

# POWER PROGRESSION

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## UNBOUND



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*No Quarter* #36 introduced a whole new way to experience the climactic action of WARMACHINE and HORDES with Unbound, an alternate rules set for playing battles at the 150-point level and beyond. Not only does Unbound provide a new game play experience, it opens up an entire new realm of army-building possibilities.

Since its inception, Power Progression has provided examples of how to build a faction army from the simple battlegroup all the way up to a sizable 100-point two-warcaster or two-warlock army. With Unbound and the exciting Formation rules in this issue, it's a perfect time to revisit some of the classic Power Progression armies and make them Unbound!

I will be taking a look at my last three Power Progression armies—Cygnar, Retribution of Scyrah, and Legion of Everblight—and taking each from 100 points to 150 points with a special emphasis on Unbound tactics and strategies.

Prepare yourself. Power Progression is about to get Unbound!

### **Unbound Considerations**

Before I take the plunge and begin adding points to the three armies, it is important to discuss some of the factors players should consider when building an

army for the Unbound format. Perhaps the biggest change in Unbound when compared to a standard game of WARMACHINE and HORDES is the round structure. Instead of having each player complete all his activations in a single turn, Unbound features a series of turns within the round with players alternating activating portions of their army. Not only is this the biggest element that makes Unbound exciting and unique, it also has dramatic implications on game tactics and army-building strategies. Because there are multiple turns in a single round of Unbound, feats and abilities that last one turn have a much more limited impact than feats and abilities that last one round. This timing change means it is more difficult to stack various feats and abilities; it also places a greater emphasis on activation order since players have a limited amount of models they can use within a single turn. Thus, a feat like Siege's Breach, which lasts for one turn, needs to be carefully planned out to ensure you get the most bang for your buck, and a feat like Ossyan's Gravity Well needs to be used early to have the greatest impact.

The differences in ability duration compared to a standard game mean that when building an army, it is important to carefully consider how and where those abilities fit into your overall round strategy. Knowing who to activate, in what order, and when it's best to use that model's abilities will make the difference between overwhelming victory and crushing defeat.

# Cygnar

As the first *Forces of WARMACHINE* book released for Mk II and the inaugural Power Progression faction, it seems only fitting that I begin with my Cygnar army from *No Quarter* #31.

At the end of the article, my final Cygnar list looked like this:



## Cygnar: 100-Point List

Model	Point Cost	Notes
Commander Coleman Stryker	-6	
Charger x2	4 each	
Lancer	6	
Ol' Rowdy	9	
Major Markus "Siege" Brisbane	-5	
Defender x2	9 each	
Lancer	6	
Journeyman Warcaster	3	
Long Gunner Infantry (Full)	10	
Long Gunner Officer & Standard	2	
Stormblade Infantry	5	
Trencher Cannon Crew	3	
Trencher Chain Gun Crew x2	2 each	
Trencher Commandos (Full)	10	
Trencher Infantry (Full) x2	10 each	
Trencher Infantry Officer & Sniper x2	3 each	
Trencher Infantry Rifle Grenadier	1	
<b>Total</b>	<b>100</b>	



If we put the 100-point list through the Unbound ability checklist, it already has a great early-round feat with Stryker's Invincibility and a solid anytime feat in Siege's Breach. However, to get maximum use from his feat and gain an awesome benefit befitting Siege's reputation as a lover of big guns, I'm going to drop one of the Lancers for an additional Defender. This replacement gives Siege's Defenders the Concentrated Fire ability thanks to the new Hunter-Killers Formation. In addition, I'm going to add a Squire attached to Stryker. With two feet of extra board space, I want to make sure that his feat will reach as many of my troops as possible. To add to my opponent's frustration, I'm also adding two additional Journeyman Warcasters. These plucky young solos mean that I can have four Arcane Shields on the table in addition to some boostable RNG 12 hand cannon shots.

With these new additions in place, it's time to choose my third warcaster. With so many ARM-enhancing abilities already, I really can't pass up the opportunity to take this theme to the Unbound level! Enter Constance Blaize, Knight of the Prophet. In a standard game, her Divine Intervention feat is good. In a game of Unbound where it has a potential duration of seven turns to protect her troops and garner her soul tokens, it's absolutely off the charts! Just like Stryker's Invincibility feat, it is important for Blaize to cover as large an area as possible. A Squire not only increases her control area it also gives her extra focus when she doesn't have a stockpile of Morrowan souls. The Squire also increases the effectiveness of Crusader's Call and Transference. Crusader's Call is perfect for setting up a powerful attack turn during Blaize's battlegroup activation, while Transference makes a great late-turn activation choice. Once cast,