

# A Privateer Press WARMACHINE Battle Report

## GRAVE RECKONING

By David "DC" Carl & Will Hungerford • Chronicled by Aeryn Rudel  
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The Battle Report in *No Quarter* #37 introduces two of the new warcasters from *WARMACHINE: Wrath*, pitting the Protectorate dynamo Thyra, Flame of Sorrow against the necromantic prowess of Cryx's Lord Exhumator Scaverous. This Battle Report also marks the first appearance of Will Hungerford, retail support manager here at Privateer Press. Will brings to the table a boatload of experience with tournament-level WARMACHINE, an encyclopedic knowledge of the rules, and a level of gaming bloodthirst that's more than a little disturbing.

However, Will's opponent is none other than David "DC" Carl, Privateer Press' development manager and likely the most knowledgeable and experienced WARMACHINE player in the known universe. DC also enjoys delivering a healthy (if good-natured) ass-kicking to his opponents and will no doubt give Mr. Hungerford the fight of his WARMACHINE life.

So, sit back, relax, and enjoy this issue's harrowing tale of battle, bravery, and blood in Grave Reckoning.

### Scree Covered Slopes:

The loose, gravel-coated ascent to the rocky hills was treated as difficult terrain.

**Guard House:** This smaller building was treated as an obstruction.

**Rocky Hills:** The tiered rocky hills were treated as hills where models could gain access to them.

# Scenario Rules

Since this is the first meeting between DC and Will on the field of battle, they opted for simple, and chose a basic caster-kill scenario for their confrontation. Both are fairly bloodthirsty players, so there was little doubt that each player would do his utmost to utterly annihilate his opponent's warcaster.

## The Battlefield

Our hypothetical battle between Cryx and the Protectorate of Menoth takes place in the Bloodstone Desert east of the city of Imer. There, in a secluded, desolate valley, a great tower thrusts up from the desert sands. This tower, called the Tower of Unbroken Rest, sits upon an ancient crypt where those who have served Menoth long and well are interred. An honor guard of Knights Errant and a few token warjacks protects the crypt; however, it holds no strategic value, contains no valuables, and is incredibly remote. As such, those manning the Tower of Unbroken Rest do not expect to face a pitched battle against a determined foe.

Unfortunately for those in the Tower of Unbroken Rest, Lord Exhumator Scaverous is quite interested in the crypt below. The dead hold many secrets, and Scaverous is expert at extracting information from ancient moldering corpses. The tower represents a vast store of knowledge, and Scaverous has recently arrived with a force of thralls and helljacks to wrest this knowledge away from its guardians.

However, Menoth has favored the brave guardians of the tower, and shortly before Scaverous and his forces arrived, the tower received another visitor. Thyra, Flame of Sorrow, her personal warjacks, and her retinue of Daughters of the Flame came bearing the body of an important Menite scholar to be interred in the Tower of Unbroken Rest. If Scaverous means to take the tower, he will have to defeat one of the Protectorate's most dangerous and driven warcasters.



**The Keep:** The larger building was also treated as an obstruction.

**Keep Walls:** The walls surrounding the keep were treated as linear obstacles.