

# IRONWATCH

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# ABYSSAL TIDINGS

## A MESSAGE FROM THE EDITOR-IN-CHIEF

Welcome back to another great issue of **IRONWATCH** magazine! We hope you enjoy the content this month, as we get into the heat of the summer months!

You may have noticed the magazine is shorter overall than normal; we're running low on articles, so please send us what you've got! We love to see anything you'd care to send us, be it stories, battle reports, tutorials, special rules or scenarios, or even just pictures of your amazing forces and battlefields! Please [send it to our email](#), and we'd be happy to feature it in an upcoming issue.

We're also working diligently at putting together the first of the Ironwatch Tales. This

collection of some of the best fantasy stories we've received over the years will be coming to PDF, eBook, and print-on-demand soon, so keep your eyes peeled for that coming up!

Finally, we've noticed an overall slowdown of both submissions and views for the magazine as a whole. While we're not implementing it yet, we are considering moving the magazine to be a once-every-other-month publication, rather than a strictly monthly affair. Please let us know what your thoughts are on this change, and how often you'd like to see **IRONWATCH** on your virtual doorstep!

Lastly, thank you again for reading and supporting us over the nearly half-decade we've been publishing. **IRONWATCH** relies on viewers like you, and so we thank you for your patronage. Whether you're a first-time reader or an old and battle-hardened veteran, thanks for reading, and Welcome to the Watch!

--Austin Peasley

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

*Contact us and submit articles at:  
[ironwatchmagazine@gmail.com](mailto:ironwatchmagazine@gmail.com)*

*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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*Undead Werewolves by Jim Kew*

# 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, not necessarily where Mantic will be making an official appearance (Save for the Mantic HQ, of course).

## June

### 6/2 [UK Games Expo 2017](#)

From 11:00 AM on 6/2 to 4:00 PM on 6/4

[Tickets start at £28 for all three days](#)

Now in its 11th Year, UK Games Expo (UKGE) is the largest Hobby Games Convention in the UK. A fun event appealing to families and the general public as well as the enthusiast. It is held in the NEC and Hilton Hotel, near Birmingham in the West Midlands.

The NEC: North Ave, Marston Green, Birmingham B40 1NT, UK

The Hilton: Pendigo Way, Marston Green, Birmingham B40 1PP, UK

## 6/11 [Broadsides Gaming Show](#)

From 10:00 AM to 4:00 PM

The Broadside Wargames show, organized by MHWC in Kent.

Swallows Leisure Centre, Central Ave, Sittingbourne ME10 4NT, UK

## 6/17 [Clash of Kings Doubles Tournament](#)

From 9:30 AM on 6/17 to AM to 3:50 PM on 6/18

[£70 for a ticket for a two-player team](#)

Fight as comrades in arms at the Clash of Kings Doubles Tournament. Team up with a friend and compete against other pairs of players for the title of Doubles Champions!

Mantic Games, 193 Hempshill Lane, Bulwell, Nottingham, NG6 8PF, UK

## July

### 7/9 [Barrage](#)

From 10:00 AM to 4:00 PM

£3 entry fee (Kids under 16 free)

2017 will be the 5th year for Bararge Wargames show. We hope to bring you a bigger and better show with a great mix of games, traders and competitions.

Blessed William Howard High School, Rowley Avenue, Stafford, Staffordshire, ST17 9AB, UK

### 7/22 [Deadzone Official Tournament](#)

Tickets and additional information are coming soon!

Mantic Games, 193 Hempshill Lane, Bulwell, Nottingham, NG6 8PF, UK

*Looking for an event, but don't see it listed? We rely on the [Mantic Calendar](#) for events, so please either coordinate your event there or [let us know directly](#) if you have an event you'd like to have featured on the monthly Calendar!*



*Dreadball Inmate Player by Geoff Burbidge*



# MANTIC Q&A MAILBAG

Returning after a long sabbatical, we have the Mantic Q&A Mailbag! Each month we take your questions and send them by Robert Burman at Mantic, and help you get the answers you want, directly from the source!

If you would like to submit your own questions, please do so in [the Q&A thread over on the Mantic forums](#). Enjoy!

\* \* \*

*Any updates on the in house resin? Date for when they go up for preorder? What molds are moving to resin? I would be all on for some resin Earth Elementals.*

We are starting to produce certain items in resin already – such as the Thuul, Leviathan's Bane, etc. - and we are regularly assessing the miniatures we produce to see if they are better suited to metal or resin. Some of the next miniatures to move to resin are the Molochs and they'll be part of the new Abyssal army set. There are no plans for Earth Elementals to move into resin at the moment. They're actually a fairly easy kit to put together in metal and they should be heavy because they're made of rock!



*Deadzone Marauders by Grant Mahoney*





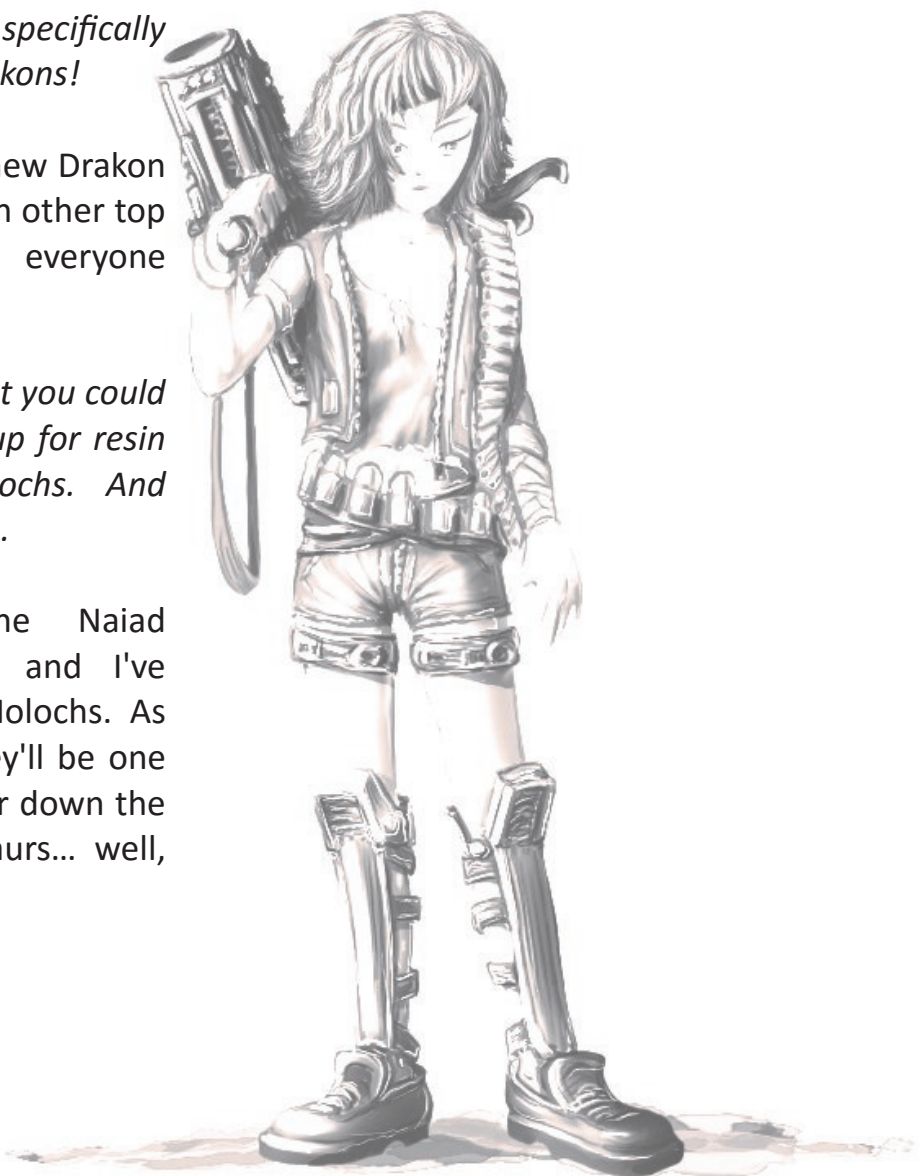
*Elven Army by Jonathan Faulkes*

*And to elaborate on the above, specifically when do we get the new resin Drakons!*

We are working on concepts for new Drakon Riders at the moment... along with other top secret things! So we'll keep everyone updated.

*(More of a comment, but I thought you could address it if you wanted to) I'm up for resin Naiad Wyrms Riders and Molochs. And eventually Tyrants and Rhinosaurs.*

We're already producing the Naiad Wyrmrider Centurion in resin and I've already mentioned about the Molochs. As for the standard Wyrmridders, they'll be one of the sets we may look at further down the line. As for Tyrants and Rhinosaurs... well, you'll have to wait and see!■





# QUARANTINE

We're proud to announce the second [Ironwatch Game](#): Quarantine!

Set on the fringes of civilized space, Deadzone and Warpath are games of futuristic battles fought among the ruins of human colonies against a variety of alien threats. Quarantine represents the actions of the spaceships orbiting above the shrouded worlds.

Quarantine is played with model ships on a battlefield that is represented by a gaming mat. As a player you will take command of a squadron of vessels manned by the elite of human and alien spacefarers. Each turn you decide which of your models to move and what they will do, advancing through space and shooting at your enemies.

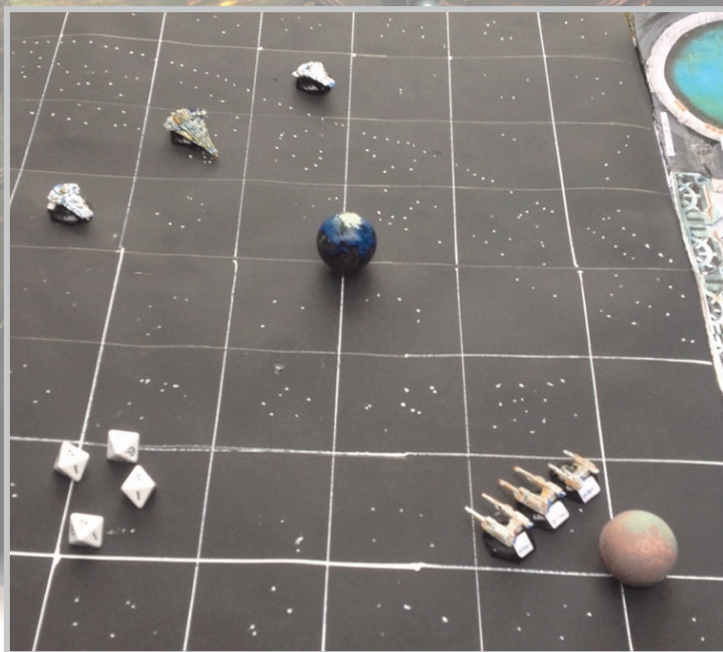
This game is based off of Deadzone, and focuses on the Containment Protocol operations in space. It is designed as a set of simple to play space combat rules based around the Mantic system and should therefore be easy for Deadzone players to learn and add seamlessly into their games. The original concept was to add an insertion scenario at the start of a Warpath or Deadzone campaign and end it with a daring escape from the planet, whether the team plays heroic Rebs, steely-eyed Marauders, profit hungry Forge Fathers or even the malevolent Plague leaders intent on spreading the Contagion beyond the worlds

they had already infected. Naturally the Enforcers will try to protect the rest of mankind from the risk of the Plague, even if they have to kill a significant number of people to do so.

What we're posting now is the basic rules; Behind the scenes, we're working on a "deluxe"/full version complete with stories from Ironwatch issues, pictures, and art 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.

Can you man the helm and survive the enemies you'll face in the unfeeling void?

[Come get the Basic Rules for Quarantine here!](#)







*Elven warband members in the Star-Struck City by Austin Peasley*

# THE ORDER OF MAURICE

## EPISODE 10: THE DEVIL'S BARGAIN

**By Ben Stoddard**

"Yes, it's really me." The voice was familiar, it sounded like it was true. The figure stepped forward and the moonbeam on his face shifted to focus on the eyes. Their eyes were familiar, too, they seemed to be telling the truth as well. Morticus shifted his weight into a more defensive stance and stared at the demon before him.

"Prove it!" Morticus called out. "When I was seven..." He began.

"You fell out of a tree and broke your arm," the demon wearing his father's face cut across Morticus's question. "Yes, and I held you tight all the way to the physician. The only way I could get you to stop crying was to promise you that the pain would eventually end." The demon smiled and his eyes crinkled at the edges just like Morticus remembered them. "I told you, it is me, and I am not lying."

"I believe you." Morticus's voice betrayed the sinking sensation he felt in his stomach, the sensation of falling echoing in his ears. The demon took another step towards him and the Captain snapped his blade up to point the tip directly at the creature's sternum. "I believe that you are not lying,



that you think you are my father, but I assure you that you are not him, not anymore, if you ever really were."

"I do not understand." The demon's eyes were puzzled by this response.

"If you were my father, then you would never have allowed these demons to do what they have done to you. You are a fabrication made out of the stuff of twisted memory. You are a clone, a doppelganger, a mimic of the cruelest type." Morticus's eyes did not waiver as they bore into his father's familiar features.

"I assure you that I am not, my son."

"I am sure that you will, but you are mistaken, and do not call me your son again or I will finish this macabre parody right now." Morticus watched as genuine hurt seemed to flicker through those haunting eyes staring back at him. Whatever the

demons had done to create this creature, they had created an extremely convincing disguise for it to wear.

"Morticus, it's me! It's Gregor, and I am your father, I swear it!" The demon held out a hand imploringly.

"Then why are you here with these abominations, *Father!*" Morticus's voice surprised even himself with its vehemence. "My father died long ago, he sacrificed himself to save me."

"Is that what you think happened?"

"I saw it happen! My father was consumed right before my eyes!" His father's face fell at this declaration, his eyes falling to stare at the floor and his hands hung loosely at his sides.

"I was not consumed. But I was taken away from you. Ripped away into another world,



*Kingdoms of Men Crossbowmen Block by Andre Kritzing*





*Kingdoms of Men cavalry by "Daedle"*

into the aether that exists between the worlds. I'm sorry that I had to leave you, my boy."

"I told you not to call me that! You are a vile creation of the Abyss! You are *not* my father!" Morticus moved forward with his sword raised. The creature threw up its hands defensively and stepped back so that the entirety of its figure was encased in shadow.

"As you wish. I will not call you that, but you must believe me when I say who I say that I am, and I am Gregor Golden Hand, founder of the Order of Maurice, the warrior that quenched the Bloody Flame. I am he that fights against the dark. It is me, Morticus, whether you wish to accept it or not, I am

who I say that I am."

"Why should I believe you?" Morticus paused with his blade outstretched, ready to strike.

"Why shouldn't you?"

"I saw my father die, I saw his body, I saw his chest pierced with the sword of his friend. My father is dead, so you cannot be him."

"And you think that precludes me from being here? I am a plane-touched being, Morticus, as are you. When beings have travelled between worlds as we have, different rules apply to our existence. Especially after we die."

“Captain! It’s Rigo, he’s fainted.” Jephraim’s voice cut through the terse darkness and pulled Morticus back into the reality of their present situation. Glancing behind him, Morticus backed slowly towards his two companions.

“How is he?” The Captain growled.

“He needs help, he’s pretty badly hurt. I don’t think he’ll make it much longer.” Jephraim shifted the weight of the unconscious Rigo still hanging off of his shoulders. “You need to end this so that we can get him back and hopefully find a way back to the Brotherhood stronghold. He’s not going to make it otherwise.” Morticus sighed and raised his blade once more to point at the impostor standing before him.

“We need to leave, now.” His voice was rough and he glared menacingly as he spoke. “Either stand aside and let us pass or I will make you move.” The figure didn’t budge, but merely stood there and continued to stare from the shadows for a few more moments.

“I cannot allow you to leave, Morticus, you’re too important to allow you to slip away that easily.” The demon spoke slowly.

“So be it! Then die!” Morticus snarled and leaped forward swinging his sword in a heavy overhead arc. It

was a blow meant to take the demon’s head from his shoulders, but in a sudden blurred movement something whirled in front of his face and Morticus’s blade stopped midair. In a shocked moment of realization, Morticus saw that the monster had caught his blade with his bare hands and now stood holding the sword edge in a clenched fist. With a sharp twist the demon shattered the blade and sent Morticus sprawling backwards to land on his back several feet away. After a few dazed seconds passed, Morticus pushed himself to his knees.

“Give me a weapon, thief!” He barked at Jephraim without turning. Extending his hand backwards he felt the cold leather handle of Jephraim’s seax pressed into his



*Undead Revenant Cavalry by Peter Grose*





*Undead Wraiths by "left64"*

outstretched palm. Rising to his feet Morticus charged forward with the short blade raised, but before he could strike the demon raised its hand and barked out a short command.

"STOP!" He yelled, and the sound was so sudden and intense that it caused Morticus to falter in his steps and slow his charge before coming to a halt just outside of arm's reach of the devil. The creature who wore his father's face stepped forward, once more becoming illuminated by the shaft of moonlight from the cracked window.

"I cannot allow you to leave, my son." The demon spoke and his eyes glittered imploringly at the Captain. "But, as a gesture of goodwill I can allow your companions safe voyage from here, if you agree to stay and at least hear what I have to say, and see what I have to show you."

"Why would you allow that?" Morticus stepped back in order to increase the distance between him and the abomination

before him.

"Because their lives are inconsequential at this point, letting them leave is only postponing the end of their existence, it will come soon enough for them and there is nothing that they can do at this point to stop it." The demon waved his hand and there was the sound of rushing wind that carried throughout the ruinous hallways of the decrepit building. "It is done, my soldiers will not touch them as they depart, you have my word." Morticus stared at the creature for a few moments, his eyebrows raised in dubious scrutiny.

"Captain?" Jephraim's voice cut through the sudden stillness.

"Go. We'll have to trust that his word is good." Morticus's gaze never left the demon before him.

"But what about you?"

"I said go!" Morticus barked. "Don't worry about me. If I go with you, then we all die. This way, at least, you will make it out of here. That's an order thief!"

"But..."

"I said GO!" Morticus's voice reverberated off the cracked walls and caused Jephraim to shrink back. After a moment of stunned silence the thief rose shakily and pulled Rigo to his feet. The wounded warrior groaned and struggled to stay upright but somehow managed to shuffle alongside his support as the two staggered their way through the shadowed hallway.

Once they were out of sight, the demon spoke.

"That was the wise choice. Now, come with me, I have something to show you." With that he turned and began walking away.

"And what is that?" Morticus spoke without moving.

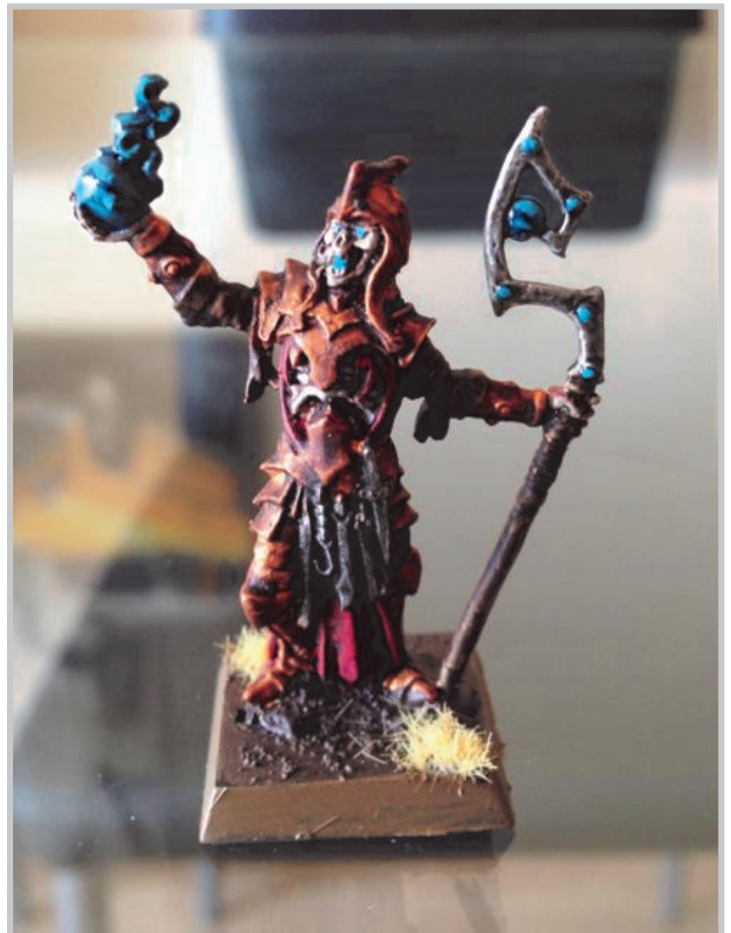
"Your future." The demon did not slow and eventually Morticus was forced to follow, burning questions refusing to allow him to stay his feet. Together the two wound their way deeper into the corridors of the crumbling building until Morticus saw a light ahead.

"What is that?" He questioned. His guide did not respond and the pair continued moving towards it. As they drew closer Morticus realized that it was a door whose outline was completely illuminated by a fierce red light shining from behind it.

"Open the door and you will see your destiny." The creature spoke and motioned towards the glowing portal. Morticus hesitated for a moment and then, realizing there was no other choice at this point, strode forward and threw open the door. He gasped as the light swept over him and caused him to cover his eyes to avoid being blinded by the sudden illumination.

When his eyes adjusted his knees grew weak, causing him to slump to the floor at the sight that greeted him.

"Welcome home, son." His father placed a clawed hand on his shoulder and gripped tightly in a silent embrace. Morticus couldn't respond, he had no breath to do so. Instead, he wept.■



*Undead Necromancer by Jim Kew*



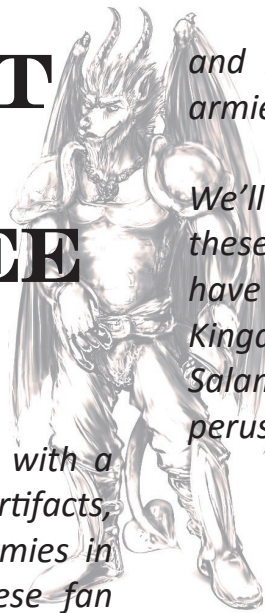
# THE MIGHT OF OLD: PART THREE

By Vane Dolenc

and help add a customized flavor to your armies arrayed on the battlefield.

We'll be releasing a few more of each of these additions each month; this issue, we have the final installment featuring the Kingdoms of Men, Night-Stalkers, Salamanders, and Varangur for you to peruse. Enjoy!

*Editor's Note: Vane has provided us with a fantastic set of new units, magical artifacts, and spells unique to each of the armies in Kings of War. Feel free to use these fan additions to supplement your own forces,*



*Varangur Fallen by Paul Welsh*



# MIGHT OF OLD: KINGDOMS OF MEN

## FORCE LIST ADDENDUM

The units listed below are added to the force list.

### Brigands

#### Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	5+	3+	8	9/11	80
Regiment (20)	5	4+	5+	3+	10	13/15	110

#### Special

Stealthy, Vanguard, Pistols

#### Deserters

At the start of each of your turns this unit suffers 1 point of damage unless there is a friendly non-allied Hero within 9" of it. It does not take a Nerve test for suffering this damage.

### Cutthroats

#### Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	5	4+	-	3+	10	9/11	70
Regiment (20)	5	4+	-	3+	12	13/15	100

#### Special

Stealthy, Vicious

#### Deserters

At the start of each of your turns this unit suffers 1 point of damage unless there is a friendly non-allied Hero within 9" of it. It does not take a Nerve test for suffering this damage.

### Royal Vanity Beast[1]

#### Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	5+	12	17/19	240

#### Special

Base size: 100x150mm, Crushing Strength (2), Thunderous Charge (2), Brutal, Elite, Inspiring

#### Options

May take one of the following options. If you do, the unit type changes to Hero (Mon):

- Mount a Wizard-King on it, gaining Fireball (6) for +35 pts. May then also purchase the same spell options as a Wizard.
- Mount a Warrior-King on it, increasing Attacks to 16 for +40 pts.
- Mount a Priest-King on it, gaining Iron Resolve for +30 pts. Every other friendly non-allied unit has Iron Resolve while within 6" of this model.

## ANCESTRAL ARMOURY

Units in this force list have access to additional magical artefacts listed below, subject to the usual restrictions.

### Horseman's Speculum

Cost: 15 pts

This artefact can only be used by Heroes.

When the Hero makes melee attacks, he can use the Me stat of his target if it is better than his own.

When an enemy unit attacks the Hero in melee, it must use his Me stat if it is worse than their own.

### Screaming Banner

Cost: 20 pts

Enemy units wishing to charge this unit must take a test as if they had the Yellow-Bellied special rule (if they actually have that rule, they must test twice).

### Pauper King's Justice

Cost: 20 pts

This artefact can only be used by Heroes and can only be taken if it is the only artefact in your army.

The Hero can re-roll all failed rolls to hit and all failed rolls to damage (with any type of attack) when attacking an enemy unit that is carrying a magical artefact.

### Debt of Honour

Cost: 25 pts

This artefact can only be used by Heroes.

If you include this artefact in your army, you can take one unit from the Dwarf Armies or Elf Armies force list. This unit is not considered an allied unit and is treated as a part of the Kingdoms of Men list for all purposes during the battle.

### Copycat's Staff

Cost: 35 pts

This artefact can only be used by Heroes (Inf).

The Hero can cast any spell known by an enemy unit within 6" (even a spell granted by an artefact the unit carries) and uses that unit's (n) value for the spell.

### Relic of Primovantor

Cost: 45 pts

This artefact can only be used by Heroes with the Inspire special rule.

When this Hero's Inspire special rule is applied to re-roll a Nerve test, remove one damage point from the unit being tested before making the second roll.



# MIGHT OF OLD: NIGHT-STALKER ARMIES

## FORCE LIST ADDENDUM

The units listed below are added to the force list.

### Worst Fears

#### Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	7	4+	-	4+	6	12/14	120
Horde (6)	7	4+	-	4+	12	15/17	190

### Special

Thunderous Charge (1)

### We Are Doomed!

Worst Fears units roll one additional Attack for each point of damage already on the target unit.

### Hidebehinds

#### Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (10)	7	4+	-	4+	10	9/11	100
Regiment (20)	7	4+	-	4+	12	13/15	140

### Special

Nimble, Vanguard

### Behind Us!

This unit improves its Me to 3+ when attacking an enemy to the flank, and to 2+ when attacking to the rear.

### Deep Crow

#### Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	10	4+	-	4+	7	15/17	175

### Special

Fly, Crushing Strength (2)

### Magic Thief

Any enemy unit that comes into contact with the Deep Crow for any reason loses its magical artefact for the rest of the battle.

### Shadowloom

#### War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	4	-	-	4+	-	10/12	90

### Special

Lightning Bolt (4), Reload!

### Life Drain

If the Shadowloom inflicts any damage on its target, one friendly non-allied unit within 6" of the target may recover 1 damage point.

## ANCESTRAL ARMOURY

Units in this force list have access to additional magical artefacts listed below, subject to the usual restrictions.

### Black Lullaby

Cost: 15 pts

This artefact can only be used by Heroes.

The Hero has the Mind Fog (1) spell.

### Dirge of Lost Souls

Cost: 25 pts

This artefact can only be used by Heroes.

The Hero has the Terror (3) spell.

### Hand of Night

Cost: 30 pts

The unit gains the Lifeleech (1) special rule, or if the unit already has Lifeleech, it is increased by 1.

## ARCANE SECRETS

Banshees gain the following additional option:

- Terror (4) for +30 pts

Horrors gain the following additional option:

- Mind Fog (2) for +25 pts

### Spell

### Range

Terror (n)

12"

### Special Rules

Hits don't inflict damage. Instead, if at least one hit is inflicted, immediately roll a normal Nerve test for the target unit, also adding the total number of hits inflicted by Terror to the result. If the test is passed, the unit does not have to take any more Nerve tests in this Shooting phase, even if it suffers damage.

### Spell

### Range

Mind Fog (n)

18"

### Special Rules

May target units engaged in melee.

Hits don't inflict damage. Instead, for each hit 'inflicted', you may choose one of the following special rules for the target to lose until the start of your next turn: Elite, Ensnare, Fury, Headstrong, Iron Resolve, Nimble (including Nimble granted by having Fly), Pathfinder, Phalanx, Stealthy, Vicious.



# MIGHT OF OLD: SALAMANDER ARMIES

## FORCE LIST ADDENDUM

The units listed below are added to the force list.

### Kaisenor Chariots

#### Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	8	4+	-	4+	6	11/13	120
Horde (6)	8	4+	-	4+	12	14/16	190

#### Special

Base size: 50x100mm, Thunderous Charge (1), Javelins, Piercing (1)

### Obelisk of Flame [1]

#### War Engine

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	-	-	-	5+	-	-/18	90

#### Special

Height 4, Advanced Deployment, Inspiring

Base size: 75x75mm (cannot be increased by "exceptional base sizes")

#### Fanning the Flames

Whilst within 6" of the Obelisk of Flame, friendly non-allied units resolve their attacks with Fireballs, Firebolts and Breath Attacks as if they had Vicious.

### Ghekkotah Shaman

#### Hero (Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	7	5+	-	4+	1	10/12	55

#### Special

Vicious, Individual, Bane Chant (2)

This unit does not have Crushing Strength.

#### Options

- Heal (3) for +15 pts

### Lazy Toad [1]

#### Hero (Lrg Inf)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	5+	-	6+	1	12/14	160

#### Special

Fly, Lightning Bolt (5), Barrier (5), Inspiring

#### Options

- Heal (4) for +25 pts
- Fireball (12) for +25 pts

#### Master of Magic

This unit can use up to two spells in the same turn. They may have the same or different targets.

## ANCESTRAL ARMOURY

Units in this force list have access to additional magical artefacts listed below, subject to the usual restrictions.

### Scales of Power

Cost: 15 pts

Every time the unit casts a spell, it may re-roll one die that failed to hit.

### Gem of the Shining Ones

Cost: 20 pts

This artefact can only be used by Heroes.

The Hero has the Barrier (3) spell.

### Fireblood Aura

Cost: 20 pts

Every time an enemy successfully charges the unit, that enemy suffers one point of damage. It does not take a Nerve test for damage suffered as a result of Fireblood Aura.

### Fire Drake Horn

Cost: 30 pts

The unit can use Breath Attack (16) once per game.

### Floating Throne

Cost: 30 pts

This artefact can only be used by Heroes (Inf).

The Hero has the Fly and Inspiring special rules. Note that his Speed does not increase.

### Serpent Generator

Cost: 40 pts

The unit has the Ensnare and Vicious special rules.

## ARCANE SECRETS

Mage-Priests gain the following additional option:

- Barrier (4) for +20 pts

#### Spell

#### Range

#### Barrier (n)

12"

#### Special Rules

Friendly unit only, including units engaged in combat. Hits don't inflict damage. Instead, for each hit 'inflicted', place a special Barrier token on the unit. Any time the unit would suffer damage for any reason, remove Barrier tokens to prevent damage (one token per point of damage). Unused Barrier tokens expire at the start of your next turn.



# MIGHT OF OLD: VARANGUR ARMIES

## FORCE LIST ADDENDUM

The units listed below are added to the force list.

### Abominations

#### Large Infantry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	5+	-	3+	9	-/13	120
Horde (6)	6	5+	-	3+	18	-/16	155

#### Special

Crushing Strength (1), Fury, Regenerate (4+)

### Direfang Chariots

#### Large Cavalry

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Regiment (3)	6	4+	-	5+	9	14/16	155
Horde (6)	6	4+	-	5+	18	17/19	240

#### Special

Base size: 50x100mm, Crushing Strength (2), Thunderous Charge (1), Gift of Korgaan

### Dire Abomination

#### Monster

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	6	4+	-	4+	7	-/19	205

#### Special

Base size: 100x150mm, Crushing Strength (3), Fury, Regenerate (4+)

### War Shrine

#### Hero (Lrg Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1	5	3+	-	5+	3	-/15	150

#### Special

Base size: 50x100mm, Inspiring, Blessing of Korgaan (2), Curse of Korgaan (2)

#### Options

May take one of the following options:

- Mount a Magus on it, gaining Fireball (12) and Bane Chant (2) for +40 pts. One of these spells may be cast in addition to one of the Shrine's default spells each turn.
- Mount a Chieftain on it, improving its Nerve to -/17 and gaining +7 Attacks and the Elite and Crushing Strength (2) special rules for +85 pts.
- Mount a catapult on it: Range 36", one attack, Ra 5+, Indirect, Blast (D3+2), Piercing (2) for +30 pts.

## ANCESTRAL ARMOURY

Units in this force list have access to additional magical artefacts listed below, subject to the usual restrictions.

### Banner of Korgaan

Cost: 20 pts

Units with the Gift of Korgaan special rule only. At the start of each of your turns, you may choose one Gift of Korgaan that the unit does not already have (Brand of the Warrior, Guise of the Deceiver, or Mask of the Reaper). The unit gains that gift until the start of your next turn.

### Jar of the North Wind

Cost: 25 pts

This artifact can only be used by Heroes.

The Hero has the Wind Blast (3) spell and can use it in addition to one other ranged attack each turn.

### Raiding Horn

Cost: 30 pts

This artifact can only be used by Heroes.

You can sound the Raiding Horn once per game, at the start of your own Movement phase. You must move each friendly non-allied unit 1" forward if able. This does not affect the unit's regular move.

## ARCANE SECRETS

Magi gain the following additional options:

- Blessing of Korgaan (2) for +20 pts
- Curse of Korgaan (2) for +20 pts

#### Spell

#### Range

#### Blessing of Korgaan (n)

12"

#### Special Rules

Friendly unit with the Gift of Korgaan special rule only, including units engaged in combat. Hits don't inflict damage. Instead, for each hit 'inflicted', you may choose one Gift of Korgaan that the unit does not already have (Brand of the Warrior, Guise of the Deceiver, or Mask of the Reaper). The unit gains those gifts until the start of your next turn.

#### Spell

#### Range

#### Curse of Korgaan (n)

18"

#### Special Rules

Hits don't inflict damage. Instead, for each hit 'inflicted', you may choose one of the target unit's special rules. The unit loses that rule until the start of your next turn.





# PORTAL

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!*

*Peter's comments for this build:*

*"So, what can I say about this piece? The building technique is the same as for my other terrain: take a table full of Styrofoam, cut it up, glue it, and paint it! I saw DakkaDakka had a terrain competition, and after seeing what other folks had worked on,*

*I wanted to start my own piece.*

*This terrain piece is called Portal, and is a portal gate to...another dimension, Hell, another location in the world; whatever you like! I wanted to challenge myself, so I started thinking about portal schemes and designs. One guy had a great idea with an infinity mirror, but I didn't have the material for it so I kept thinking and planning my own design.*

*Then I found another great idea: use technology you already have! For the special effects for this piece, I would use the bit of technology everyone seems to have (except me!): a smartphone! The rift effect would be a moving video, making for a cool effect.*

*As I mentioned above, I didn't have one of my own, so I asked around if one of my friends had a spare. Luckily I was able to use an*



*HTC Sensation XL with a damaged shield glass (4.7"). The phone worked, so I was able to start construction on the gate itself!*

*For the video, I found a YouTube video of a floating energy effect, and found one called "Silent free form liquid" The dimensions of the HTC were 134mm x 70mm x 11mm, so while it wasn't the biggest screen available I was still happy to have it to use.*

*One important caveat here was that after I was done, the phone had to be able to be returned to the original owner, so I wasn't able to damage or immovably fix the phone in place in the finished terrain.*

*You can see a video of this terrain [here](#). The paint scheme was my classic one for rock effects: drybrush black and white for the stone, drybrush the sand yellow and brown for sandy regions, did a green wash in the darker corners, and added some model bushes and grass for effect. I finished the whole thing with a black wash and some*

*clear varnish."*

*As always, here are his general guidelines for terrain making:*

*"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.*

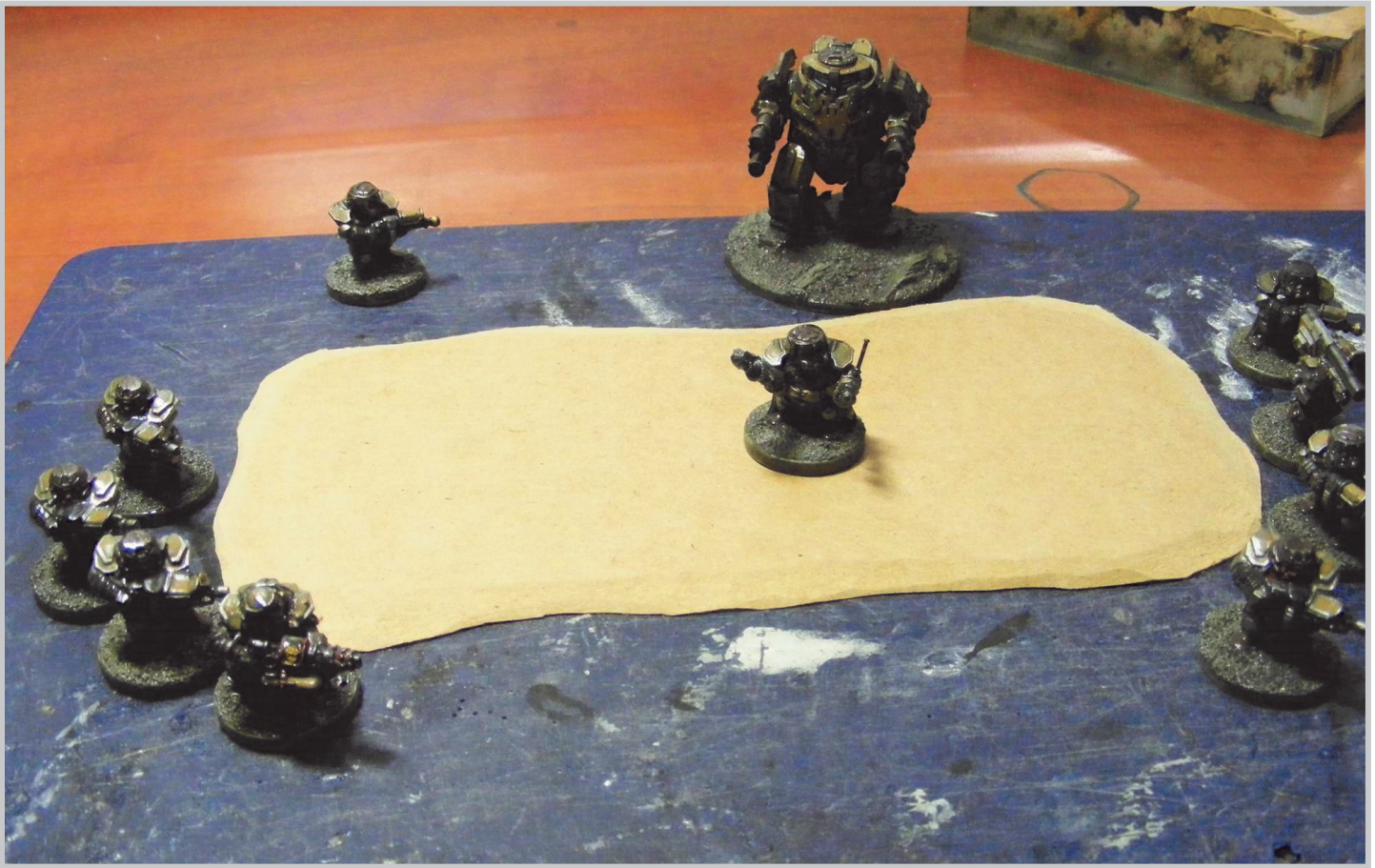
*The other tools all modelers have at home:*

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

*And endless imagination!"*



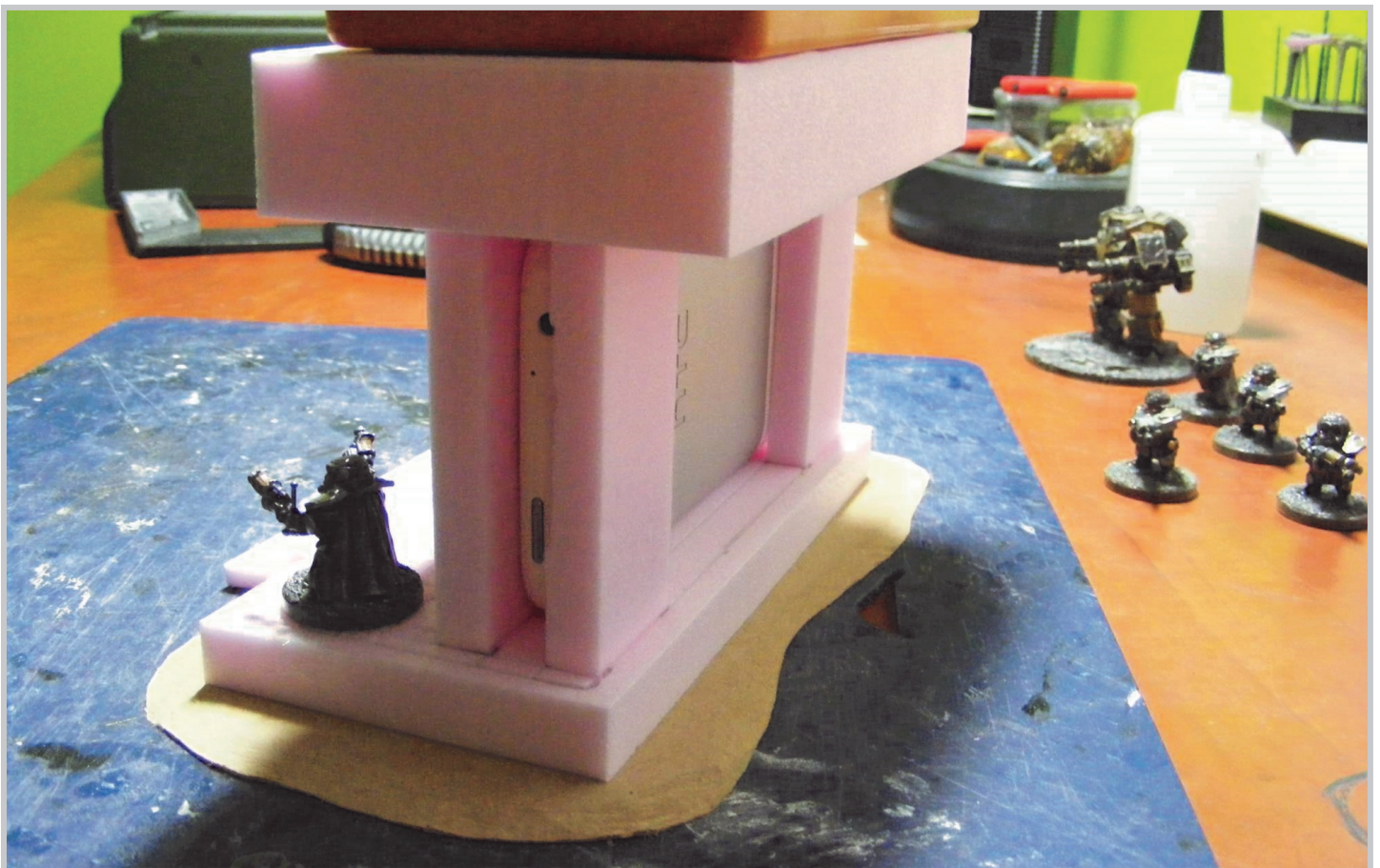




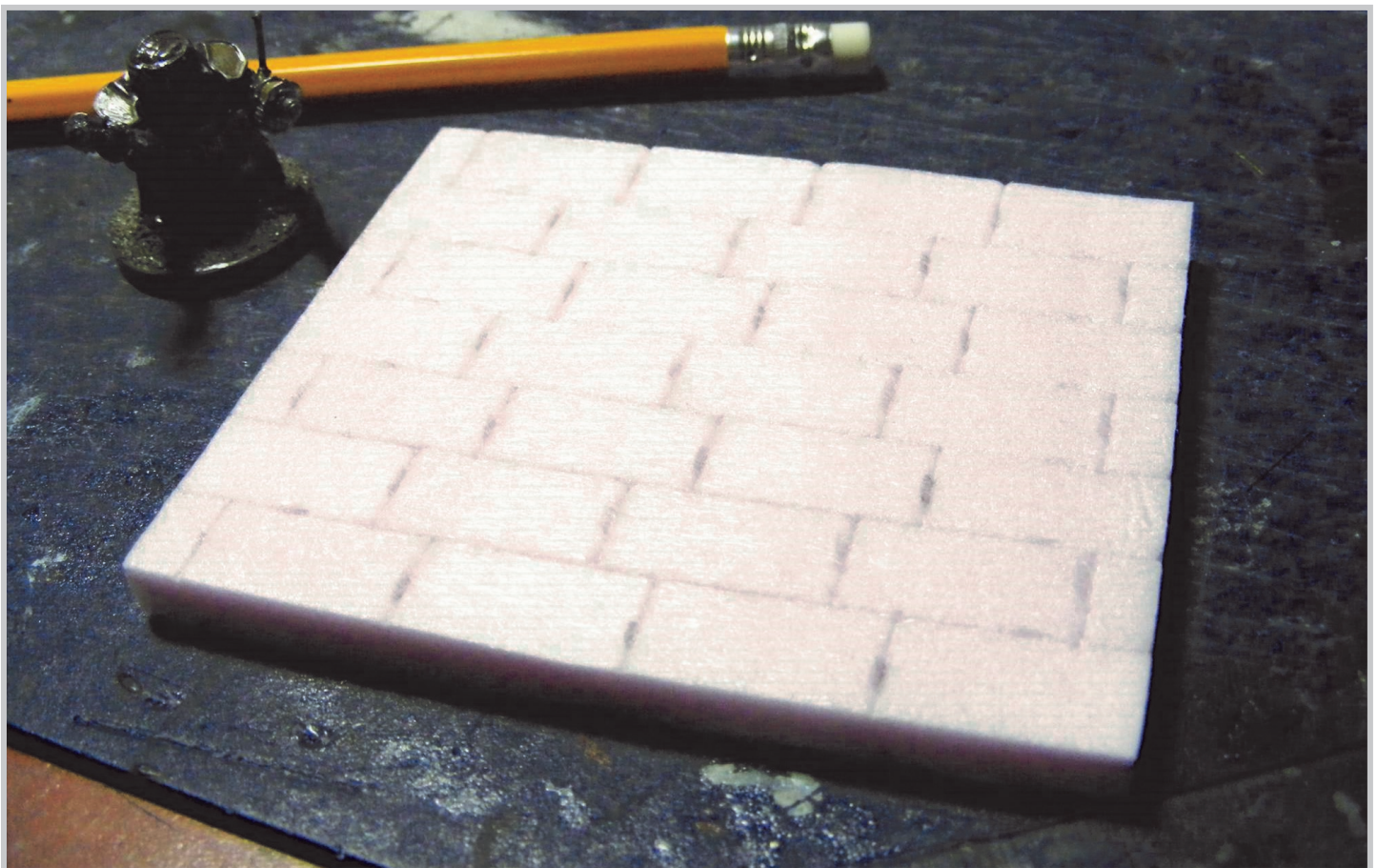
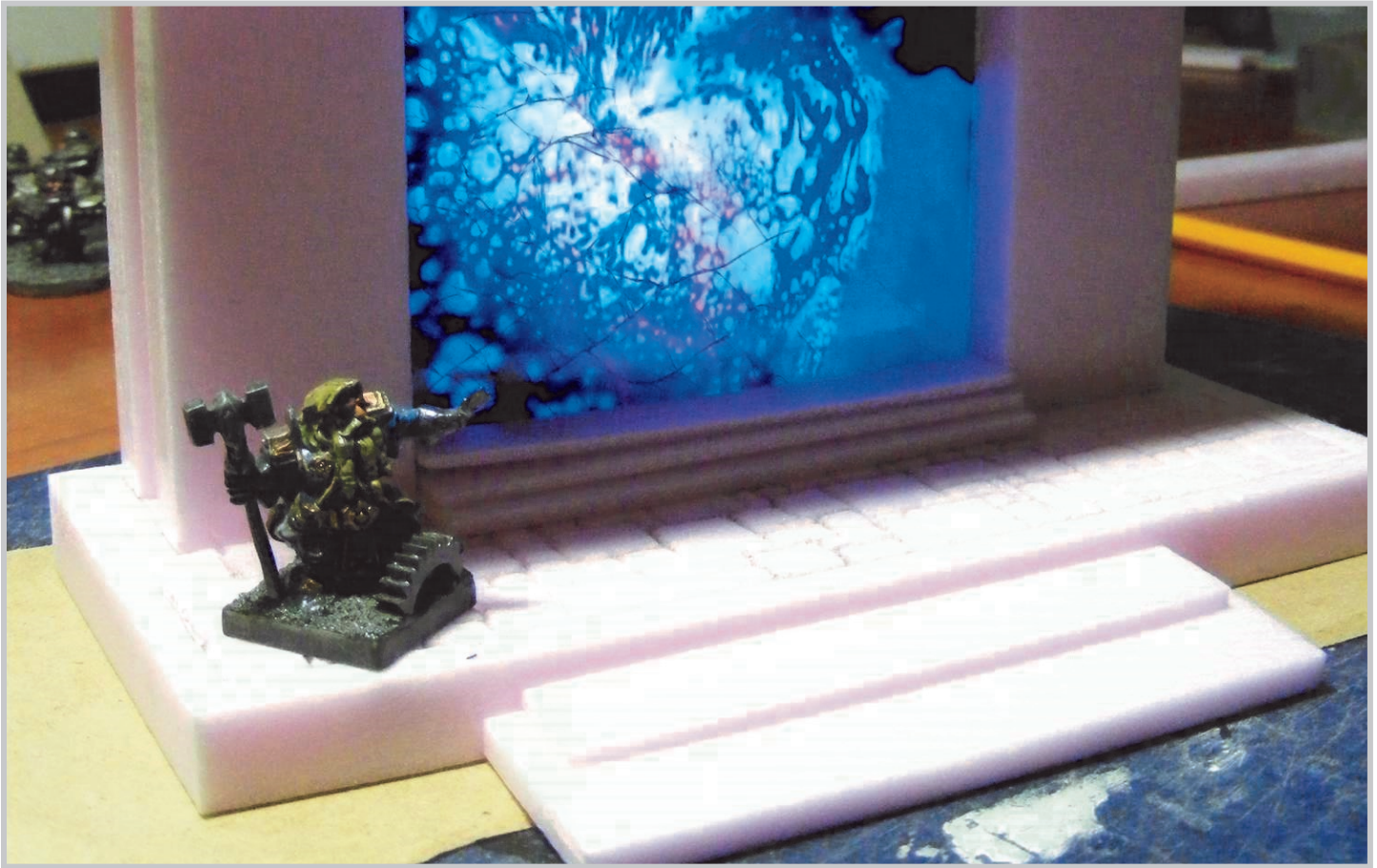




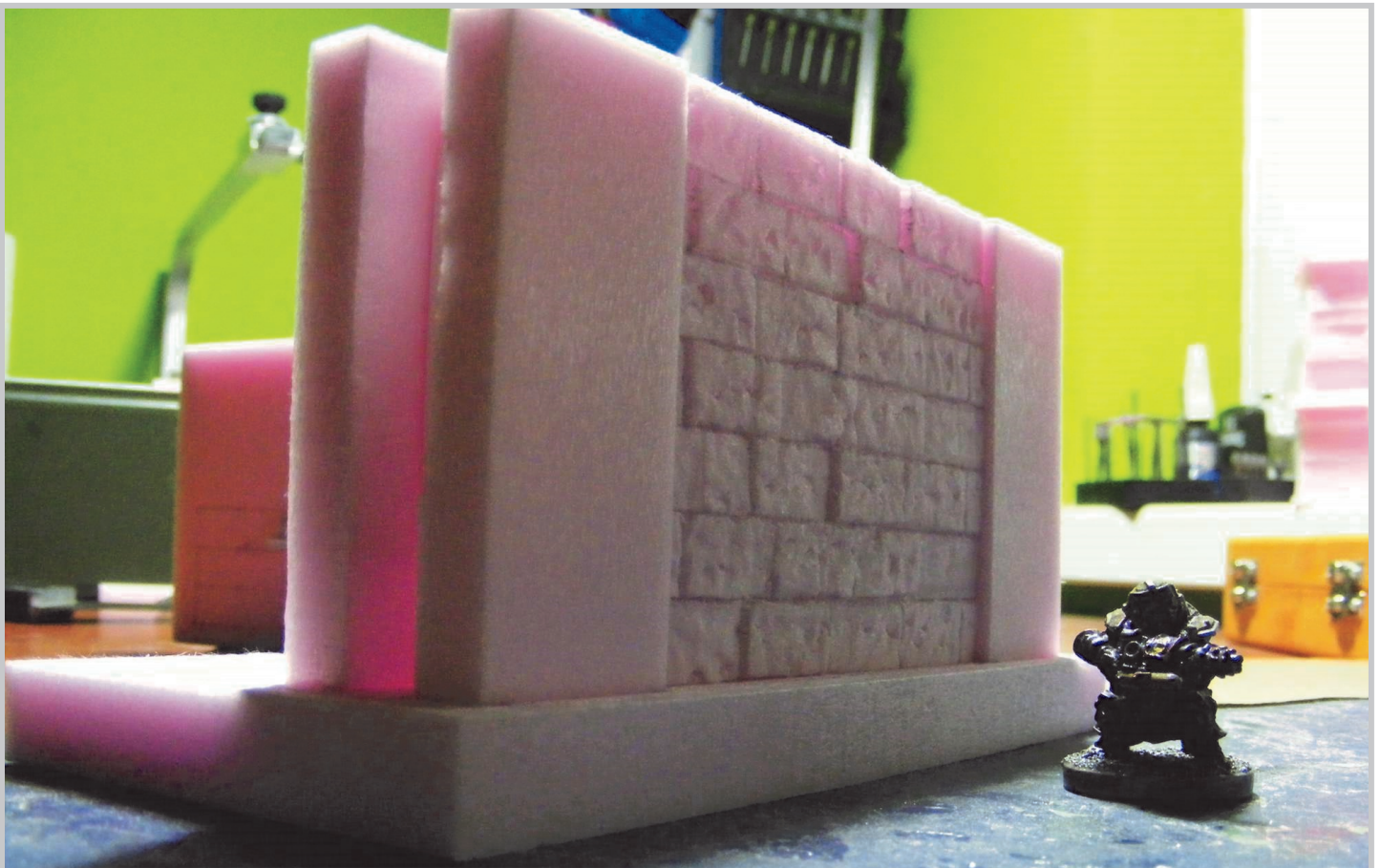
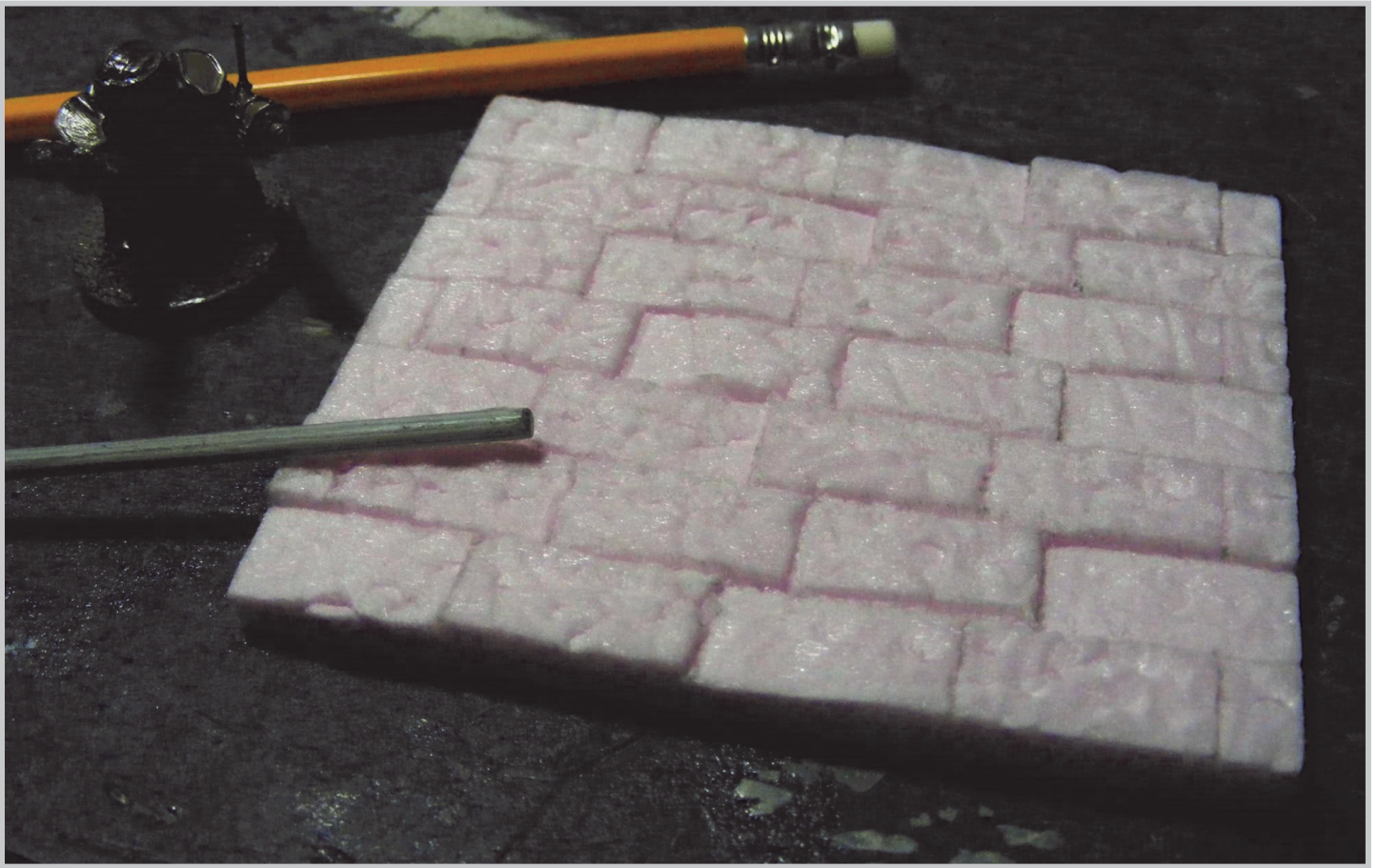








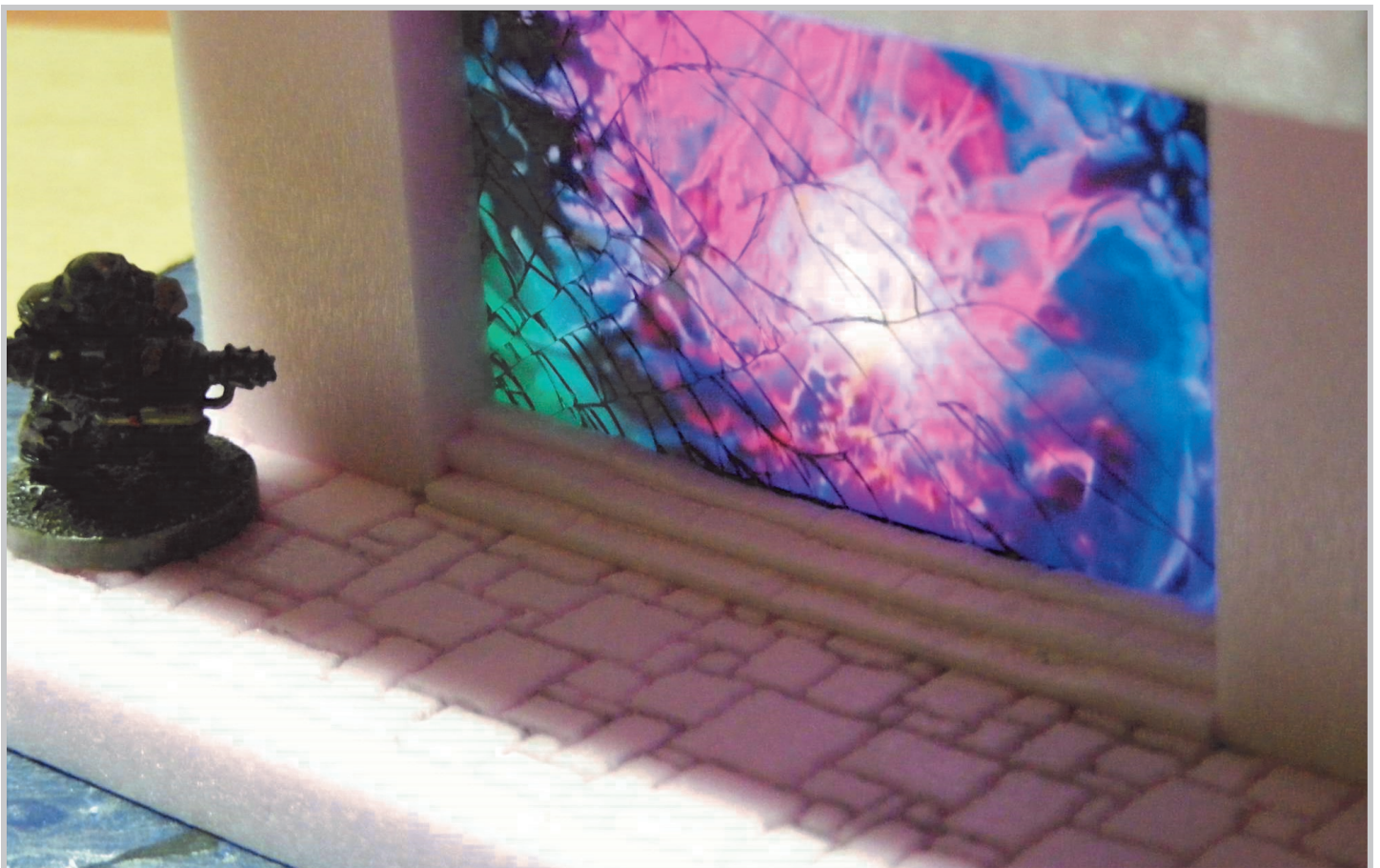
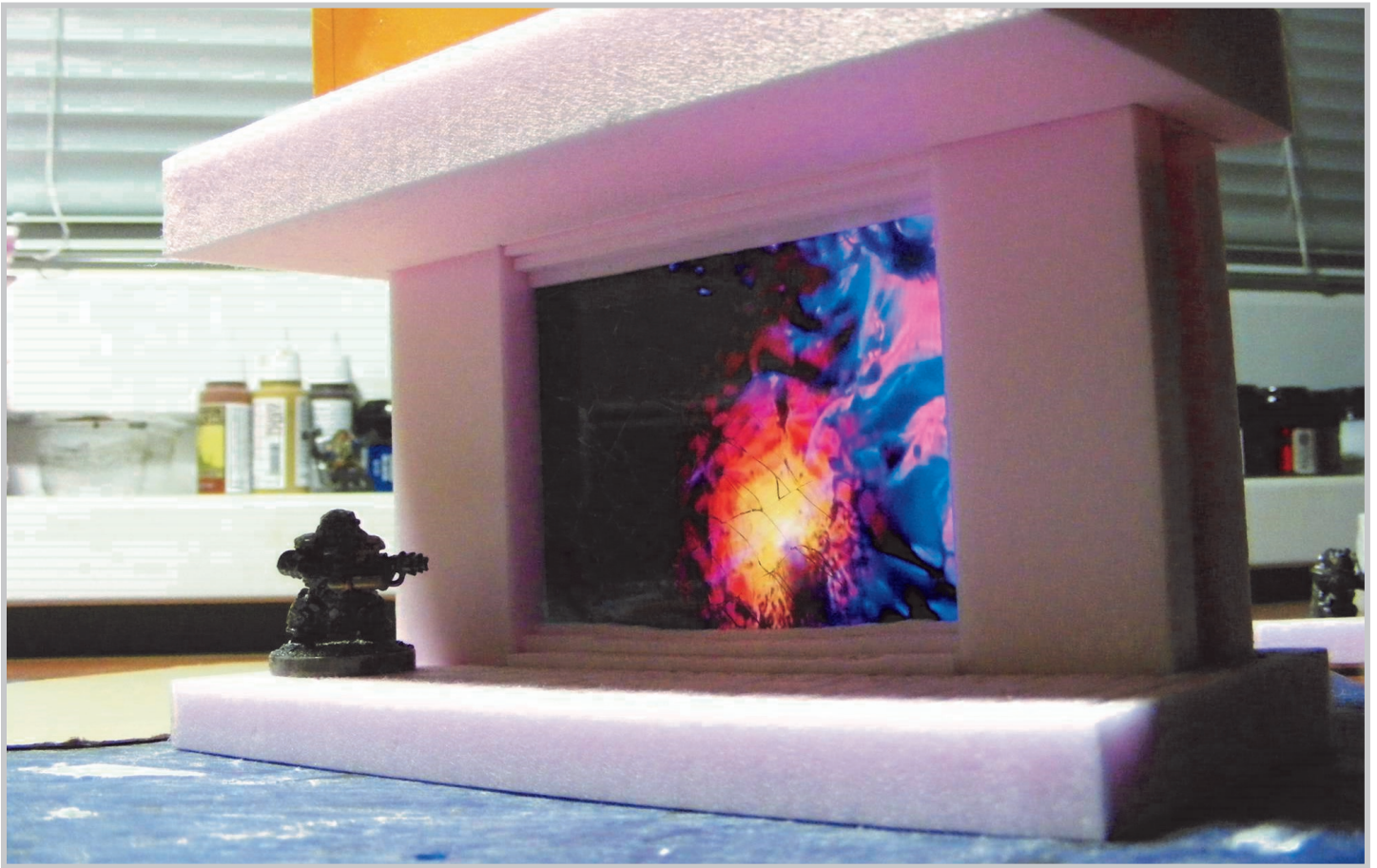




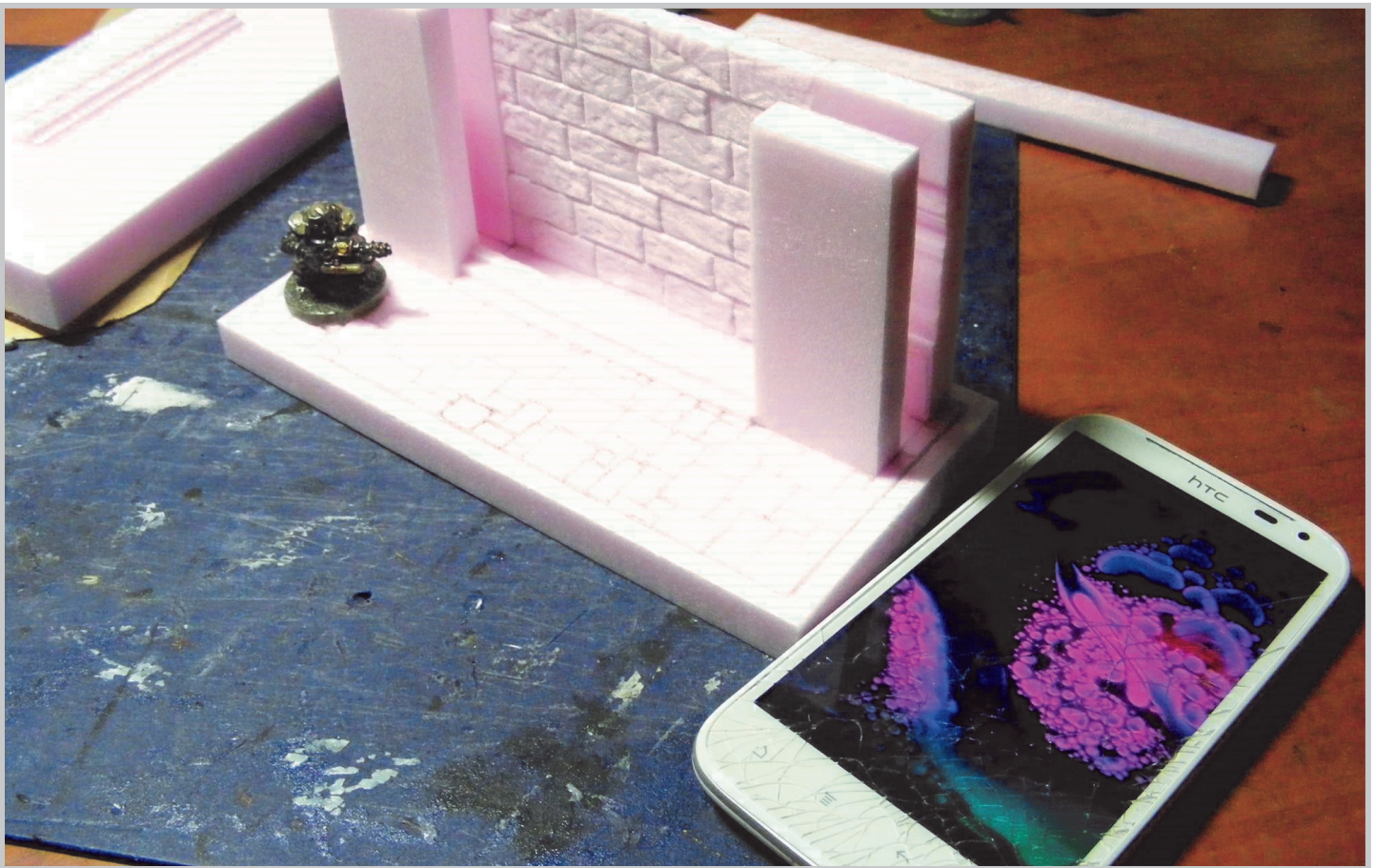
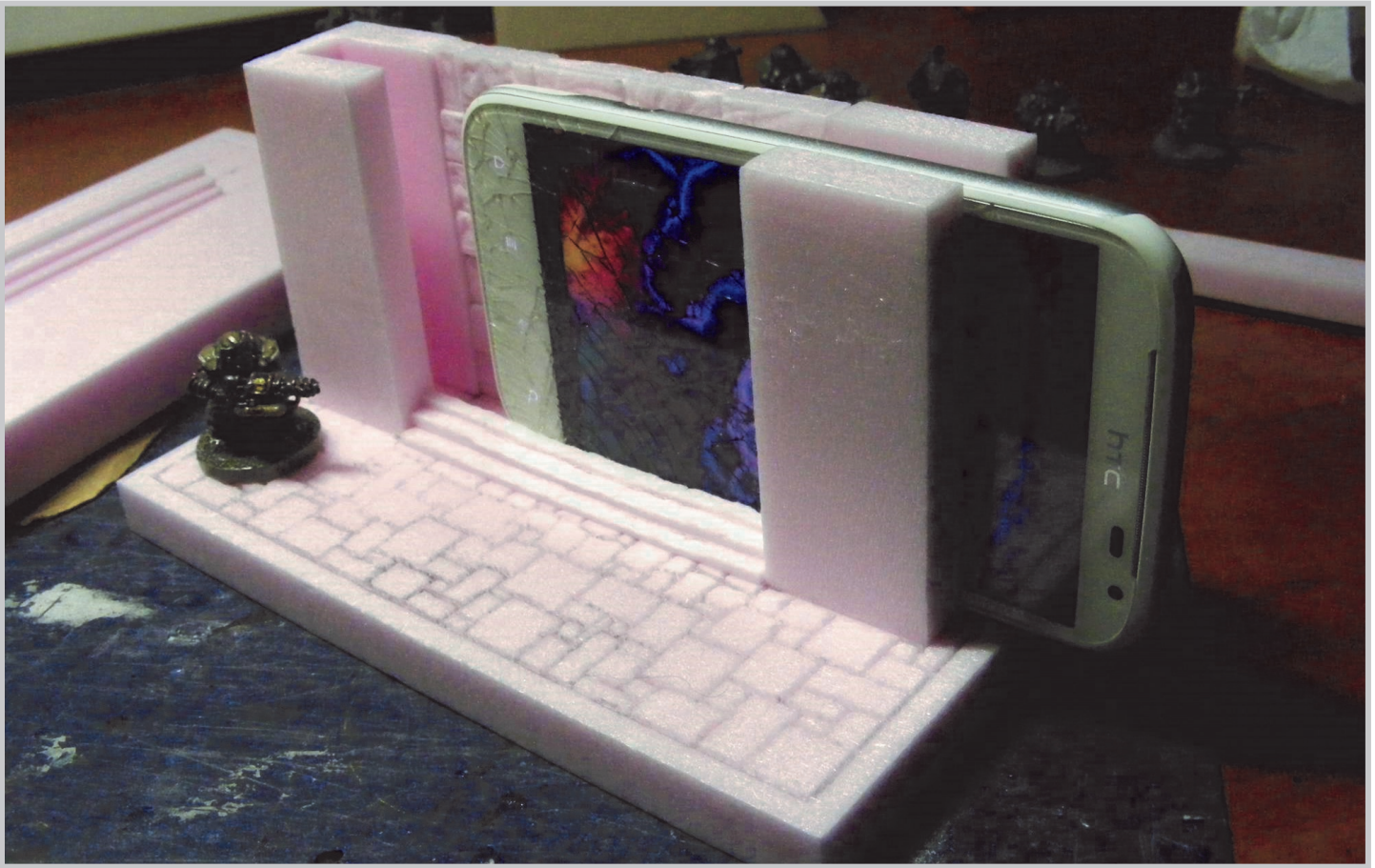




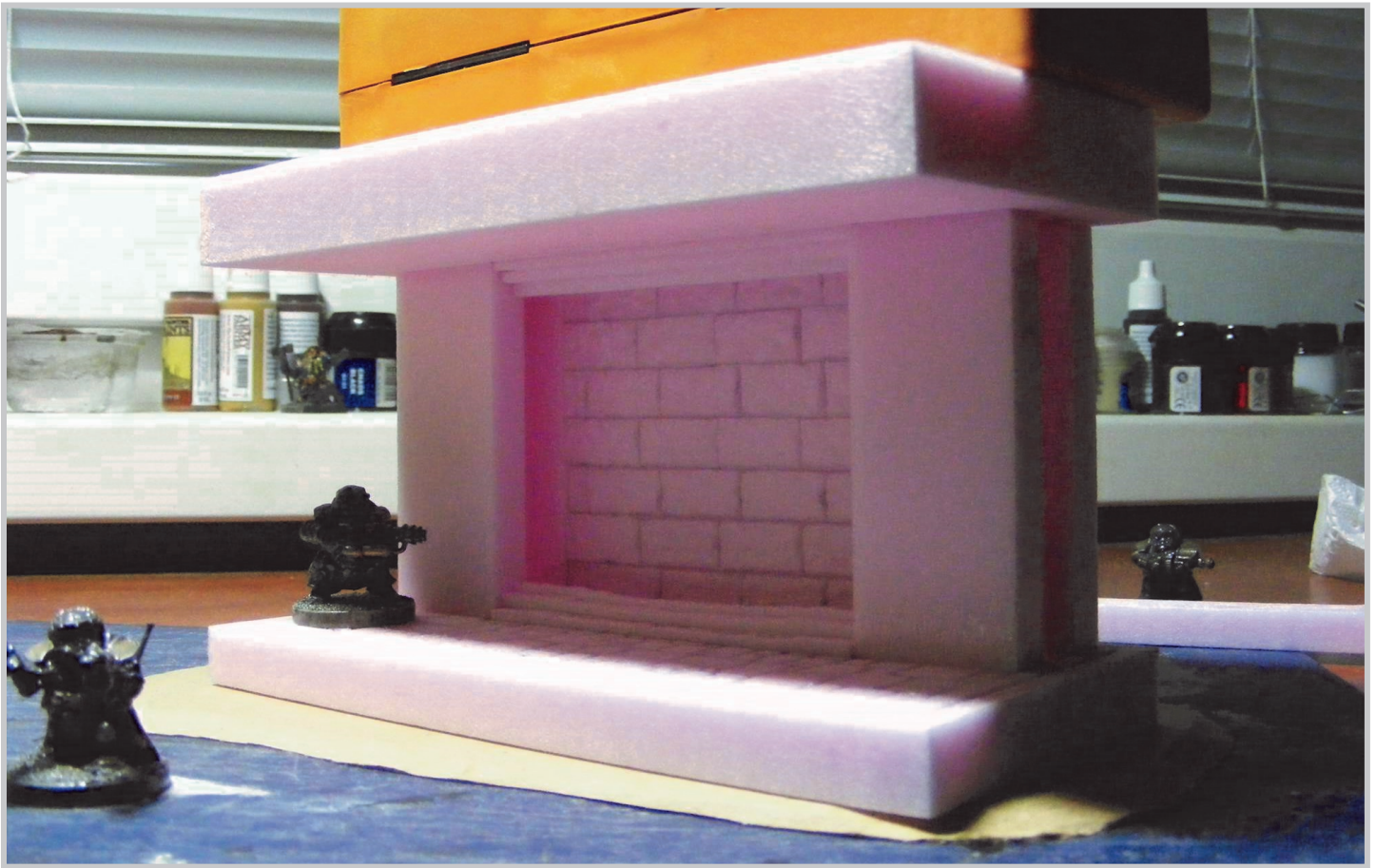




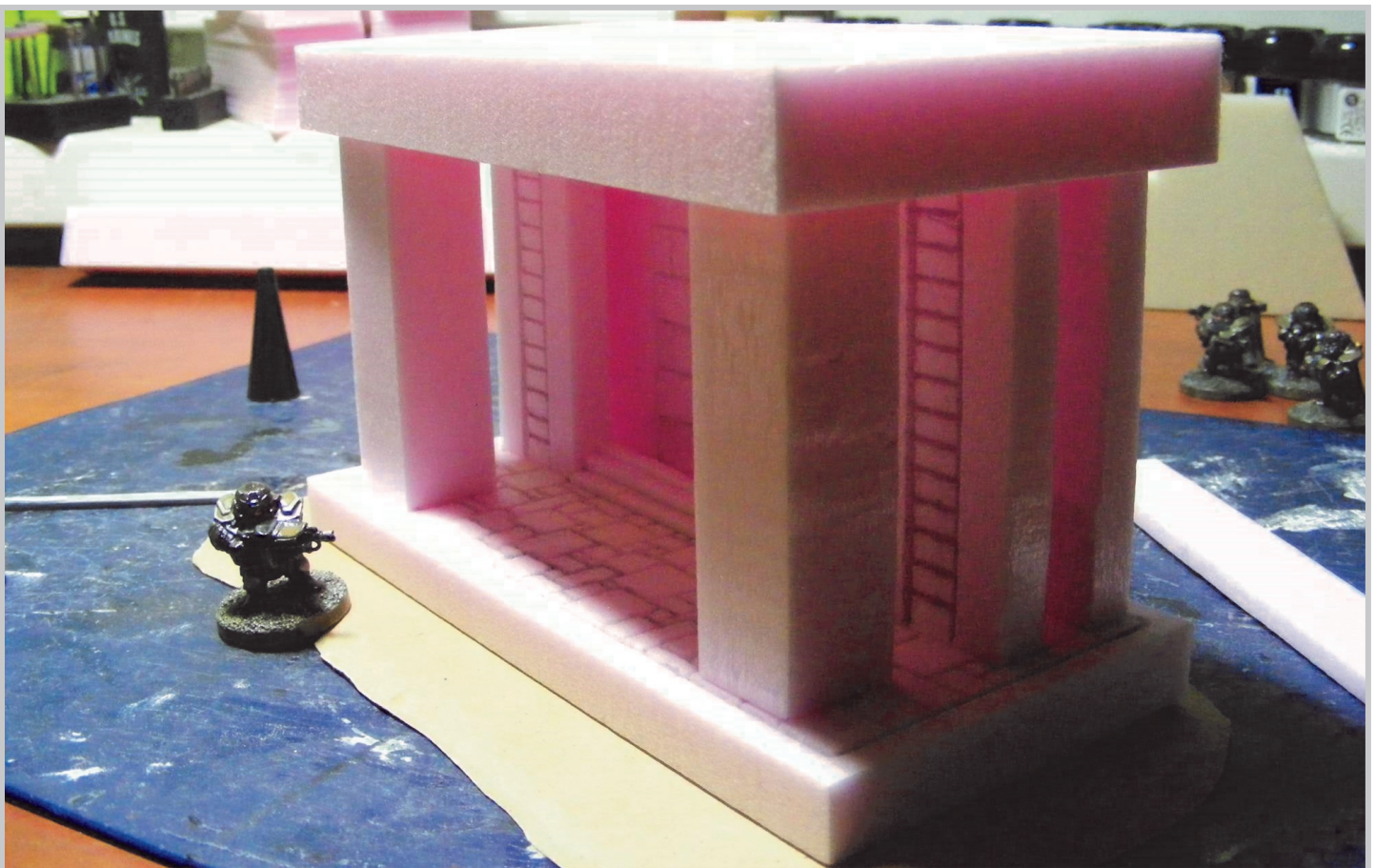
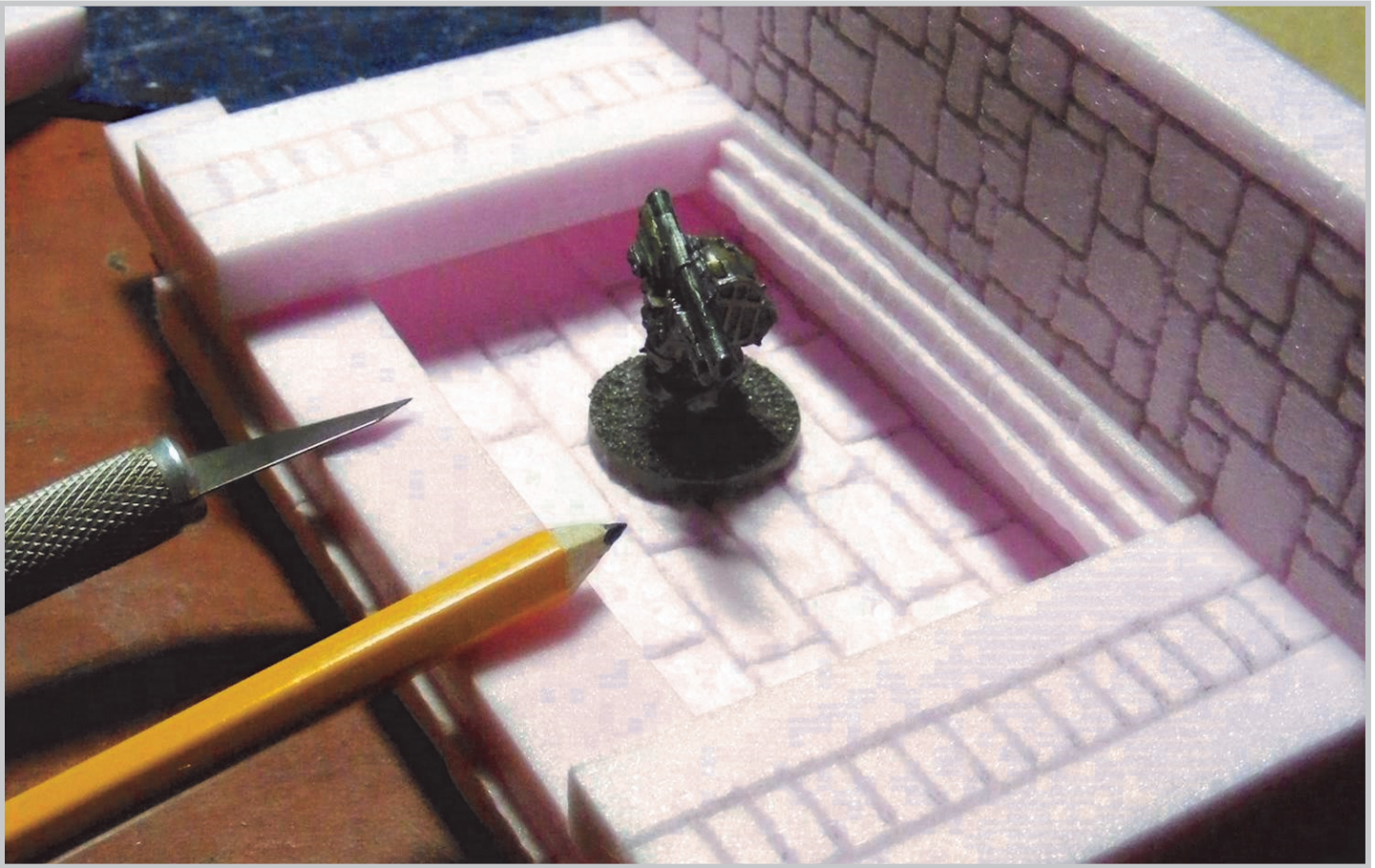




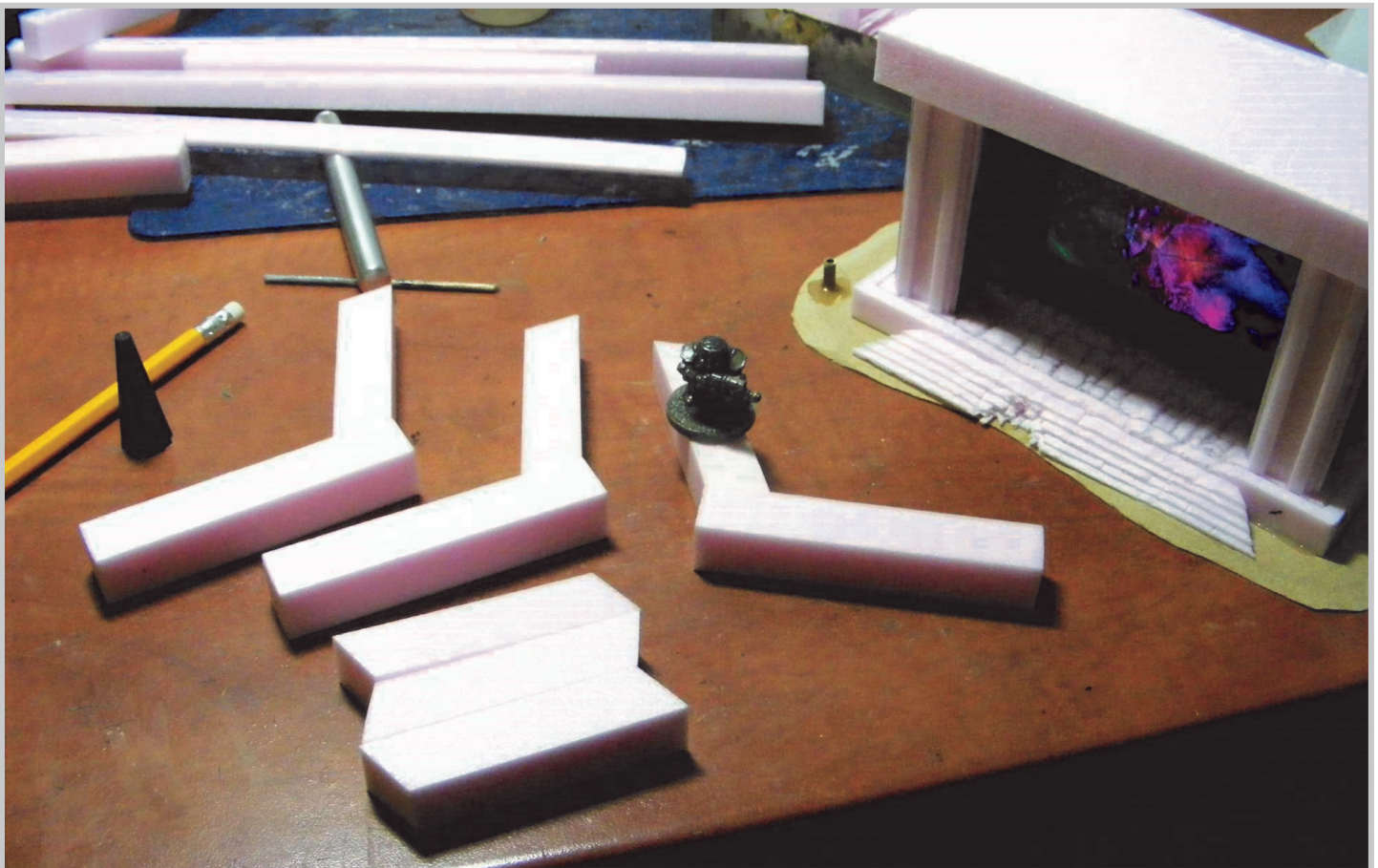




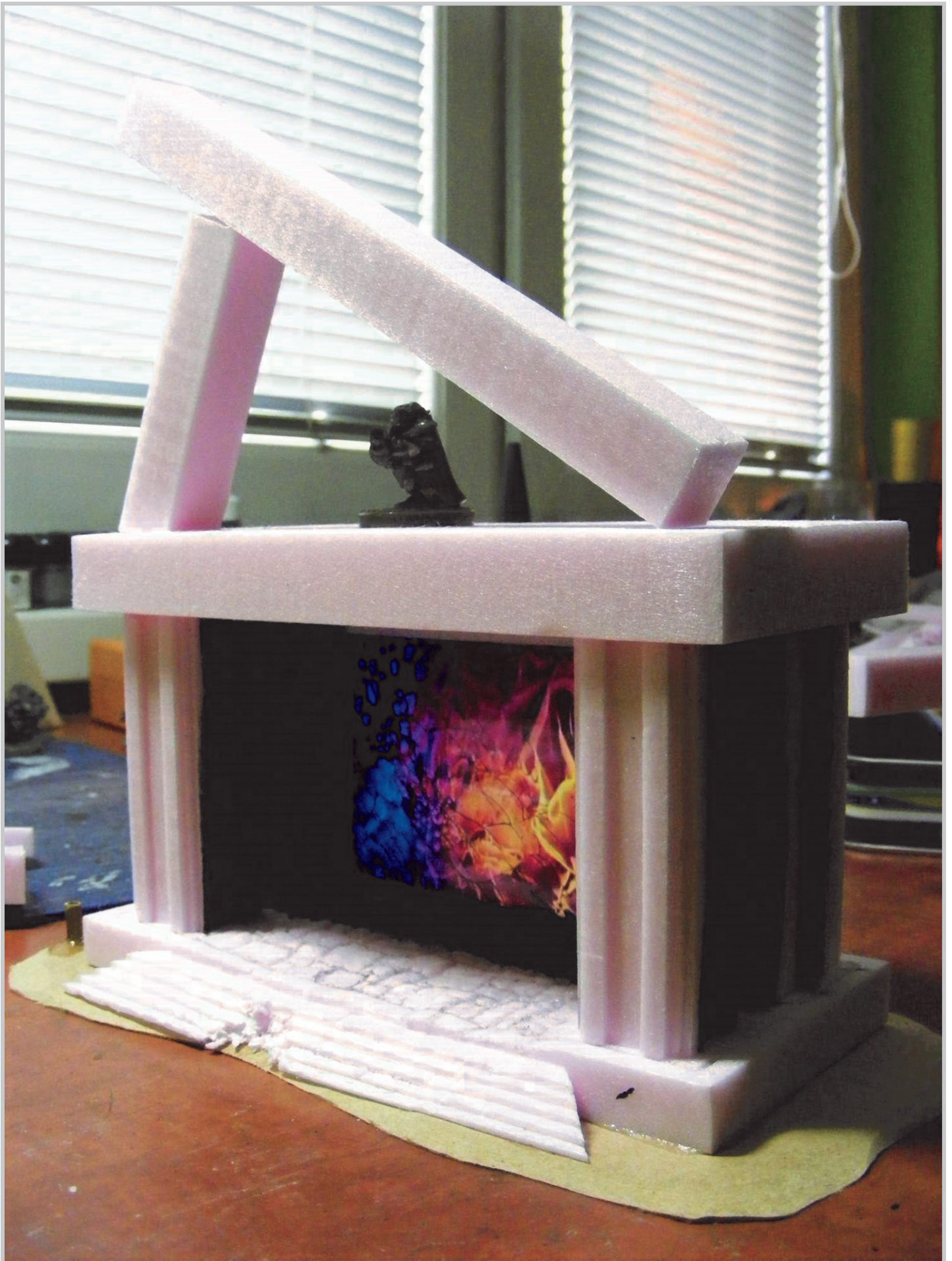




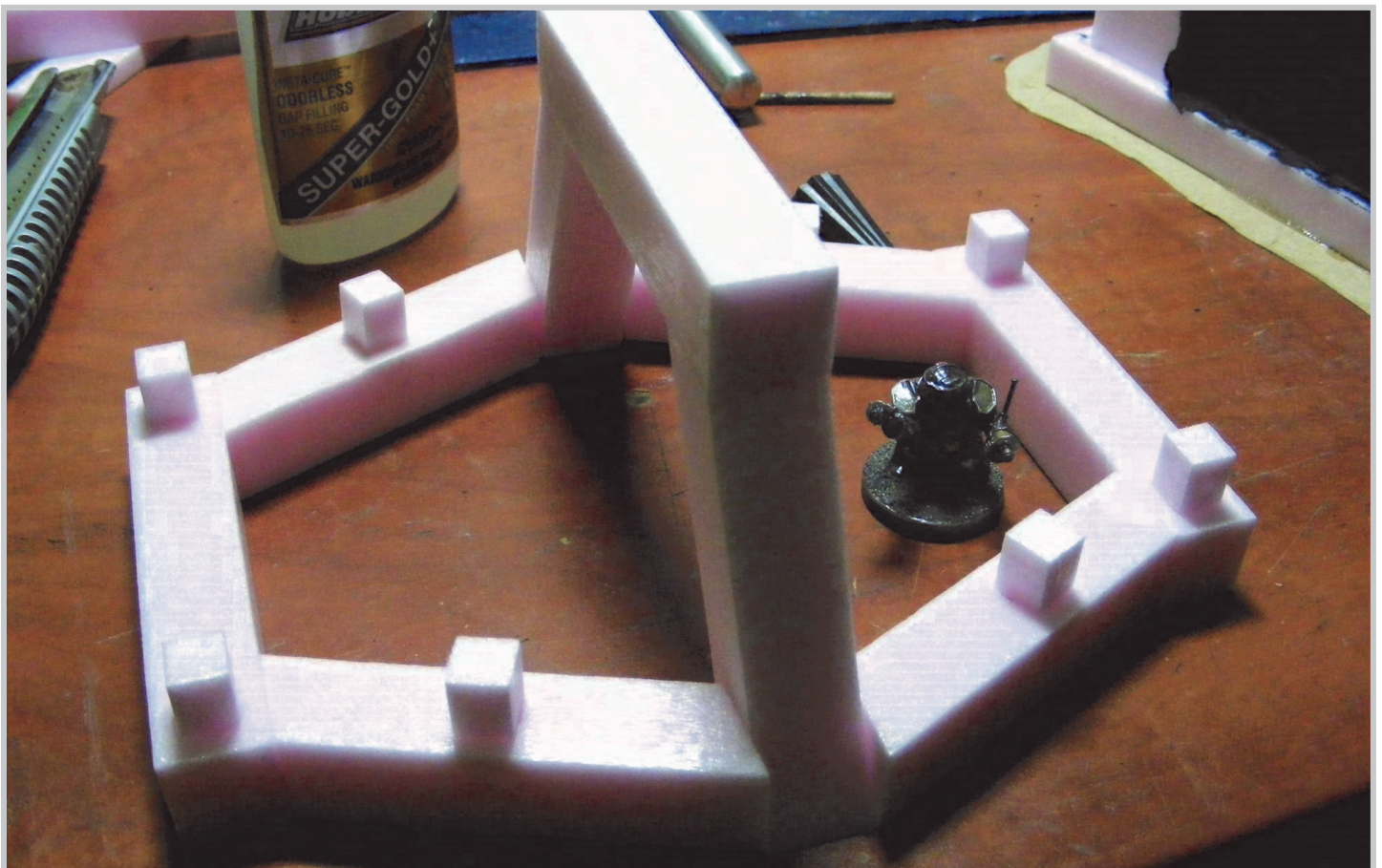
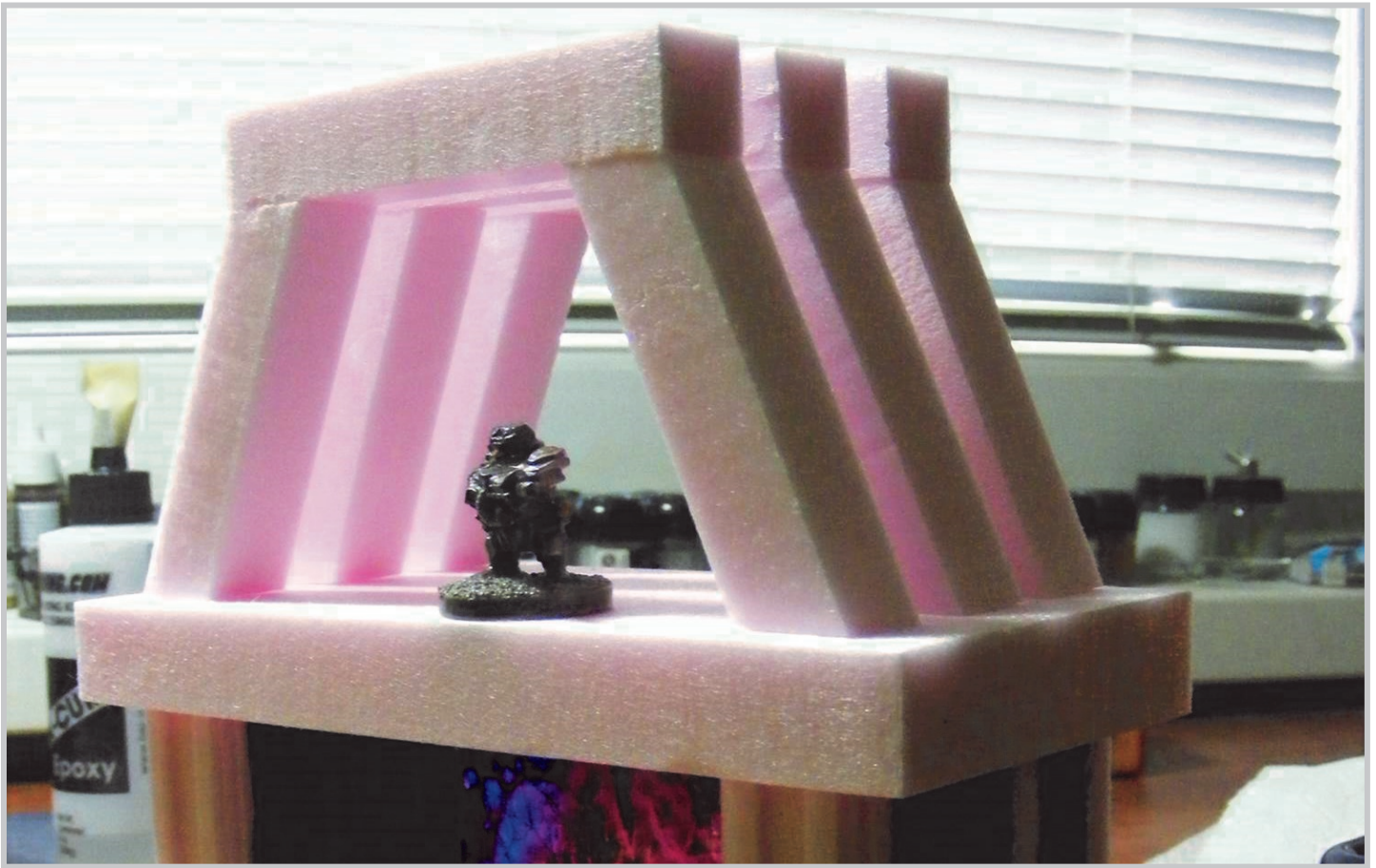




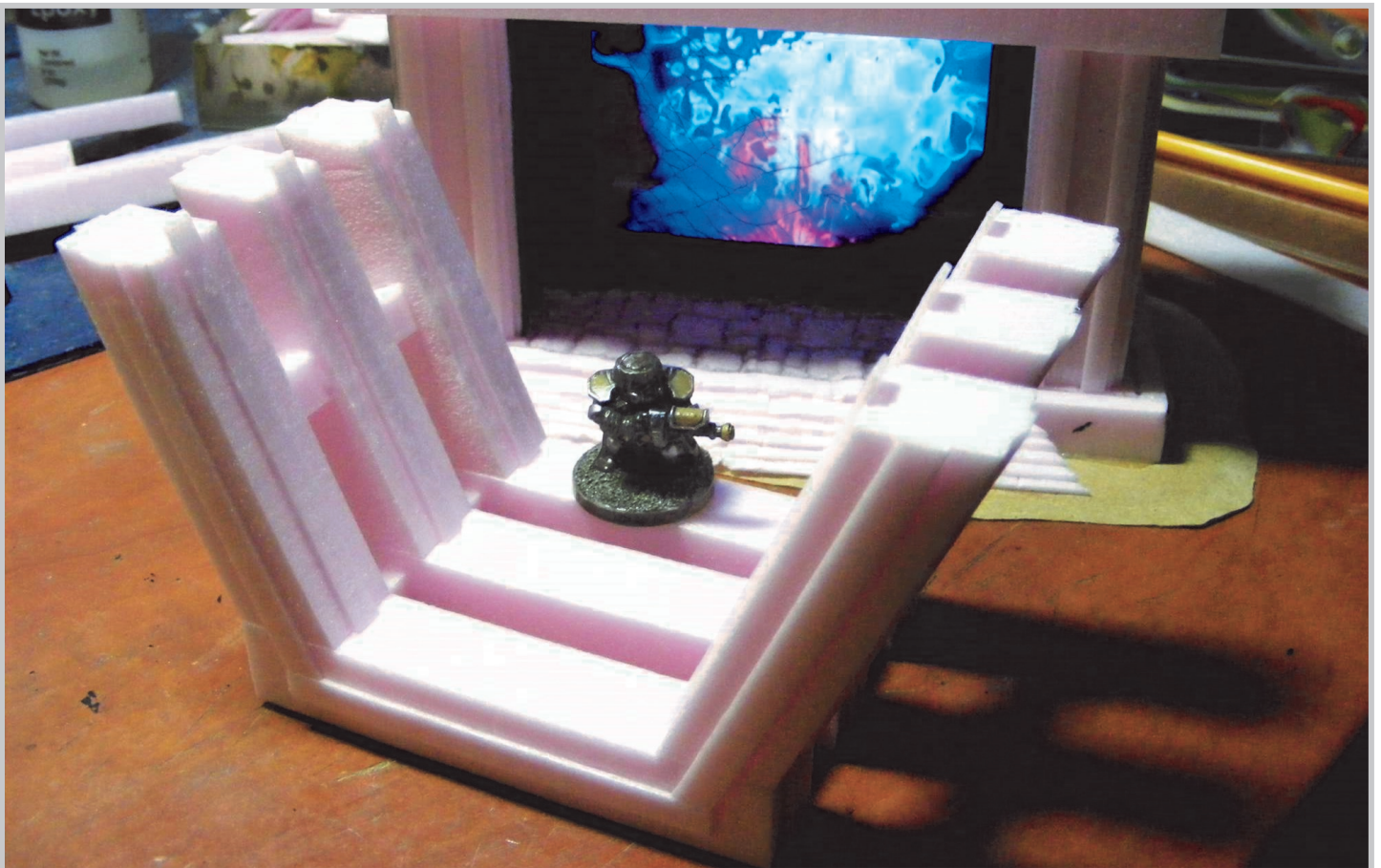




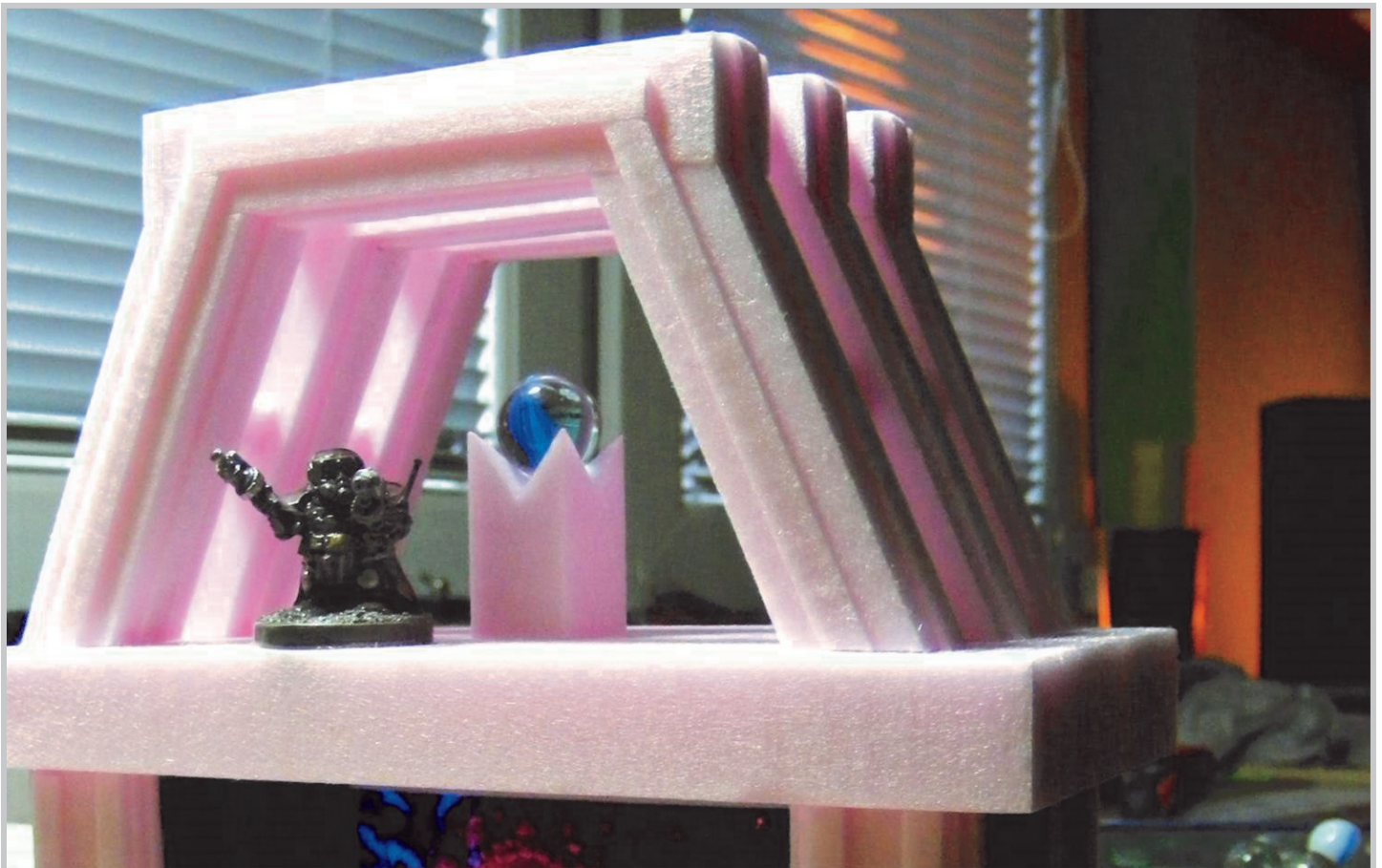
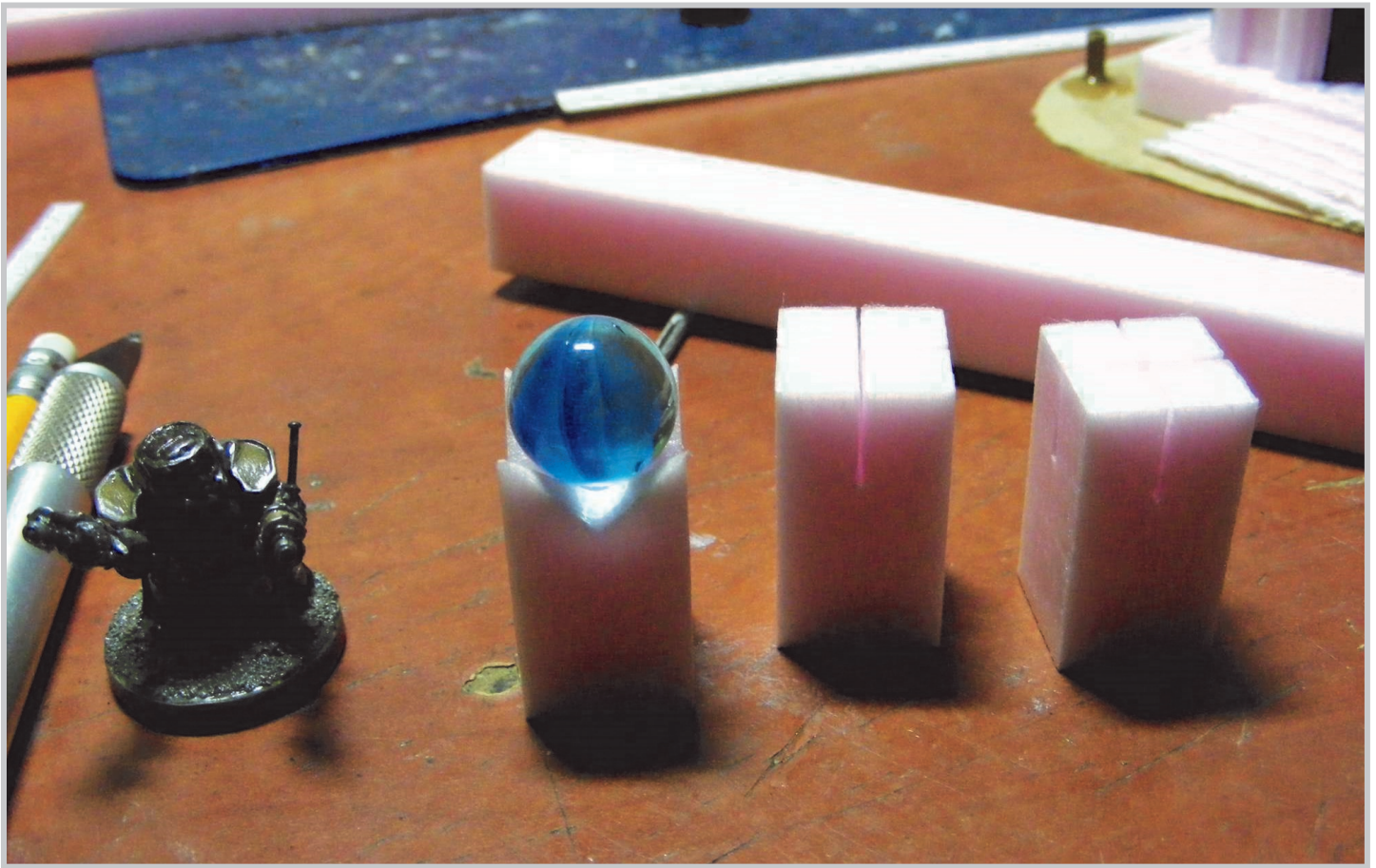








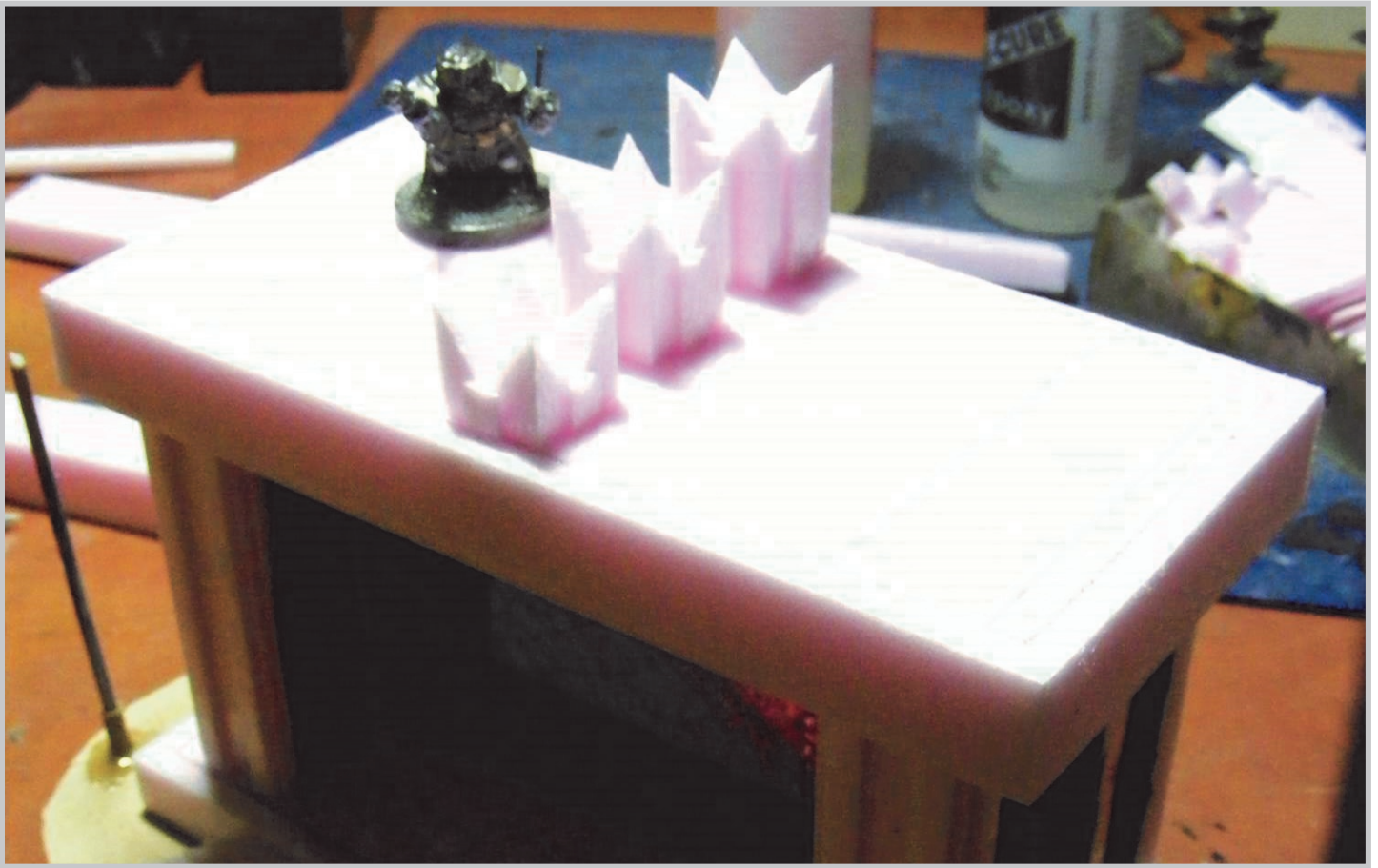




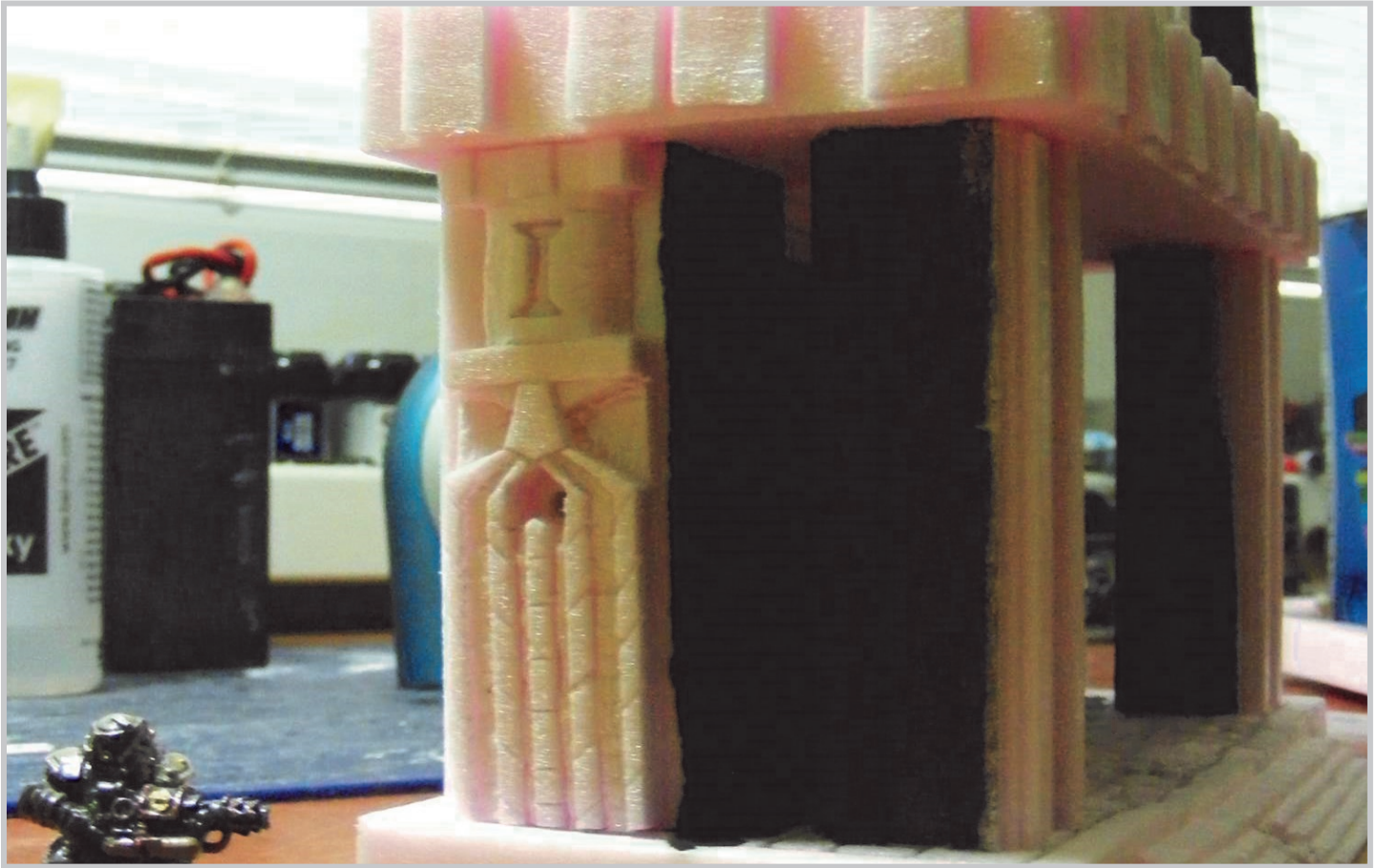




































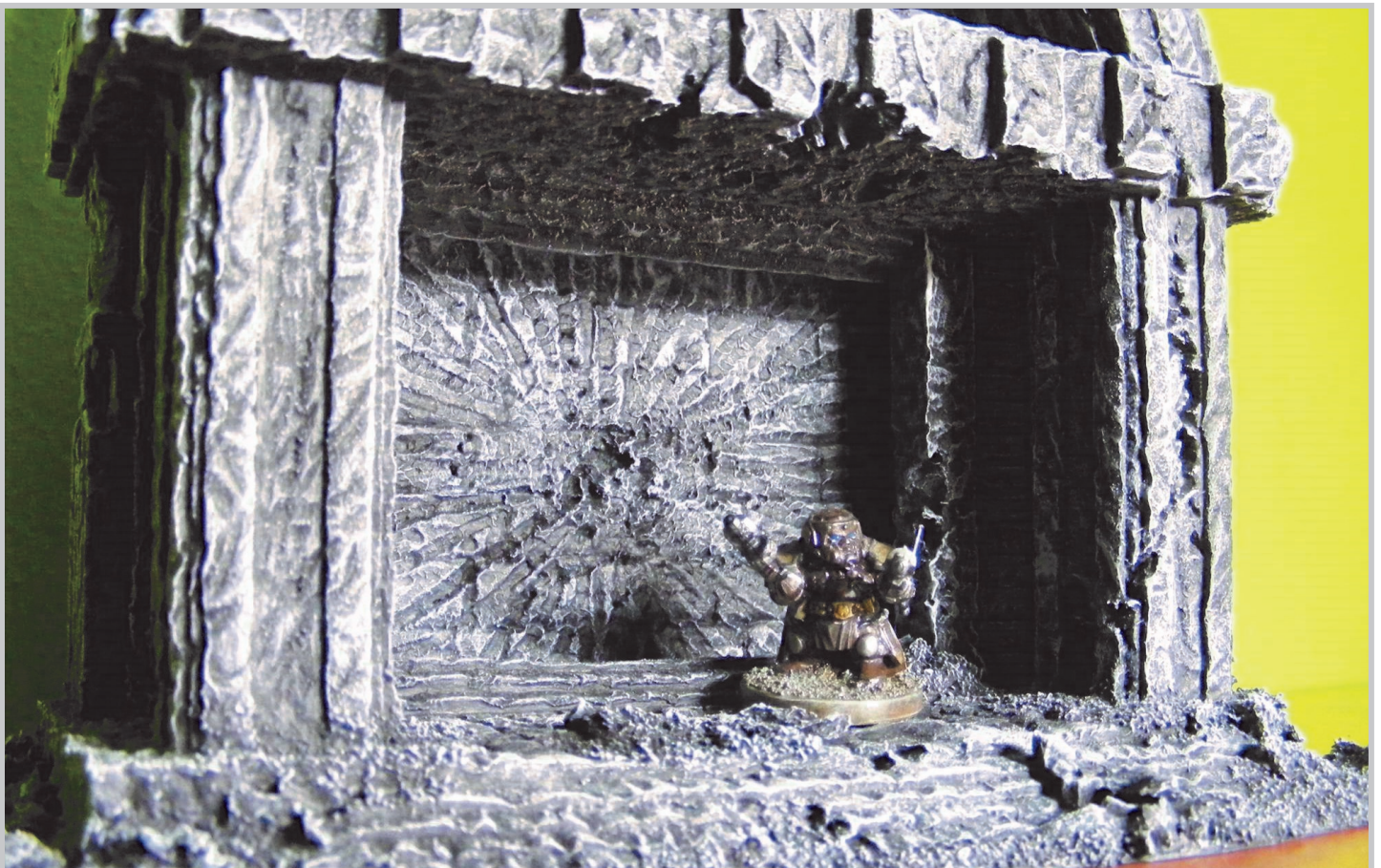




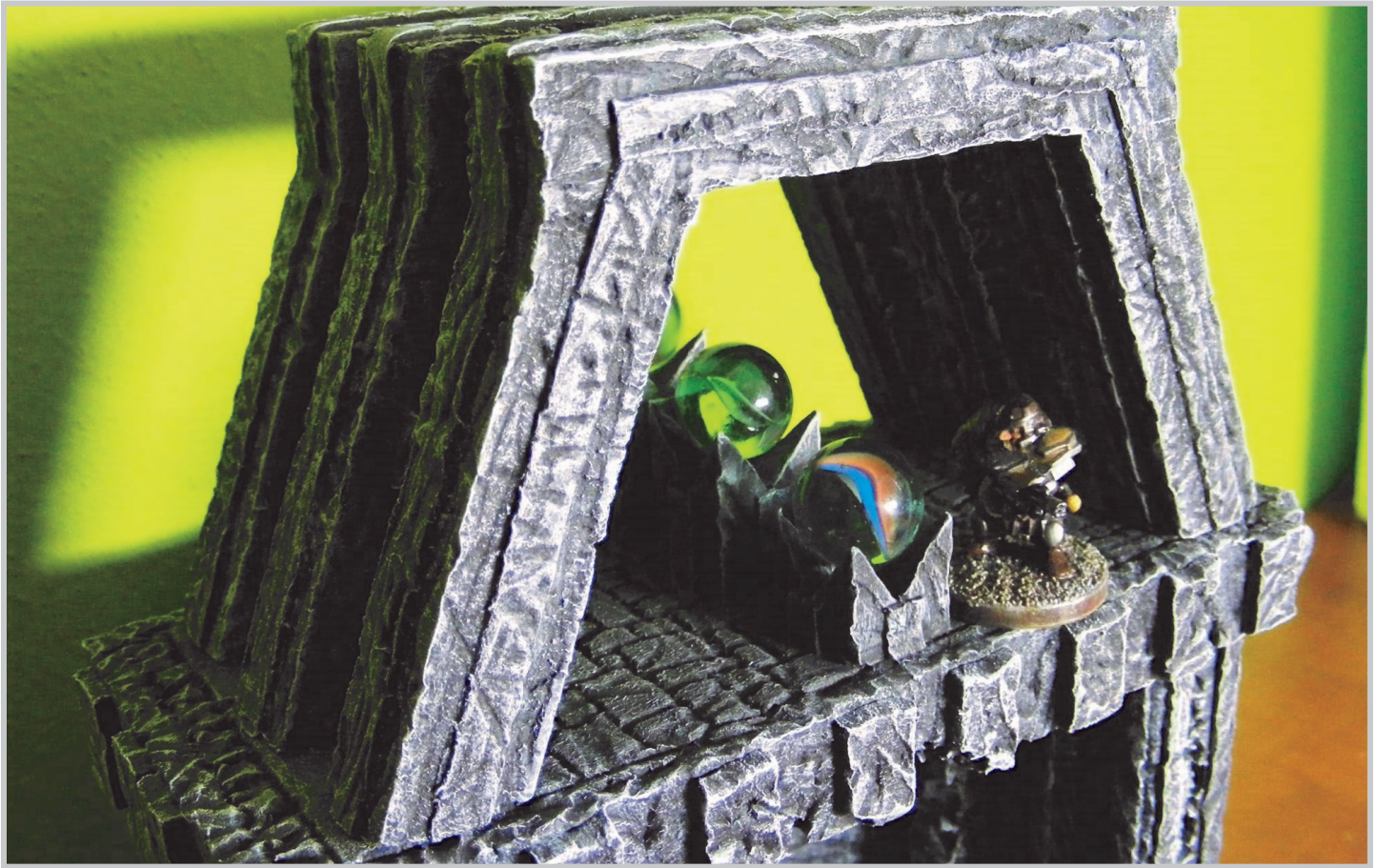












































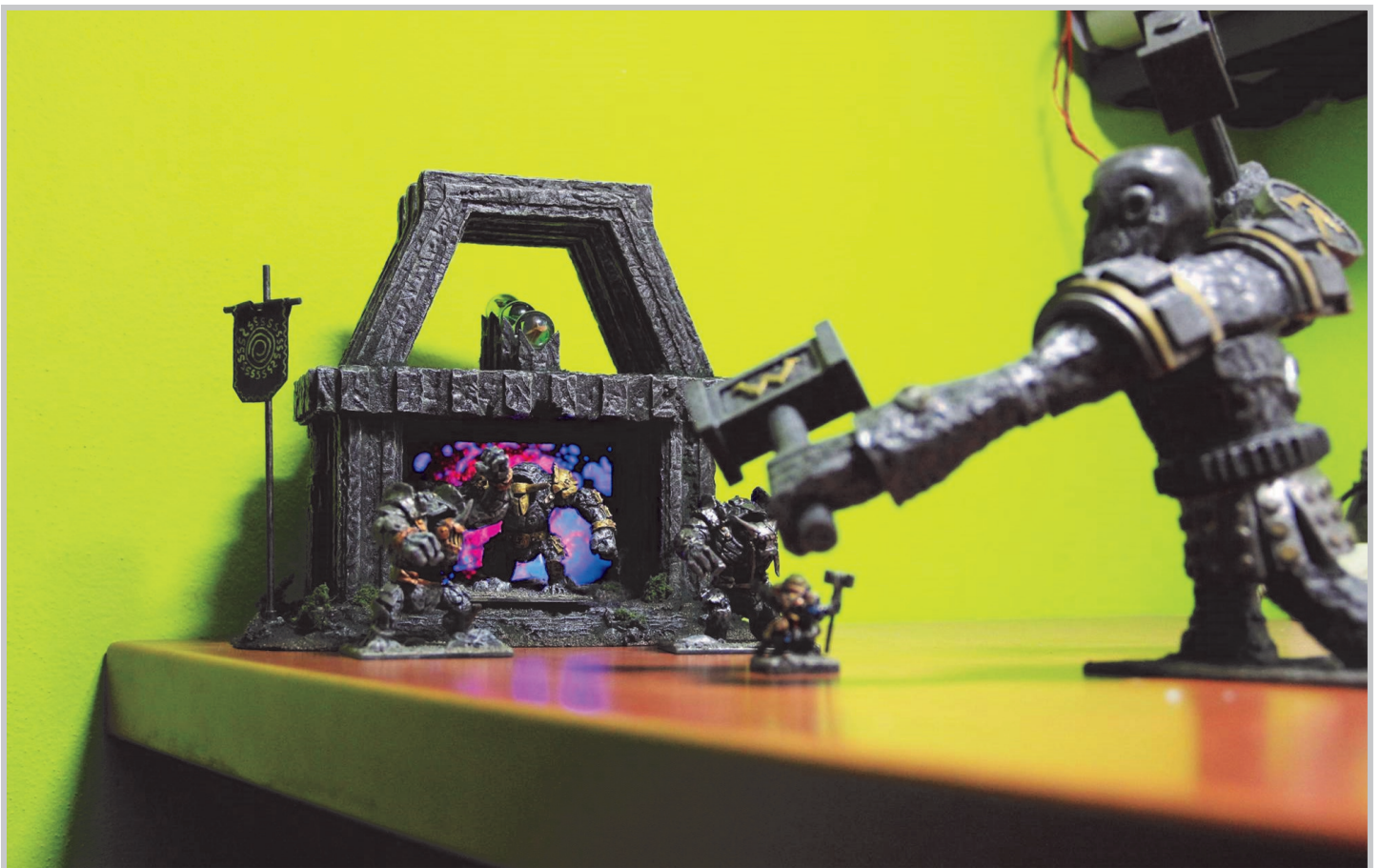




















*Deadzone Enforcer Strider by "C.M. Minis"*

# ULTRAVIOLET

## Part 2

**By Sebastian Pietrzak**

Two GCPS technicians were observing the monitors intently. The one sitting behind the console was keying something from time to time and switching different camera views, while the other one, leaning behind him was focusing his sight on one screen only. After reviewing the recording from one of the battles inside production hall PH-7, he was

sure there was something more, that some purpose was steering the actions of the Veer-myn. It was no coincidence their accuracy suddenly improved and their stratagems outsmarted experienced GCPS platoon in their territory and fighting on their terms. Switching the light mode to blue and ultraviolet was a clever move, stunning the defenders and affecting their ability to track their fast moving targets.

However, something was amiss. He felt some hidden reason behind all these actions. Destroying some of the lights above the soldiers' positions would not have really



helped the rats, nor debilitated their enemy. The connection between disabling the lights and their subsequent charge was obvious, yet the reason still eluded Marek.

The screen he was so intently studying was showing the beset GCPs positions. Even in low resolution of a CCTV camera he was able to spot rats silhouettes creeping in the dark or behind the cover. However, this was not what he was interested in. Enemy movements and tactics in general were a data source for military analysts. Marek was a technician: specifically, a comms specialist. He was searching for a different information. For some time he had been watching closely where the ray beams were hitting the shieldwalls. It was clear to anyone – their aim was horrible, and nearly all of the rays were washing over the barricade instead of converging on the heads or limbs of the

enemy that were protruding from cover.

*- Okay, stop. Rewind to the beginning of the attack – no whining! Save the positions where beams hit the shieldwall. Ignore any that hit a soldier or a piece of equipment. Then apply them to a grid.*

The technician behind the console ran his fingers over the keyboard, keying in a series of commands for the surveillance system. After a minute of calculations a grid was draw on one of the screens. Two people in the room were quietly staring at the screen. That silence lengthened until Marek broke it:

*- What the heck. I knew something was wrong, but this is too much. A creepy rat – the one who arrived during the battle and modified the lighting in the room – was definitely amused by the battle, but is it*



*Deadzone Enforcer Pathfinder by Jamie O'Toole*





*Deadzone ambush by Nicodemus Sandberg*

*possible he was looking at this the whole time?*

The points on the grid clearly arranged in a series of Koch Snowflake fractals.

\*\*\*

Soldiers were finishing lying out LED strips in the corridors of the underground facility near the helipad. They were placed near the walls, not interfering with one walking the passage, but creating the mood with their discrete lights. Once turned on and shifted to a special mode developed by comms specialist Tarczynsky, they gently flickered. However, what was a gentle change in light intensity for human eyes, was – according to him – actually rather striking and compelling for the Veer-myn that stalked these hallways.

For the last two hours, they had laid the strips according to Tarczynsky's orders in order to prepare a lure for the rat men. The light pathways would lead them to concealed gun emplacements with overlapping fields of fire, already awaiting their arrival in full readiness.

The troopers knew they were not the only one assigned a similar task. Squad D12 was responsible for the laborious task of emplacing and connecting a series of speakers, subwoofers and tweeters in a pattern devised by the same technician. The soldiers had heard they were hunting for different packs of rats which had different inclinations. Even if not convinced by the scientific mumbo-jumbo, they were glad the command had a plan for getting rid of the vermin. There was enough on their plate, even without the rat infestation.



Once all the preparations were complete, the teams went dark. All communications cut off, all unnecessary movement forbidden; only forward observers were moving slightly to check all of the paths the enemy could use. In the complete silence, a man gifted with sharpest hearing could sense muffled thumping coming from all around them – these were the baits for the other pack.

Time dragged on and made the soldiers relax and focus attention on anything more interesting than an empty hallway or the feeling of a trigger under their index finger. Only men with best hearing became concerned. The already familiar thumping

sounds changed slightly. The rhythm and intensity changed. Also, some new sounds were added to this background noise. This situation lasted for some time, until everyone was able to hear shrill sound coming from all around behind the walls and even floor.

Suddenly the room erupted with activity. The walls and floor were pierced by huge, whizzing drills which tore the reinforced concrete and metal crates as if they were paper. Once they broke free, the drills slowed down. Holes in the walls were then violently extended by the bulky frame of a giant Veer-myn wielding the modified mining equipment. They charged without hesitation



*Deadzone GCPS Marines by Paul Mullis*





*Deadzone Enforcer Strike Force by "C.M. Minis"*

at the mortified soldiers, clearing the entrance. They were followed by a flood of fur spilling from the gaps. Groups of Nightcrawlers ran into the room and started shooting their ray pistols into the concealed positions of the humans. Quick steps guided charging rats to the gun emplacements and with the final jump over the barricade, and the Veer-myn went into brutal melee. A jagged knife struck a shower of orange sparks when it met a combat blade and a fist met the claw that could lacerate kevlar. Finally the hulking monstrosities caught up to the rest and pushed their whirring drills into the aghast soldiers, who were torn apart in an instant by the rotating drills.

Some of the troopers recovered and brought their weapons to bear. Small arms fire flashed chaotically all around the redoubt. Soldiers manning the heavy weapons tried to relocate them but they were too cumbersome: in the end, the elaborate trap did not spring as it was envisioned. Overlapping fields of heavy fire targeting tempting LED pathways became the doom of the would-be ambushers.

Reports were flooding tactical displays in the command and control room. Adam Kovalsky was watching in silence as his soldiers were torn apart by the groups of alien vermin. Intricate networks of feints and ambushes were falling apart by the counter-plans of



Veer-myn. They had less finesse but more cunning and brutality. And more efficiency, as reality had harshly proven.

- *Commander! Units guarding the helipad report a massive attack from underground!*

- *Fire the Thermal Cannon. At will.*

- *Yes, sir. Relaying orders... Sir... The cannon is offline.*

- *What do you mean? Turn it up and burn those rats to crisps!* – A mix of anger and fear caused Adam to spit saliva when shouting his orders.

- *Reports coming in. – Ah... the... the surviving technicians and security cameras indicate that simultaneous attack in the geoterminal cut off the cannon's main energy source. Right now aliens are decoupling our other sources as well.*



*Enforcer Captain by Martin Geibner*

The commander sat heavily in his command chair and froze with a grimace of resignation on his face. The racket in the room was not getting to him. Officers were awaiting new orders that were not coming. Nobody was sure what to do and they only stared at each other's faces, looking for an indication that someone knows what should be done.

All heads turned to the entrance where a fully armored figure stood. It was the Enforcer observer who initiated the Grounding Protocol. She was their doom, but she could also become their beacon of hope.

- *Enforcer P12-6-12, access level Gamma. Commander Kovalsky, I'm relieving you from your duty and I am taking charge. Mr Watts, please switch to the backup energy source immediately. Order your people fighting at the helipad to abandon their positions and withdraw to the central hub. But tell them to do it in proper fashion, team by team, covering one another – not as a terrified mob. And please make way, I would like to use the communication terminal.*

All eyes gathered in the room brightened with hope. The armored woman walked over to the console and inserted some probe protruding from a computer on her forearm. Instantly, the screen displayed a series of commands granting access to all systems, including long range communication.

- *Enforcer P12-6-12, access level Gamma. High threat level for citizens and corporate equipment detected. Requesting bombardment of transmitted coordinates and a strike team for defense of High Value Assets and possible hunt.*





*Enforcers by Matthew Beer*

Everyone in the room exhaled with sudden relief at the one word coming from the speakers.

- Acknowledged.

\*\*\*

The giant Nightmares finished packing the disassembled red-hot energy cannon into the lined up tunnellers. Burrus' pack was also done with decoupling all the cabling from the weapon's turntable. Even though their main prize was hidden deep underneath the port, the subtle hum of wires transporting the energy was also of interest to them. Blangor did not argue with his brother over whom the cables should belong to. Occasional short circuits were sometimes glamorous indeed, but unhelpful and quite devastating – better to miss the show than to knit together all the wiring back. Also, nearby pack members tend to die

if the power transfer was high.

Almost at the same time, all the Crawlers attending packing scattered away to find other tasks. Nightmares climbed the vehicles and settled down at the top, grabbing handrails meant for this ad-hoc transport. Powerful engines in the tunnelling machines whirred and started to spit clouds of black, greasy smoke into the air. Dim sunlight darkened even more and the noon started to resemble the dusk. His Scourges, spraying area with chem markers – hallmarks of his pack – created even more fumes, blurring everyone's vision.

The convoy began its journey to the closest tunnel entrance. Blangor didn't want to expose the cannon parts to the dangers of digging a new tunnel in an enemy territory – given the humans' withdrawal, he decided to reuse the same subterranean route they used to assail them. He had this area



covered with eyes and whiskers both on the ground and beneath it, and he was feeling confident they had driven off all the baldies and no one remained to threaten his cargo.

But he had no one above the ground.

Blangor's peripheral vision spotted a series of small blinking lights in the distance, high above the ground. He turned directly to this new phenomenon and cocked his head in wonder. Lights vanished, but small objects were moving closer in their stead. Moments later his eyes widened and fur bristled in sudden realization – the incoming objects were missiles. He squealed a warning. Natural instinct, more effective than any military drill could dream of, caused masses of fur and tails to change into a blur of brown and grey streaks of Veer-myn running for cover.

Then the missiles hit.

The recently-pacified battlefield was lit by the fires of war once again. Rockets struck all over the plaza, where most of the rat men stood seconds ago. Upon the contact with the ground, the missiles exploded with bright orange bursts of fire, followed by the clouds of dark silhouettes of shrapnel and a grand finale of blinding, flickering blue light of plasma eruption, vaporizing anything in the vicinity of the blast. Blangor, his eyes used to sudden flashes, watched this with a mix of fear and amusement. Once the show finished, only bodies of his fallen brothers and sisters remained in the plaza. His amusement vanished; only fear remained.

Following the smoking trail left by the shredding missiles, sleeks flying machines

followed. A wing of three aircraft flew up, lit the plaza with discreet grids of red targeting lights, searching for living targets. Crafts opened fire with their forward solid-shot batteries and wing-mounted energy weapons. Scores of his brethren were caught in the fusillade before they either found sufficient cover at the plaza or reached the tunnellers and dug in behind them. Incoming rounds rebounded with showers of sparks from heavily armored vehicles while the laser beams marked the battered hulls with red-hot slag before the energy dissipated harmlessly.

Knowing what their priorities were, the drivers of the tunnelling machines brought their powerful drills to life, lifted the rear of the vehicles, and began to descend. The air resounded with an almost painful grind and the hulls of the vehicles were lit by yet



*Assault Enforcer by Jamie O'Toole*





*Deadzone Veer-myn by Paul Mullis*

another source of sparks, where drill heads ground through the reinforcement rods in the ground. Blangor ran for the closest entrance to the drainage tunnels. Once he reached it, he hid for cover but did not go further. He poked his head up in order to supervise the withdrawal of the transports with his precious cargo. He caught a glimpse of his brother Burrus doing the same.

All of their transports were halfway buried in the ground. The enemy flyers seemed content with hunting fleeing rats, but one of them flew up close to the tunnellers' position and protruded a barrel of a new weapon, somewhat similar to the now-disassembled thermal cannon. Blangor

watched as the gun came to life. Series of LED lights and coils on its housing began to emit cold, blue light. An ever growing stream of flickering white particles began its descent into the cannons maw, as if the weapon was sucking the energy even from the air itself, not just its internal power source. Even through the noise of battle Blangor heard the humming of the loading gun.

Without any warning the cannon reversed the stream of particles and emitted a cold, white lance of energy, directed at one of the Veer-myn vehicles. Blangor could not take his eyes away. The constant stream of raw energy, wrapped with coils of flickering discharges, was so intense it bent the light as



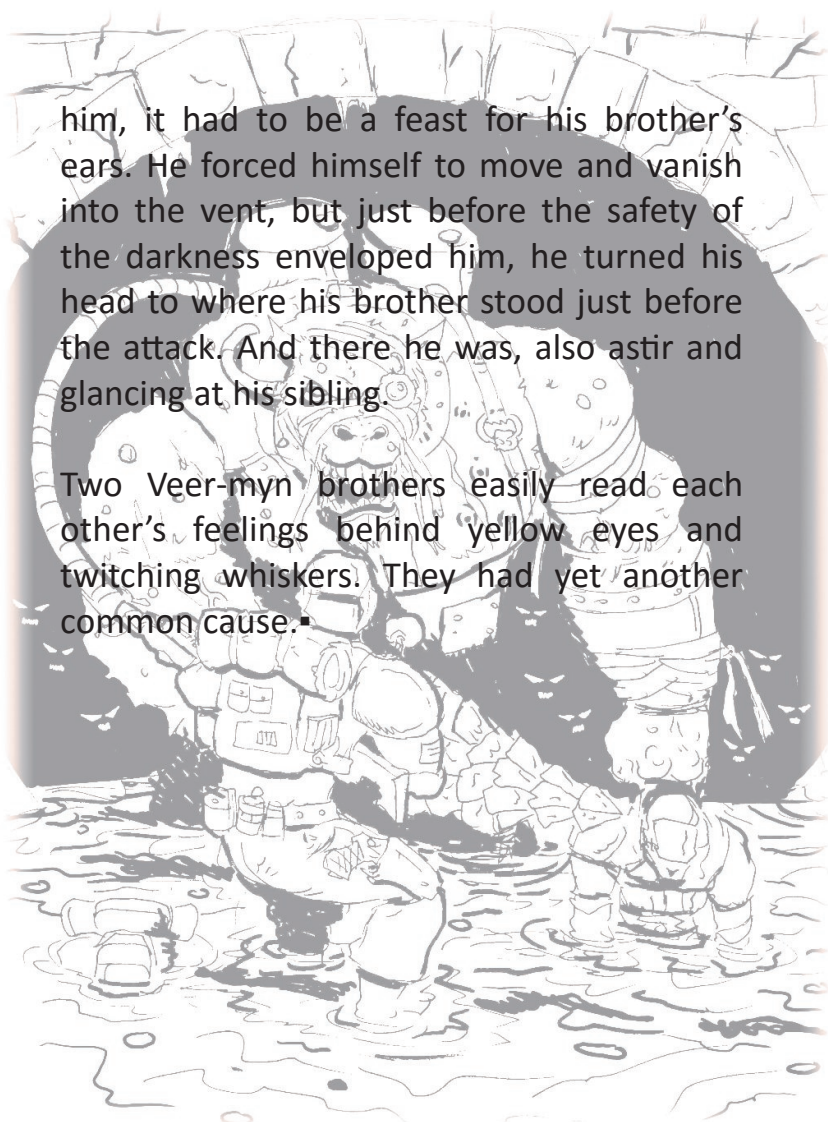
if it was a prism rather than insubstantial flow of energy. The air along the beam was gleaming with all colors of the rainbow, mesmerizing the paralyzed rat even more.

The beam connected with one of the fleeing tunnellers. Upon impact, it instantly melted the vehicle's external armor and vaporized the interior.

Long seconds after the ray vanished along with its target, afterimages were still visible to anyone watching. The tunnel entrance created by the destroyed machine turned into a wound in the earth, still glowing brightly in the dark of the night. When his excitement lessened, he also noticed his pulse still reverberated to the modulated rhythm of the cannon firing. Once he realized this, he remembered hearing the unusual, ultrasonic modulated beat – he knew what it meant. If it was interesting for

him, it had to be a feast for his brother's ears. He forced himself to move and vanish into the vent, but just before the safety of the darkness enveloped him, he turned his head to where his brother stood just before the attack. And there he was, also astir and glancing at his sibling.

Two Veer-myn brothers easily read each other's feelings behind yellow eyes and twitching whiskers. They had yet another common cause.



*Deadzone GCPS by Nicodemus Sandberg*



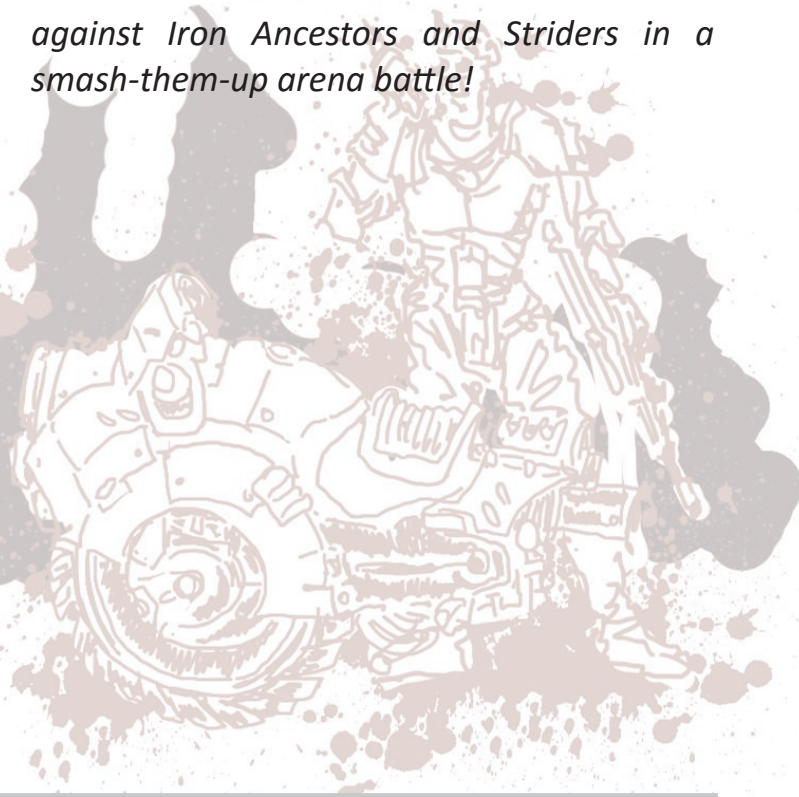
# SURVIVAL OF THE FASTEST

*against Iron Ancestors and Striders in a smash-them-up arena battle!*

Courtesy of Mantic Games

*Editor's Note: Mantic has provided us the rules for their "Survival of the Fastest" game played at their most recent Mantic Open Day. Using a ruleset based off of the Deadzone rules, race your jetbikes and find out who is the fastest speed demon around!*

*Keep an eye out for a future issue where we'll be able to showcase a "Mech Battle Royale," where you can fight Stuntbots*



*Deadzone battlefield by Jamie O'Toole*



## ***SURVIVAL OF THE FASTEST***

### ***Setup***

All players roll d8's to determine pole position, where on the starting line they will be placed and initial initiative. There is a Safety Zone 12" in front of and behind the finish line. No combat/contact is allowed in this area.

### ***Bike Stats***

Speed: 1-5      Shoot: 4+      Fight: 6+      Survive: 4+      Maneuver: 5+

### ***Setup and Victory***

The course should be set up on a table at least 2' wide by 4' long. (That would make for treacherous hairpin turns at both ends, however.) Ideally the table would be 4' wide by 6' long, using 6 Deadzone Mats. Turns, bends, obstacles, or terrain, if any, can be added however the players decide. Alternate course setup could be done using actual Deadzone mats.

A pre-determined number of laps should be agreed upon for determining victory conditions. You could also play a Last Man Standing scenario where if players have a bike reach 0 wounds, they are removed from the game. Victory will occur whenever the condition is met during the players' turns, i.e. Number of laps completed.

### ***Measurements***

These rules are meant to be used with Deadzone terrain mats. A 45 degree turn would be turning the model to face the upper left or upper right diagonal corner of a square in the direction the model is facing. Speed is the number of squares moved in a single movement during a players turn.

### ***Turn Sequence***

Initiative –Initial placement and pole position are determined by a 2d8 roll. During consecutive turns, the player currently with the lowest speed and in last place gets goes first. Then progressively the opposite direction, i.e. first place goes last.

Player turns – Players perform actions during their turn.

End Phase – Determine last place to first place bikes to establish following turn order.

### ***Maneuver Test***

All reference to Maneuver Tests will be a target number 5+ test, unless modified by a bike upgrade, with the total number of dice in the player's pool being 6 - current speed.

Speed 0 : 6d8

Speed 1 : 5d8

Speed 2 : 4d8

Speed 3 : 3d8

Speed 4 : 2d8

Speed 5 : 1d8

### ***Exploding d8's.***

As in the standard Deadzone game, any 8's rolled on a d8 die during any tests will allow a player to roll an additional d8 die for every 8 rolled.



### **Survival Tests**

Always 3d8 regardless of wounds. The bikes are just that sturdy!

### **Avoiding Terrain/Obstacles/Models**

If at any time a model should, during its movement, come into contact with another players model, terrain, or obstacle, they MAY avoid this collision by making a maneuver test with a single success required to pass. They must make a test for every model or piece of terrain they may come in contact with or are attempting to avoid. For example, Player A travelling at Speed 4 in a straight line that would make his path of travel through Player B and a piece of terrain. Player A must make a 2d8 (Speed 4) 5+ Maneuver Test. If the player succeeds, he must make a second test when coming into contact with the piece of terrain. If the player fails either test, it will result in either a collision causing a Survival test, 3d8 vs (Current Speed)d8 5+.

### **Actions**

2 actions can be taken in any order; 1 MUST be a MOVE type action. You cannot take duplicate actions in the same turn.

#### **FREE Action**

##### **ACCELERATE / BRAKE:**

At any time during a player's turn the player may raise/lower current Speed by one level per success on a Maneuver Test. Riders currently at Speed 5 receive +1d8 to their pool to perform a Brake action.

#### **SINGLE Action**

##### **MOVE:**

*Maintain current speed.*

Move = Move player's model in a straight line. Players must their move full distance.  
(No check unless coming into contact with another model or piece of terrain.)

*Slide. (Counts as a Move/Maintain Current Speed action)*

*Move full Speed in cubes in the direction currently facing with a "slide" move left or right one cube per success on a Maneuver Test. Players must still move their full distance in cubes equal to their current speed. The slide move can be done at any point along the line of travel*

##### **MANEUVER:**

*Changing facing:*

*Players may turn models 45 degrees per success; 45 degrees =1 Success on Maneuver Test, 90 degrees = 2 successes on Maneuver Test, and so on.*



### SHOOT:

Standard shooting test. Shoot Vs Survive

Shooting with vehicle mounted weapon: Target must be directly in front of attacker in line of sight drawn in a line 50mm wide (width of base) with a 5 cube range. Any part of a single model intersecting this line is considered a viable target. You must shoot at the closest model intersecting this line. Attacker firing vehicle weapon is allowed 1 re-roll of a die that fails to hit.

Pistol shot: 180 degree line of sight from the front arc of bike, 2 cube range. Any part of a single model intersecting this line is considered a viable target. You must shoot at the closest model intersecting this line.

Shooting success: 1 Wound per difference in successes. Vehicles have 3 wound points. Damage is repairable as a Short Action during the players turn.

### SIDE SWIPE:

Using your current speed, a player may make a Maintain Current Speed or Slide action, entering a cube currently occupied by another model. Make a Fight vs Fight/Survive test. Due to the speed of impacts, the dice pool will be adjusted according to speed. The number of dice used for tests will be equal to the players current Speed EXCEPT for an opposed Survive Test which is always 3d8. The bikes are no stronger or weaker going different speeds. (A Speed 4 model impacting a Speed 2 model will roll 4d8 using their Fight stat as the target number. If the Speed 2 model chooses to Survive, it will roll 3d8 using its Survive stat, but only 2d8 if they choose to Fight.)

Ties: Defenders model is moved by the defender to any adjacent cube not occupied by another model and may change facing up to 45 degrees. Attacking model continues to move up to its full speed.

Attacker Wins: Attacker pushes defender's model one cube to any adjacent cube NOT occupied by another model and may change the opponent's facing to ANY direction. Defending model suffers 1 wound maximum, regardless of difference in successes. IF the defender impacts an object/terrain piece, this results in a (Current Speed) d8: 5+ Damage Vs Survive test. Defenders speed is then reduced to ZERO. Attacking model continues to move up to its full speed. It is possible for the attacking player to choose to move the Defender into the Attackers line of travel, resulting in another Fight vs Fight/Survive test. This is, of course, kind of unsporting but the results can be hilarious!

Defender Wins: Defenders model is moved by the defender to any adjacent cube not occupied by another model and may change to ANY facing. Attacking model continues to move up to its full speed.

### REPAIR:

*5+ Maneuver Test. Each success restores 1 wound point to a vehicle. A model with Speed 0 may turn to face any direction before attempting additional actions*



## ENFORCER JET BIKE

### Actions

#### Free

Accelerate/Brake: Maneuver check to increase/decrease speed  
6 - current speed d8

#### Single

*Move:* (Maintain current speed or slide. Move cuurent speed and/or maneuver check to move side to side.

*Change facing:* Maneuver check.  
45 degree turn per success

*Shoot:* Shoot vs Survive

*Fight:* Fight vs Fight/Survive

*Repair:* Maneuver check to repair wounds

SPEED	MANEUVER	SHOOT	FIGHT	SURVIVE
1-5	5+	4+	6+	4+



## ENFORCER JET BIKE

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SPEED	MANEUVER	SHOOT	FIGHT	SURVIVE
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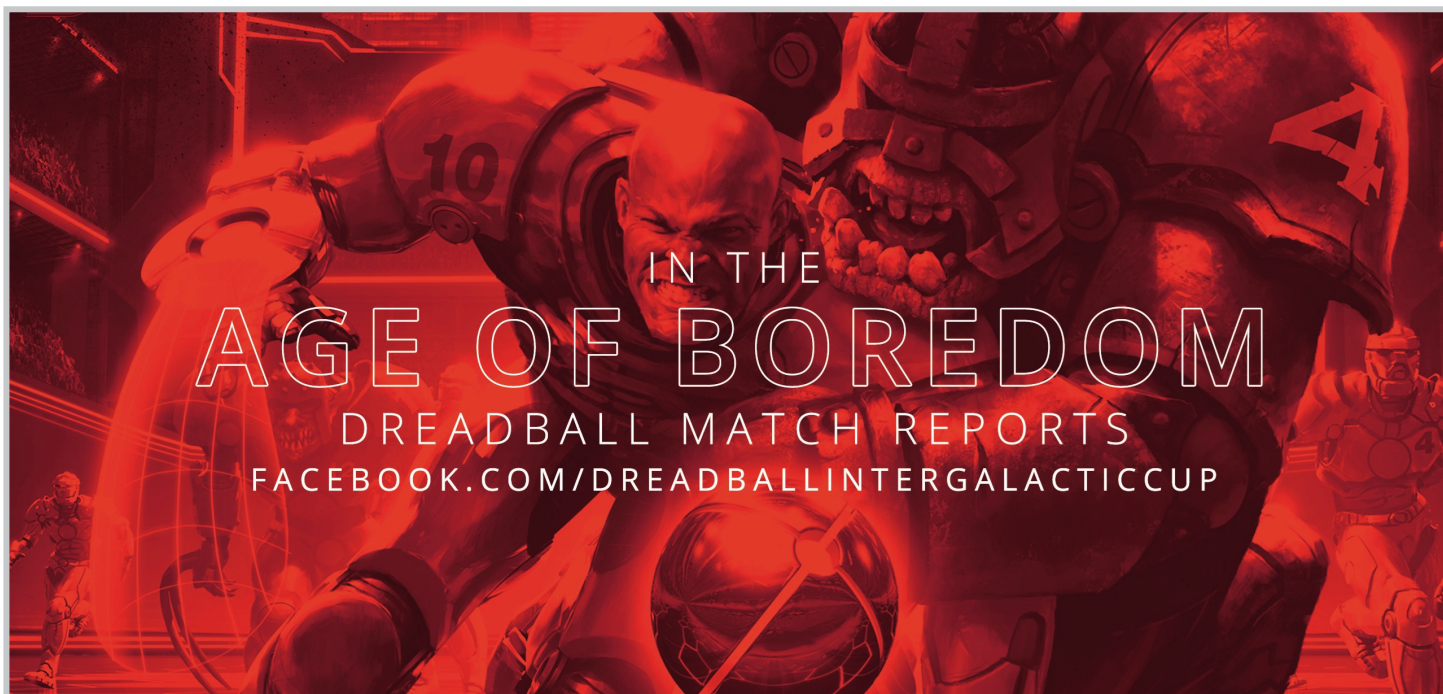
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*Mars Attacks Martian Hero by Marcel Popik*

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### ULTRAVIOLET, PART 2

The humans try in vain to outwit and stall the implacable Veer-myn assault...

### THE MIGHT OF OLD

The final installment of this series, come see the new spells, units, and items for your favorite Kings of War army...

### SURVIVAL OF THE FASTEST

Mantic's own rules, used at their Open Day for jetbike racing. Only the quick can win...

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