

Privateer Press



# NO QUARTER™

SPECIAL  
EDITION

## KICKSTARTER SPECIAL EDITION

*WARMACHINE: TACTICS*  
**MEETS THE TABLETOP**  
STATS FOR ALL SIX VENGEANCE  
NOVICE WARCASTERS!





# PREVIEWS

By Simon Berman, David "DC" Carl, and Will Shick • Art by Todd Harris, RJ Palmer, Viktor Titov, and Andrea Uderzo

The next WARMACHINE expansion, *WARMACHINE: Vengeance*, is in the works, and it is loaded with models that add to the game in new and exciting ways. Although the book releases early next year, we're going to be revealing some of the awesome new warcasters, warjacks, units, and solos here and in upcoming issues of *No Quarter*.

Imagine wading into battle with a squad of skilled warriors at your command, a cadre of ten-ton steam-powered automatons that obey your every thought, and the power of a thunderstorm in the palm of your hand. That's what we want you to experience in *WARMACHINE: Tactics*, the turn-based tactics game that, with your help, will bring the award-winning WARMACHINE miniatures game to your desktop PC or Mac.

Privateer Press has partnered with video game developer WhiteMoon Dreams to bring WARMACHINE to your home computer. This collaboration allows us to explore the world of the Iron Kingdoms in a whole new way and to bring brand new characters to life. The star of *WARMACHINE: Tactics* is the Cygnaran journeyman warcaster Lieutenant Allison Jakes, and she's joined by a host of fresh faces from other factions who are headed not only to your Mac or PC but to your tabletop as well. Here's a first look at the stats of the new novice warcasters as they will appear in *WARMACHINE: Vengeance*.



## TACTICS

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# LIEUTENANT ALLISON JAKES

## CYGNAR CHARACTER SOLO



### SPELLS COST RNG AOE POW UP OFF

**ENERGIZER** \* SELF CTRL - NO NO

This model spends up to 3 focus points to cast Energizer. Models in its battlegroup that are currently in its control area can immediately advance up to 1" for each focus point spent. Energizer can be cast only once per turn.

**SIDEKICK** 3 6 - - YES NO

Target warjack in this model's battlegroup cannot be knocked down, pushed, placed, or moved by a slam and gains +2 DEF. While this model is B2B with target model, it cannot be knocked down, pushed, placed, or moved by a slam and gains +2 DEF.

### TACTICAL TIPS

**JOURNEYMAN WARCASTER** – This model is a non-warcaster model and is not affected by special rules that specifically affect warcasters. Models with the Attached rule cannot be attached to this model.

## Lieutenant Allison Jakes

A consummate duelist, Lt. Allison Jakes moves across the war-torn battlefields of western Immoren with deadly poise, striking down foes and then darting away to prepare for her next attack. She utilizes her arcane abilities to impart the same fluidity of movement to the warjacks in her battlegroup, granting them a burst of speed at critical moments or imbuing them with the grace of a duelist.

## Using Lieutenant Allison Jakes

Lieutenant Allison Jakes boasts a solid stat line, a pair of magical melee weapons, and a hand cannon for picking off targets at a distance. Her Energizer spell gives her battlegroup greater mobility and can be useful as a defensive repositioning tool in addition to its more obvious application of getting targets into range of her battlegroup's guns. Jakes' Sidekick spell is an exceptional defensive measure for the lieutenant and one warjack in her battlegroup. Taking a Hunter up to DEF 16 and Jakes up to DEF 17 is impressive, but it's immunity to knockdown, push, place, and slam that guarantees enemies don't negate DEF bonuses by using knockdown or repositioning tricks.

One gameplay element that sets Jakes apart from the other novice warcasters is her Sprint ability. All these 4-FOC solos can dish out some pain in melee, but Jakes can live to fight another day by Sprinting away after battle. Add in a 1- or 2-point Energizer, and she can be well away from forces seeking retaliation.

## JAKES

Fearless

**Journeyman Warcaster** – This model is not a warcaster but has the following warcaster special rules: Battlegroup Commander, Control Area, Focus Manipulation, Power Field, and Spellcaster.

**Parry** – This model cannot be targeted by free strikes.

**Sprint** – At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

### MECHANIKA BLADE

Magical Weapon

### DUELING DAGGER

Magical Weapon

JAKES						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	6	5	15	13	7

HAND CANNON			
RNG	ROF	AOE	POW
12	1	–	12

MECHANIKA BLADE	
POW	P+S
5	10

DUELING DAGGER	
POW	P+S
2	7

<b>FOCUS</b>	4
<b>DAMAGE</b>	5
<b>FIELD ALLOWANCE</b>	C
<b>POINT COST</b>	3
<b>SMALL BASE</b>	

Army selections like Rangers work well with Jakes and her battlegroup, providing a real boost to their ranged accuracy, while others provide more specific benefits (like a Grenadier double-dipping from Jakes' support as well as from a Trencher Master Gunner). Plenty of Cygnaran warcasters should consider adding the good lieutenant to their team, but Captain Victoria Haley and Major Brisbane stand out thanks to the benefits of Blitz and Temporal Barrier or Breach, Foxhole, and Mage Sight, respectively.

## NOVICE WARCASTER PRIMER—INTRODUCTION

Though the Journeyman Warcaster ability has been around since the first printing of *WARMACHINE: Prime* was released back in 2003, models with this ability are just now becoming available for five out of the six factions represented in this preview article. These models have certain self-evident applications, but they are also deceptively versatile. Focus is a powerful force, and a 4-FOC solo is a true threat on the tabletop battlefields of *WARMACHINE*, as each and every one of these new novice warcasters will show.



# INITIATE TRISTAN DURANT

## PROTECTORATE CHARACTER SOLO



### SPELLS COST RNG AOE POW UP OFF

SPELLS	COST	RNG	AOE	POW	UP	OFF
<b>FORTIFY</b>	2	6	-	-	YES	NO
Target warjack in this model's battlegroup gains +2 ARM. The affected model and any friendly model B2B with it cannot be knocked down, pushed, or moved by a slam.						
<b>IMMOLATION</b>	2	8	-	12	NO	YES
Immolation causes fire damage. . On a critical hit, the model hit suffers the Fire continuous effect. .						

### TACTICAL TIP

**JOURNEYMAN WARCASTER** – This model is a non-warcaster model and is not affected by special rules that specifically affect warcasters. Models with the Attached rule cannot be attached to this model.

## Initiate Tristan Durant

Initiate Tristan Durant stands ready to lead his battlegroup against any who threaten the faithful of Menoth. Tristan can see beyond the physical, so heretics and blasphemers have no hope of hiding from his righteous sight. When he finds unbelievers, Tristan quickly cleanses their stain from the battlefield with the might of his blessed warjacks and his own holy fire.

## Using Initiate Tristan Durant

The Protectorate of Menoth's new novice warcaster doesn't have the flashiest stat line or weaponry, but appearances can be deceiving. Durant's melee damage output is respectable, especially against targets attempting to benefit from defensive spell effects. His boosted Immolation spell is also quite beneficial at times. Not only does the spell have good odds of causing the fire continuous effect, but Durant ignores concealment, Camouflage, and Stealth as well. Fortify is a rock-solid defensive spell for protecting a warjack in Durant's battlegroup and even gives some protection to other friendly models in base-to-base contact.

The thing that really sets Initiate Tristan Durant apart is not his abilities but his faction. The Protectorate of Menoth is jam-packed with amazing warjack support, and warjacks under the control of a solo with the Journeyman Warcaster ability can benefit from Choirs of Menoth, Vassal solos, and Reclaimers just as well as warjacks can under a warcaster.

### DURANT

Fearless

**Journeyman Warcaster** – This model is not a warcaster but has the following warcaster special rules: Battlegroup Commander, Control Area, Focus Manipulation, Power Field, and Spellcaster.

**True Sight** – This model ignores concealment, Camouflage, and Stealth.

### BATTLE STAFF

Magical Weapon

Reach

**Blessed** – When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.

DURANT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	5	5	14	15	7

BATTLE STAFF	
POW	P+S
6	11

<b>FOCUS</b>	4
<b>DAMAGE</b>	5
<b>FIELD ALLOWANCE</b>	C
<b>POINT COST</b>	3
<b>SMALL BASE</b>	

The aforementioned 'jack support models are always beneficial with Durant, but in the Protectorate of Menoth army synergies abound. Use Durant with a Redeemer alongside High Exemplar Kreoss for extra "drop-and-pop" power, give him a Repenter when fighting beside Grand Scrutator Severius for effective RAT 8, POW 15 sprays with plenty of boosts, or use him with a Devout alongside the Harbinger of Menoth for an ARM 20 protector for the Harbinger while she in turn protects Durant with Martyrdom.

## NOVICE WARCASTER PRIMER— 'JACK ATTACK

The most obvious application of 4 additional focus points is to allocate them! An army's warcaster can only support so many warjacks in his battlegroup, but a model with the Journeyman Warcaster ability can increase that instantly. This does pose some risks, however; should one of the novice warcasters fall in battle, any warjacks under his control instantly become inert. Mitigate this concern by using a warjack with a low cost, a ranged attack to fire from safety, or a defensive ability like Shield Guard to protect the novice warcaster.



# KOVNIK ANDREI MALAKOV

## KHADOR CHARACTER SOLO



### SPELLS

SPELLS	COST	RNG	AOE	POW	UP	OFF
<b>RAZOR WIND</b>	2	10	-	12	NO	YES
A blade of wind slices through the target model.						
<b>REDLINE</b>	2	6	-	-	YES	NO
Target warjack in this model's battlegroup gains +2 STR and SPD and can run, charge, or make power attack slams or tramples without spending focus. When it ends its activation, it suffers d3 damage points.						

### TACTICAL TIPS

**JOURNEYMAN WARCASTER** – This model is a non-warcaster model and is not affected by special rules that specifically affect warcasters. Models with the Attached rule cannot be attached to this model.

**SUCKER!** – This ability is not optional.

## Kovnik Andrei Malakov

A rising star among the Rastoviks from the latest class of the Druzhina, Kovnik Andrei Malakov pushes the warjacks under his control to the limit in order to crush those who oppose him. His uncompromising approach to war demands a high cost from his men and machines, but it is a price Kovnik Malakov is more than willing to pay to achieve victory.

## Using Kovnik Andrei Malakov

Like many things in Khador, Kovnik Andrei Malakov is solid. He has solid SPD and MAT, his RNG is tied for the highest among the novice warcasters, and his melee damage output is respectable. Thanks to Razor Wind, he's also one of just two novice warcasters who can make multiple boosted attacks at range during the same activation. His Redline spell is not merely solid, though; it's outstanding. An additional +2 SPD is just what the doctor ordered in slow, stumpy Khador, and an additional +2 STR puts even a 7-point Juggernaut's P+S value into the 20s.

The real standout ability for Kovnik Andrei Malakov is Sucker! At times, ranged attacks can become a real bane to novice warcasters, but Malakov marches through a rain of bullets with impunity. He may need to throw a loyal subordinate in a bullet's path from time to time (or incessantly), but it is an honorable sacrifice to protect one chosen to command the Motherland's steel soldiers in battle.

## MALAKOV

Fearless

**Journeyman Warcaster** – This model is not a warcaster but has the following warcaster special rules: Battlegroup Commander, Control Area, Focus Manipulation, Power Field, and Spellcaster.

**Sucker!** – If this model is directly hit by an enemy ranged attack, choose a friendly living non-incorporeal warrior model within 2" of it to be directly hit instead. That model is automatically hit and suffers all damage and effects.

## MECHANIKA BLADE

Magical Weapon

MALAKOV							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	4	14	13	8	
HAND CANNON							
RNG	ROF	AOE	POW				
12	1	-	12				
MECHANIKA BLADE							
POW			P+S				
5			11				
FOCUS							4
DAMAGE							5
FIELD ALLOWANCE							C
POINT COST							3
SMALL BASE							

Though Sucker! is an impressive bit of protection (especially around some Shield Walled Man-O-War Shocktroopers), one great option for Malakov is to literally take a page out of *WARMACHINE: Colossals* and lead a mighty Conquest into battle. A Conquest under the effects of Redline is SPD 6, hits at P+S 24, barely notices d3 damage, and can block most avenues of attack to Malakov. Stir in Winter's Chill or Blood Frenzy for some outrageous damage, or call on Kommander Strakhov's Iron Fist for some truly comical threat ranges from a Khadoran warjack on a 120-mm base.

## NOVICE WARCASTER PRIMER—TUNE UP

Each of the new novice warcasters has at least one spell or ability geared toward improving or assisting warjacks, and sometimes more than one. Getting more speed, range, efficiency, or durability out of a warjack is always beneficial, and this represents an improved return on the investment in a novice warcaster. Not only does the army's warcaster save focus, but the novice warcaster's warjack may even outshine the performance of other warjacks in the army.



# AIAKOS, SCOURGE OF MEREDIUS

## CRYX CHARACTER SOLO



### SPELLS COST RNG AOE POW UP OFF

**DEATHBRINGERS** 2 SELF CTRL - NO NO

While within this model's control area, the melee weapons of models in this model's battlegroup gain Grievous Wounds. (When a model is hit by a weapon with Grievous Wounds, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.)

**ESCORT** 2 SELF CTRL - YES NO

Warjacks in this model's battlegroup beginning their activations in its control area gain +2" movement. This model gains +2 ARM while one or more warjacks in its battlegroup are within 3" of it.

### TACTICAL TIPS

**JOURNEYMAN WARCASTER** – This model is a non-warcaster model and is not affected by special rules that specifically affect warcasters. Models with the Attached rule cannot be attached to this model.

**DRAG** – “Any distance” means “as much as necessary” not “any distance the player chooses.”

**ESCORT** – Modifiers to movement apply only to a model's normal movement.

## Aiakos, Scourge of Meredius

Having honed his skills through years of merciless piracy upon the Meredius, Aiakos and his battlegroup move like a specter of death, striking down foes with wicked efficiency. Nowhere is his cruelty more apparent than in his weapon of choice, a powerful harpoon gun. Aiakos uses this terrible weapon to reel in his victims before delivering the coup de grâce.

## Using Aiakos, Scourge of Meredius

Aiakos, Scourge of Meredius definitely has plenty of rules to consider. Jump and Drag with 4 Focus for boosts gives him a remarkable 17" melee threat range. With the highest P+S among the novice warcasters, this becomes even more impressive. Aiakos is also far more survivable than his stat line implies, thanks to the Escort spell and the Stealth advantage. Escort also supplies his warjacks with extreme charge threat ranges, considering the starting SPD values of bonejacks and helljacks.

Though there are many great abilities to choose from for Aiakos' standout ability, Deathbringers ekes out a spot above the rest. Grievous Wounds can be a game-winning ability against HORDES warlocks due to its ability to deny damage transfers. A Scavenger could risk a couple of free strikes to deal the scratch that dooms an enemy warcaster, or a Reaper could reel in the warlock before delivering the fatal blow. Don't hesitate to use Aiakos himself to jump into position and set up victory.

## AIAKOS

Fearless

Stealth

**Journeyman Warcaster** – This model is not a warcaster but has the following warcaster special rules: Battlegroup Commander, Control Area, Focus Manipulation, Power Field, and Spellcaster.

**Jump** – After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5" of its current location. Any effects that prevent it from charging also prevent it from using Jump.

### HARPOON

Magical Weapon

**Drag** – If this weapon damages an enemy model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed any distance directly toward this model. After the damaged model is moved, this model can make one normal melee attack against the model pushed. After resolving this melee attack, this model can make additional melee attacks during its combat action.

### BLADE

Magical Weapon

ARM and DEF debuffs are a pretty obvious choice with Aiakos, making the pirate novice warcaster and his battlegroup more effective against a prime target. Buffs such as Pirate Queen Skarre's Blood Magic can turn Aiakos from an impressive melee solo into a truly terrifying one. Positional effects like Hellmouth or Telekinesis are subtler, but they can provide just the right opening to make Deathbringers shine.

AIAKOS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	5	14	14	7

HARPOON				
RNG	ROF	AOE	POW	
6	1	–	10	

BLADE	
POW	P+S
6	12

<b>FOCUS</b>	4
<b>DAMAGE</b>	5
<b>FIELD ALLOWANCE</b>	C
<b>POINT COST</b>	3
<b>SMALL BASE</b>	

## NOVICE WARCASTER PRIMER— MARKSMEN

It's no secret that models can inflict a whole lot of damage on a charge, and it's somewhat rare to see a heavy warjack or warbeast fall to a rain of lead compared to a rain of blows from axe, mace, or sword. Still, ranged options are a vital asset for the cunning general, allowing him to dispatch key support solos or Officer models at a distance. Though FOC 4 and RAT 4–RAT 5 may not seem like impressive attack scores, don't forget boosting. A novice warcaster's boosted gunshot or magical bolt is more accurate than a gunshot from a Tempest Blazer or a Widowmaker.



# ELARA, TYRO OF THE THIRD CHAMBER

## RETRIBUTION CHARACTER SOLO



### SPELLS COST RNG AOE POW UP OFF

#### BATTLE CHARGED 2 SELF CTRL - YES NO

While in this model's control area models in its battlegroup gain Counter Charge. (When an enemy model advances and ends its movement within 6" of a model with Counter Charge and in its LOS, the model with Counter Charge can immediately charge it. If it does, it cannot make another counter charge until after your next turn. A model cannot make a counter charge while engaged.)

#### CONVECTION 2 10 - 12 NO YES

When Convection destroys a living enemy model, allocate 1 focus point to a warjack in this model's battlegroup that is in its control area.

### TACTICAL TIPS

**JOURNEYMAN WARCASTER** – This model is a non-warcaster model and is not affected by special rules that specifically affect warcasters. Models with the Attached rule cannot be attached to this model.

**EXTRACTION** – A warjack cannot exceed normal focus allocation limits as a result of Extraction.

**CONVECTION** – A warjack cannot exceed normal focus allocation limits as a result of Convection.

## Elara, Tyro of the Third Chamber

Elara, Tyro of the Third Chamber, has forged herself into the perfect instrument for the Retribution of Scyras to wield in their war against the human arcanists. As she darts from foe to foe, each kill imbues her myrmidons with power she readily unleashes against the most dangerous men and machines in an opponent's arsenal. Elara and her myrmidons stand ever vigilant and prepared to face any danger in service to the Retribution.

## Using Elara, Tyro of the Third Chamber

Elara, Tyro of the Third Chamber's stat line, melee damage output, and offensive spell are comparable to many of the other novice warcasters. Her combat style stands out from the crowd due to Side Step, granting her additional movement to carve deeper into enemy lines or to move away from danger. Her Battle Charged spell is also unique, granting her battlegroup Counter Charge. When it's possible for her battlegroup to Counter Charge late in an opponent's turn, this puts them in prime position for a major offensive on the following turn.

Elara's standout characteristic is her ability to distribute focus to her battlegroup via combat. Whether it's a Convection spell or a series of Extraction attacks, Elara can use enemy casualties to fuel her myrmidons. This can allow a sort of "leapfrog" combat style in which Elara carves through an enemy's front line, and her warjacks charge into the models that threaten counterattacks.

## ELARA

Fearless

**Journeyman Warcaster** – This model is not a warcaster but has the following warcaster special rules: Battlegroup Commander, Control Area, Focus Manipulation, Power Field, and Spellcaster.

**Side Step** – When this model hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved. This model cannot be targeted by free strikes during this movement.

## BLADE

Magical Weapon

**Extraction** – When a living enemy model is destroyed by this attack, allocate 1 focus point to a warjack in this model's battlegroup that is in its control area.

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

BLADE		
	POW	P+S
	4	10

<b>FOCUS</b>	4
<b>DAMAGE</b>	5
<b>FIELD ALLOWANCE</b>	C
<b>POINT COST</b>	3
<b>SMALL BASE</b>	

Effects like Kaelyssa, Night's Whisper's The Vanishing feat, Vyros, Incissar of the Dawnguard's Deflection spell, or a House Shyeel Artificer's Force Wall spell vastly improve Elara's survival rate. Correctly assessing opposing forces and threat vectors remains a critical skill, however, to enable Elara and her Griffons to leapfrog through enemy forces, leaving carnage in their wake.

## NOVICE WARCASTER PRIMER— DOWN AND DIRTY

Once battle is joined, sniping a key target becomes less of an option. The novice warcasters are no slouches in melee, however. Whether it's boosting to hit DEF 15 targets on average rolls or making 5 to 6 melee attacks in a single turn against low-DEF targets, these models are deceptively skilled melee combatants. Once their 4 focus points have been taken into account, they rival some of the most impressive melee solos in their respective factions.



# GASTONE CROSSE

## MERCENARY CHARACTER SOLO



### SPELLS COST RNG AOE POW UP OFF

**FIRE GROUP** 2 SELF CTRL - NO NO

While in this model's control area, the ranged weapons of models in its battlegroup gain +2 RNG. Fire Group lasts for one turn.

**MOVING SHADOWS** 2 SELF CTRL - YES NO

While in this model's control range, models in its battlegroup gain Gun-and-Run. (At the end of its activation, if a model with Gun-and-Run destroyed one or more enemy models with ranged attacks this activation it can make a full advance.)

### TACTICAL TIP

**JOURNEYMAN WARCASTER** – This model is a non-warcaster model and is not affected by special rules that specifically affect warcasters. Models with the Attached rule cannot be attached to this model.

## Gastone Crosse

A master of hit-and-run tactics, Gastone Crosse prefers to strike down his enemies from a distance. The report of his pistol Gypsy Kiss and the thunder of his warjack's cannons are the last things his enemies hear before their souls depart for Urcaen. In perfecting his favored approach to war, Gastone bends his arcane might to extending the range of his battlegroup's firearms, while each kill provides them with a burst of arcane speed to quickly reposition for their next deadly salvo.

## Using Gastone Crosse

Gastone Crosse is a sneaky, back-alley warcaster who's not afraid to fight dirty. His Fire Group spell gives his battlegroup an advantage in the ranged game, and attacks (melee or ranged) that fail to tag Crosse send him immediately scampering for cover, thanks to Dodge. When cornered, Crosse teams up with Mercenary warjacks for the Flank bonus to hit and damage, and his Llaelese background gives him easier access to Vanguard's, warjacks that fit well with his ranged game and keep him protected from harm with Shield Guard.

Gastone Crosse's standout quality is Gypsy Kiss, his augmented mechanika pistol. In addition to the Magical Weapon advantage, Gypsy Kiss has ROF 2, a first for a model with the Journeyman Warcaster ability. Fire Group can give extra range when needed, but Moving Shadows is far more important. So long as Crosse keeps taking out enemies with Gypsy Kiss, he can make a Full Advance at the end of every activation.

**Mercenary** – This model will work for Cygnar, Protectorate, and the Four Star and Talion contracts.

### CROSSE

 **Fearless**


**Dodge** – This model can advance up to 2" immediately after an enemy attack that missed it is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.

**Flank [warjack]** – When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

**Journeyman Warcaster** – This model is not a warcaster but has the following warcaster special rules: Battlegroup Commander, Control Area, Focus Manipulation, Power Field, and Spellcaster.

**Scavenger [Vanguard]** – Reduce the point cost of Vanguard warjacks in this model's battlegroup by 1.

### GYPSY KISS

 **Magical Weapon**

CROSSE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	5	14	14	7

GYPSY KISS			
RNG	ROF	AOE	POW
12	2	-	12

KNIFE	
POW	P+S
3	8

<b>FOCUS</b>	4
<b>DAMAGE</b>	5
<b>FIELD ALLOWANCE</b>	C
<b>POINT COST</b>	3
<b>SMALL BASE</b>	

There are plenty of great Mercenary support options for Crosse, regardless of the army's warcaster. Master Gunner Dougal MacNaile can use Double Powder Ration to give Crosse's battlegroup a free Fire Group once a game or Lady double dip for an effective Snipe on each model instead. Aiyana's Kiss of Lyliss or Gorman di Wulfe's Rust grenade can enhance the battlegroup's damage, and when it comes to warcasters, be sure to consider Drake MacBain. The boisterous commander's True Grit feat is perfect to guarantee that Crosse will stay in the battle for at least one more round.

## NOVICE WARCASTER PRIMER—SUMMATION

As with veteran warcasters, these new novice warcaster characters are much more than the sum of their parts. Sure, they can control a battlegroup and reduce the focus burden on the warcaster, but they can also enhance their warjacks with powerful support spells, dispatch enemy models from a distance, and even mix it up in melee combat when circumstances require. Tabletop commanders should be sure to protect these valuable assets while still giving them a chance to shine.



# COMMANDER DALIN STURGIS

## CYGNAR WARCASTER



SPELLS	COST	RNG	AOE	POW	UP	OFF
<b>ARCANE SHIELD</b>	2	6	-	-	YES	NO
Target friendly model/unit gains +3 ARM.						
<b>CONVECTION</b>	2	10	-	12	NO	YES
When Convection destroys a living enemy model, allocate 1 focus point to a warjack in this model's battlegroup that is in its control area.						
<b>LIGHTNING STORM</b>	3	8	3	10	NO	YES
Models hit suffer a POW 10 electrical damage roll ⚡. The AOE remains in play for one round. Models entering or ending their activations in the AOE suffer a POW 10 electrical damage roll ⚡.						
<b>SNIPE</b>	2	6	-	-	YES	NO
Target friendly model's/unit's ranged weapons gain +4 RNG.						
<b>TELEPORT</b>	2	SELF	-	-	NO	NO
Place this model anywhere completely within 8" of its current location, then its activation ends.						

### Commander Dalin Sturgis

Much like his pupil Allison Jakes, Commander Dalin Sturgis is a master duelist who believes in leading his troops from the front lines. Nimble and deadly, Sturgis has honed his impressive combat skills to lend support to his warjacks and soldiers even as he surges across the battlefield delivering death from his twin-bladed mechanical staff. For those who dare threaten his beloved homeland, a flurry of precisely targeted blades rends their lives from their bodies before Commander Sturgis disappears in a flash of arcane light to track down his next opponent.

### Using Commander Dalin Sturgis

Sturgis represents a number of firsts. He's the first warcaster to be released simultaneously with his epic incarnation, the first warcaster to maintain the same feat across multiple incarnations, and the first warcaster to switch factions between versions! There are a number of changes between Commander Dalin Sturgis and Sturgis the Corrupted, but the most critical difference is their respective faction alignments.

Within Cygnar, Sturgis has broader access to powerful ranged support options, and his Snipe spell turns intimidating ranged models/units into terrifying ones. Commander Sturgis also has Arcane Shield to ratchet up a model/unit's survival rating and a couple of direct damage spells in Convection and Lightning Storm.


Teleport, the final spell in the arsenal, ties very closely into Commander Sturgis' combat style. Though he can always allocate focus to warjacks, cast support spells, and pop off hand cannon shots, Sturgis is most impressive when he charges into melee. Not only can he charge through rough terrain, sling Electro Leaps and Feedbacks, Flash through combat, and Teleport away after the fight, but Sturgis can also attack with both sides of his battle blade for a single focus point. This vastly enhances his combat efficiency, making him a blender for opposing troops and a viable threat to warjacks and warbeasts with moderate armor.

### FEAT: DEAD ON ARRIVAL

Enemy non-warlock, non-warcaster models in Sturgis' control area are pushed 3" directly toward Sturgis in the order you choose. Then enemy models within 3" of Sturgis suffer a POW 12 magical damage roll. For each model destroyed by Dead on Arrival, you can allocate 1 focus point to a warjack in Sturgis' battlegroup in his control area.

### STURGIS


**Chain Attack: Flash** – If this model hits the same target with both its initial melee attacks, after resolving the attacks you can immediately place this model anywhere completely within 3" of its current location.

**Relentless Charge** – This model gains Pathfinder  during activations it charges.

**Reversal** – When a model misses this model with a charge or a power attack, the attacking model is knocked down.

**Snap Strike** – This model can make one additional attack with each melee weapon for each focus point spent to make additional attacks.


### BLADE (LEFT)

 **Magical Weapon**

 **Reach**

**Feedback** – If this weapon damages a warjack that is part of a battlegroup, its controller suffers 1 damage point.

### BLADE (RIGHT)

 **Magical Weapon**

 **Reach**

**Electro Leap** – When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ⚡.

STURGIS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	5	16	15	9
HAND CANNON						
RNG	ROF	AOE	POW			
12	1	-	12			
BLADE (LEFT)						
POW	P+S					
7	13					
BLADE (RIGHT)						
POW	P+S					
7	13					
FOCUS	6					
DAMAGE	18					
FIELD ALLOWANCE	C					
WARJACK POINTS	+6					
SMALL BASE						

Last but not least, Dead on Arrival meshes beautifully with Sturgis' melee-oriented style. This feat has a number of parts, but it is typically at its best when used after charging into combat. DOA pushes enemy models closer to Sturgis, those pulled too close suffer a POW 12 (boostable) magical damage roll, and any casualties fuel Sturgis' warjacks. Even models that are not drawn into the maelstrom of Sturgis' blades are pulled closer to the newly fueled warjacks, thus hastening their destruction.



# STURGIS THE CORRUPTED

## CRYX EPIC WARCASTER



SPELLS	COST	RNG	AOE	POW	UP	OFF
<b>BLOOD RAIN</b> Blood Rain causes corrosion damage . Models hit suffer the Corrosion continuous effect .	3	8	3	12	NO	YES
<b>CONVECTION</b> When Convection destroys a living enemy model, allocate 1 focus point to a warjack in this model's battlegroup that is in its control area.	2	10	-	12	NO	YES
<b>OCCULTATION</b> Target friendly model/unit gains Stealth .	2	6	-	-	YES	NO
<b>PARASITE</b> Target model/unit suffers -3 ARM and this model gains +1 ARM.	3	8	-	-	YES	YES
<b>TELEPORT</b> Place this model anywhere completely within 8" of its current location, then its activation ends.	2	SELF	-	-	NO	NO

### Sturgis the Corrupted

Having pledged his immortal soul in service to the Dragonfather, Dalin Sturgis is as corrupt as he was once honorable. Death has done nothing to curb the depraved power of this once great Cygnaran warcaster, who now bends his formidable fighting prowess against those he used to call brother and friend. Though he maintains the same reflexes and skills he held in life, Dalin Sturgis no longer seeks to use his power to protect those around him; instead, his service to Lord Toruk has turned his arcane strength to delivering death to his enemies.

### Using Sturgis the Corrupted

From a story standpoint, very little time has passed between Commander Dalin Sturgis and his epic model, Sturgis the Corrupted. These models share a number of spells and abilities as well as the Dead on Arrival feat; the changes represent Sturgis' newly undead body and corrupted magic. Convection and Teleport remain, but Snipe has turned to Occultation, Arcane Shield has mutated into Parasite, and Lightning Storm has corroded into Blood Rain.

These inverted spell choices change up Sturgis' play style in a number of ways, but it's his access to a Cryxian Army instead of a Cygnaran one that makes an even bigger difference. Skarlock Thralls, Warwitch Sirens, and the Withershadow Combine replace Cygnaran support models to enhance Sturgis in a whole new way. Further, cheaper arc nodes make it easier to spread the plague of Blood Rain and Parasite.

Sturgis the Corrupted shares the melee prowess of his precursor but with Cryxian flair. Soul Eater and Death Strike replace Feedback and Electro Leap, but even more important, Chain Attack: Dark Shroud replaces Chain Attack: Flash. Between Parasite and Dark Shroud, Sturgis the Corrupted is far more adept at dealing with opposing heavy armor, though the loss of Flash makes him a bit less adept at the infantry blender technique.

### FEAT: DEAD ON ARRIVAL

Enemy non-warlock, non-warcaster models in Sturgis' control area are pushed 3" directly toward Sturgis in the order you choose. Then enemy models within 3" of Sturgis suffer a POW 12 magical damage roll. For each model destroyed by Dead on Arrival, you can allocate 1 focus point to a warjack in Sturgis' battlegroup in his control area.

### STURGIS

Undead

#### Chain Attack: Dark Shroud

- If this model hits the same target with both its initial melee attacks, after resolving the attacks it gains Dark Shroud for one turn. (While in the melee range of a model with Dark Shroud, enemy models suffer -2 ARM.)

**Relentless Charge** - This model gains Pathfinder during activations it charges.

**Reversal** - When a model misses this model with a charge or a power attack, the attacking model is knocked down.

**Snap Strike** - This model can make one additional attack with each melee weapon for each focus point spent to make additional attacks.

#### BLADE (LEFT)

Magical Weapon

Reach

**Soul Eater** - This model gains one soul token for each living enemy model destroyed as a result of an attack made with this weapon. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

#### BLADE (RIGHT)

Magical Weapon

Reach

**Death Strike** - If this attack destroys a living model, after resolving the attack choose a model within 4" of this model. The chosen model suffers a damage roll with a POW equal to the STR of the model destroyed by the attack.

STURGIS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	7	5	15	16	8	
HAND CANNON							
RNG	ROF	AOE	POW				
12	1	-	12				
BLADE (LEFT)							
POW	P+S						
7	13						
BLADE (RIGHT)							
POW	P+S						
7	13						
FOCUS						6	
DAMAGE						18	
FIELD ALLOWANCE						C	
WARJACK POINTS						+6	
SMALL BASE							

Dead on Arrival maintains a critical place in Sturgis' arsenal, most notably for the positional advantage it provides. While DOA damage against Parasited targets is likely to spell lots of focus for Sturgis' bonejacks and helljacks, it's the extra 3" threat range for Bane Thralls and Mechanithralls that is likely to keep an opposing army shaking with fear.