



OPENING SALVO

WRATH & RETRIBUTION

I have a confession to make, one that often sets me apart from others working and playing within the gaming industry. Since this is a new year and a time for resolution, I think it's high time I get this off my chest.

I don't like elves.

I know they are a traditional staple of the fantasy genre, but they do nothing for me. I think it's largely because elves typically embody a level of restraint directly counter to my play style in both miniatures games and RPGs. I much prefer the in-your-face-with-an-axe attitude embodied by more violence-prone races.

I'll admit, I carried my disdain of all things elven into my position here at Privateer Press. I was prepared to dislike the elves of the Iron Kingdoms as much as those of any other setting . . . and then I got a look at the Retribution of Scyrah.

Wow, these guys are really mean, I thought to myself as I flipped through *Forces of WARMACHINE: Retribution of Scyrah*. Most of the standard elven tropes were absent, and in their place were a bunch of angry, vengeance-fueled bad-asses driven by homicidal xenophobia. Combine the faction's murderous disdain for humanity with their sleek armor and copious pointy and shooty killing devices—not to mention some of the coolest warjacks in the setting—and you've got a bunch of elves I can get behind.

As the newest devotee of the Retribution, I've dedicated a good portion of this issue to the glories of Iosan vengeance. Power Progression teaches you how to craft a multipurpose Retribution army that excels at dealing death in both melee and at range; Guts & Gears

focuses on the Dawnguard, presenting solid tactics for Invictors and Sentinels plus a painting tutorial for a new Retribution color scheme; and Terrain Building shows you how to create simple and thematic Iosan terrain. On top of that, perhaps you noticed the stunning cover piece depicting the newest Retribution warcaster Lord Arcanist Ossyan, who will be revealed in *WARMACHINE: Wrath*.

Want to see more *Wrath* previews? No problem. This issue also features the first *No Quarter* preview of the upcoming book, along with an article explaining the rules for the new Ranking Officer models. In addition, Concept Carnage gives you a further sneak peek at some of the awesome *Wrath* models headed your way in the very near future.

However there's much more than just *Wrath* and Retribution in this issue. Tales of the Iron Kingdoms returns with a story about the dreaded Totem Hunter, Strategic Academy covers Minions, the Gavyn Kyle Files gives you the skinny on Saxon Orrik, and studio painter Matt DiPietro teaches you how to use the underpainting technique in the first installment of Studio Secrets.

This issue also marks the beginning of a very special year. Privateer Press celebrates its 10-year anniversary in 2011, and *No Quarter* will contribute to the festivities with new articles and a few other surprises. Stay tuned for more 10-year anniversary goodness.

As we move into 2011 with a schedule full of awesome *WARMACHINE* and *HORDES* releases, I would like to thank the Retribution of Scyrah for helping me put aside my anti-elven bigotry and teaching me that elves can throw down with the best of 'em.

Aeryn Rudel
-Editor-in-Chief