

POWER PROGRESSION

RETRIBUTION OF SCYRAH

By Will Shick

Art by Neil Roberts and Andrea Uderzo

Building an army for WARMACHINE from the ground up is always an exciting prospect to me. The opportunity to assemble, customize, and learn a whole new force is what keeps me coming back time after time. Even small tweaks here and there can lead to a whole new project. Sometimes, however, all it takes is a new kid on the block.

The Retribution of Scyrah is the newest WARMACHINE faction, but they boast some of the most powerful troops and warjacks (commonly called myrmidons) ever seen on the battlefields of the Iron Kingdoms. From the disciplined ranks of Dawnguard to the elusive and deadly Mage Hunters, a Retribution general is spoiled by the amount of elite troops he has at his disposal. This supremacy comes at a price, however, as the forces of the Retribution usually find themselves outnumbered by their opponents.

Anyone who has played against me in a game of WARMACHINE knows I am a big fan of the multipurpose troop. I *want* chocolate in my peanut butter. Sure, quantity can make up for quality, but at the end of the day, I want to know I threw my lot in with the best of the best. I want to go into a fight with tactical flexibility, and the Retribution of Scyrah has tactical flexibility in spades.

In this installment of Power Progression, I am going to change things up a bit. First, I will only be focusing on a single warcaster until I get to the 100-point mark. Second, we are going to step away from the Theme Forces and instead focus on building an army around threat vectors.

While I enjoy the modeling and tactical challenges Theme Forces present, they aren't the only way to determine a focus for your army. Instead of basing army selection on an aesthetic or narrative theme, this time around I want to build an army based on a play style. Specifically, I'll be focusing on the idea that everything in the army provides at least two

threat vectors. To put that more colloquially: there are two ways to kill something's face. Of course, the Retribution is filled with plenty of ideal candidates for this theme, as nearly every model in the army has a combination of the three threat types: magic, melee, and ranged.

With the basics out of the way, it's time to get to the business of army selection.

