



OPENING SALVO

ALEXIA UNBOUND

Before there was WARMACHINE, HORDES, *Monsterpocalypse*, or any of the Privateer Press games we all know and love, there was the Witchfire Trilogy. This series of RPG modules released in 2002 introduced a character that has, in many ways, become the iconic poster girl of the Iron Kingdoms: Alexia Ciannor.

Alexia and her tragic story are for many their first encounter with Privateer Press and the Iron Kingdoms, and her actions in the Witchfire Trilogy have helped shape a world that would eventually give birth to the immersive setting of both WARMACHINE and HORDES. Obviously, Alexia has moved from the original Iron Kingdoms RPG and into the exciting world of WARMACHINE, plying her sorcerous talents as a mercenary for hire. Her association with WARMACHINE doesn't end there, though. Privateer Press has bestowed epic status on Alexia, and her new epic model (Alexia, Mistress of the Witchfire) is previewed in this very issue.

In fact, we've got a whole Alexia extravaganza in *No Quarter #37*. Besides the aforementioned preview you'll see her in Modeling & Painting, where Matt DiPietro lays down a step-by-step painting tutorial for the new epic model. After that, we finish off the Alexia content with a short story detailing a pivotal moment in her life, one that set her firmly on the path to infamy.

This issue also offers up the second article for Unbound, the new large-scale combat system for WARMACHINE and HORDES. We outlined the basic Unbound rules in *No Quarter #36*, so this time around, we're giving you a dozen Unbound-specific scenarios to add some variety to your epic tabletop confrontations.

No Quarter #37 presents the first HORDES:

Domination previews, with an exclusive sneak peek at two of the new warlocks featured in the upcoming book. Then it's into the fray with the Battle Report, where you'll get a look at two of the new warcasters introduced in WARMACHINE: Wrath as Lord Exhumator Scaverous and Thyra, Flame of Sorrow duke it out in the desolate wastes of the Bloodstone Marches

Also in this issue, WhiteMoon Dreams gives you an update on the WARMACHINE video game and presents some tantalizing screen shots from the game in development; the fourth installment of Forces of Distinction presents all-new Theme Forces for Cryx and Cygnar; and Guts & Gears presents an in-depth look at the Ogrun Assault Corps along with a detailed painting guide on converting the assault corps into a hard-bitten Cygnaran unit under the leadership of Captain Jonas Murdoch.

In all, *No Quarter #37* is an issue bursting with exciting previews of things to come and new content you can use in your tabletop battles right away.

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