that anyone else was in the room and the words brought his mind back from the precipice of collapse. His training kicked in, the warrior reflex, self-preservation honed to an art – surface thoughts raced to comprehend the situation – had the speaker been present the whole time? – If so, for how long? – When had they entered? – Who would have clearance? He could hear no breathing, sense no movement. Yet the voice had come from so close.

So very, very close.

Blindfolded or not, a First Recon should be able to sense any presence that close, as years of service had trained him better than that. Yet he had not detected anyone, or anything.

The stress of the situation was clouding him. His thoughts were heavy and leaden, his mental reactions sluggish and slow. Had he been drugged? He must have. Of course he had.

Rylor laughed again, but it quickly descended into a short choking weep.

He had no idea how long he had been secured in the cell, no idea how long he had been conscious for, but he had not heard anyone enter nor leave in the time he had been aware, that much he was sure of. He now heard breathing but quickly understood it was not his unknown companion; he would not even be able hear another's breathing above the laboured sound of his own.

‘Tell me what happened, Rylor Ings.’

The voice again, calm but commanding. It came from in front of him, this voice. It was the voice of one who does not expect to be obeyed but demands it. The voice of one who can impart their will into words. A low voice, understated, one used to command. Yet it was abnormally crisp and clear, almost mechanical, human inflection and intonation absent. The speaker must be talking through

a vocal-amplifier, the kind installed in an Enforcer helmet so words could not be misunderstood in battle. The kind Rylor himself had worn for so many years.

His unknown companion was an Enforcer, then, and someone of rank to have clearance. That was the logical assumption given the circumstances.

Rylor's pulse was painfully incessant. Perspiration began to bead and trail down his shaved scalp. Despite the nominal temperature of the room and being secured upon cold metal Rylor was suffering a fever. He could feel his blood rushing as adrenaline kicked in, willing him to fight, willing him to flee, but he was unable to move.

The words spoken may have been calm, but the severity of the situation required no extra force from the one who spoke.



GSCP marines storming a complex by Paul Mullis

Captain Caelum Augustus sat against the northern wall facing the prisoner. He had been there since Rylor had been brought in two hours previously, the prisoner forcefully awakened from unconsciousness once the medics had stabilised him.

In that time he had witnessed Rylor Ings experience shock, fear, anger and desperation at the situation; all expected. Augustus did not need the data-collectors to read such obvious expressions. When someone thought they were alone, they hid nothing. And until he had spoken, Rylor had thought he was.

Rylor Ings was First Recon and he would know well that Enforcer interrogations did not often conclude pleasantly. Augustus had witnessed the majority of detainees be carried out by body bag or stretcher.

Doubtless this was the reason for the manic laugh as Rylor had realised his situation. He would know the Council spared no expense in seeking information and that all human and alien lives were considered expendable if the situation required; a First Recon would have acted on such orders before; and, regarding the Plague, all situations did so. All lives were considered expendable because any living thing that came into direct contact with the Plague was dead already.

Or worse, became part of it, existing only to spread it further.

All except the Marauders, but Augustus was a soldier, not a scientist, and he was not one



Mars Attacks Nova Vira soldier by Marcel Popik

to waste time considering questions to which there were no answers.

So what to do about Rylor Ings? This man's life was in his hands, but Augustus knew so was his own. As Captain of the Enforcers dispatched to counter the outbreak of the Plague on Gamma Tau, if Augustus failed to comprehend what *had* happened, there was no telling what *could* happen, both to himself and to the planet below. The Plague existed to propagate itself. If such a biological hazard made its way off-world... entire planets, even sectors could be lost. There would be no escaping it.

Before Augustus was chained the sole survivor of the First Recon squad that had somehow, and against all odds, secured the Artefact believed to have infected Patient Zero with the Plague.

And now, only hours later, three of that five-man squad were dead, the fourth MIA.

And the damned Artefact was gone.

The fifth member of the squad was Rylor Ings. This man's mind harboured the visions the Enforcers needed. He had been there when the Artefact was found and when it was lost. He would know what it was. He may know what had happened.

The Council *would not* allow failure, which meant Augustus *could not* allow failure. The fact was that he needed to know exactly what Rylor knew.

Rylor and the First Recon squad despatched to the planet had found the Artefact then summoned aid. Augustus and the Gorgon's Fury was already mobilised and responded within an hour. Since the First Recon's arrival

no vessel could have entered or left orbit: the planet was a Deadzone. No way in or out besides an Enforcer craft. The Gorgon's Fury was currently the only one present and the recon shuttle was still grounded on the planet's surface.

These facts, then, meant the missing Artefact must still remain on Gamma Tau.

So where was it?

The circumstances Augustus and his team had found when they touched down did not make sense. Augustus had many questions, none of which had clear answers. The only answers he could formulate from the evidence found – an evac call, a dead squad and an absent soldier, a missing Artefact and a sole survivor – were not answers at all, for every question they answered, rather than making things clearer, served only to deepen



Plague Stage 1 and Stage 2s by Grant Mahoney



Deadzone Helfather Mercenary by Matt Gilbert

the mystery.

What had happened on Gamma Tau?

By life or death Augustus would extract the knowledge within Rylor but the Captain was loath to waste lives unnecessarily. Enforcer military had already lost four lives over this incident and both the Council and the Corporation would be losing civilians by the score on the planet below. Moreover, Rylor was First Recon; they survived training that killed most, men and women that were hand-picked from Enforcer ranks for the most dangerous assignments. Such skills were valuable.

Was there a possibility of salvaging this man? Perhaps there was still some shred of warrior left within this broken and chained

thing. Rylor Ings, having witnessed what he had witnessed, coupled with an expertise of infiltration and combat that bordered on an art form, could be a most valuable asset.

But the foremost priority was discovering what had happened and First Recon were trained extensively to withstand interrogation and torture. If Rylor was harbouring some secret that had left his entire squad dead he would not give it up easily. However, if the prisoner was cooperative, then the Enforcers had just saved a life and potentially countless more.

Augustus had observed enough. He would have to know.

He rose to his full height, his armoured bulk silhouetted by the blinding lights above, giving the appearance of some dark demon emerging from Hell to claim the prisoner's soul.

In some ways, it was not far from the truth.

To be continued...▪

WARBAND NAME: _____

Faction	
Alignment	
Notes	

Warband cost		Treasury		Starmetal	
Equipment					

Name	Spd	Me	Ra	Def	Att	To	Cost	Special
Skills								XP
Equipment								
Injuries								

Name	Spd	Me	Ra	Def	Att	To	Cost	Special
Skills								XP
Equipment								
Injuries								

Name	Spd	Me	Ra	Def	Att	To	Cost	Special
Skills								XP
Equipment								
Injuries								

Name	Spd	Me	Ra	Def	Att	To	Cost	Special
Skills								XP
Equipment								
Injuries								

Name	Spd	Me	Ra	Def	Att	To	Cost	Special
Skills								XP
Equipment								
Injuries								

Editor's Note: For use with [The Star-Struck City](#), from Ironwatch Games.

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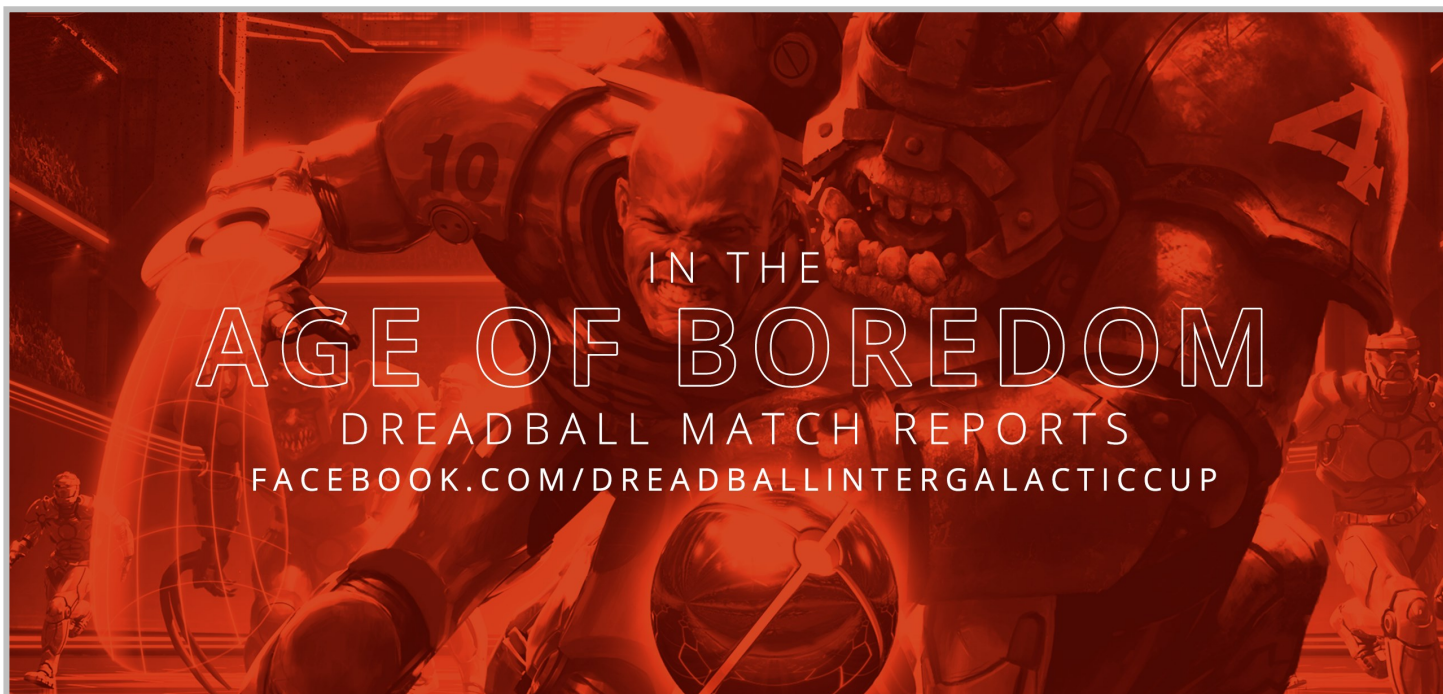
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