



# Warmachine game 1: electrical knights versus the undead

Cygnar



Major Beth Maddox



Cryx



Bane Witch Agathia





# Deployment



Cygnar's side of the battlefield has a masonry barricade, good for perching behind & shooting long range. The houses could provide cover as well. There's a hill to the right, good for elevation bonuses.

Cryx's side has lots of trees, good for concealment, as well as a masonry wall good for range shooting and protection.

There's a deep lake in the center of the battlefield, forcing pathways versus open field.



## The opening moves



Cygnar's Firefly is perched on the wall, ready to make a turkey shoot of the central channel formed by the lake and the two barricades. Snipe spell extends his range.

Cryx's Reaper behind his own wall, also with view of the central channel.

Cryx's Agathia staying within control range of the action, but behind for protection.

Cygnar's Lancer will tie up Cryx's Slayer in battle, allowing Ironclad with his Quake Hammer to rush past and attack Agathia directly, after he quickly devastated the Deathripper.

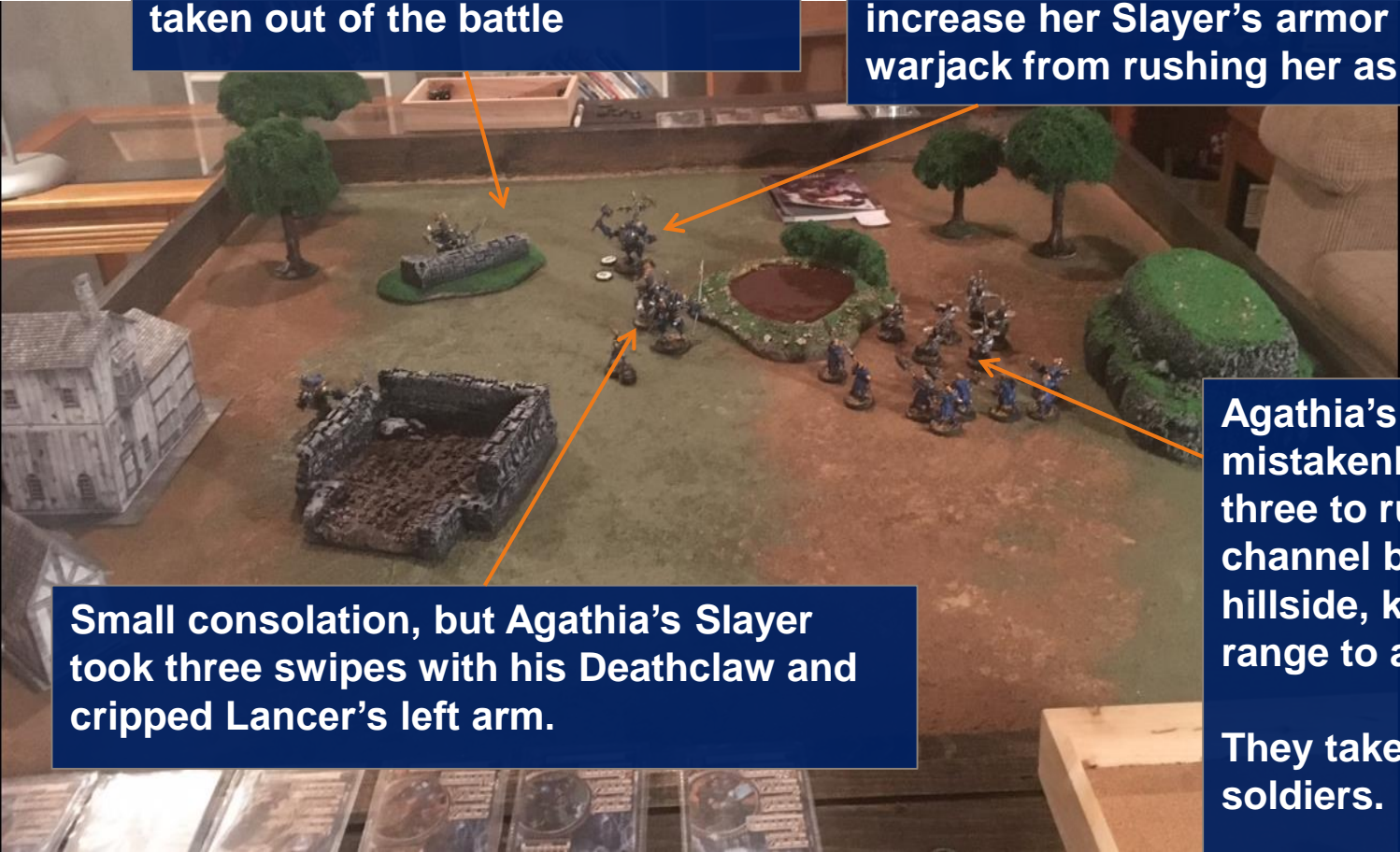




# Cryx's strategy is terrible!

Reaper's range with the harpoon is too short, so he's effectively taken out of the battle

With Deathripper destroyed and Ironclad rushing directly at her, Agathia desperately casts a spell to increase her Slayer's armor and keep a 2<sup>nd</sup> Cygnar warjack from rushing her as well.



Small consolation, but Agathia's Slayer took three swipes with his Deathclaw and crippled Lancer's left arm.

Agathia's Bane Knights mistakenly stayed in rows of three to rush through the channel between the lake and hillside, keeping several out of range to attack the Stormguard. They take out two Stormguard soldiers.



## Cygnar's advantage – going in for the kill!

**Maddox advances just enough to keep her warjacks in control range and keeps up the spell on Ironclad so he can do maximum damage to Agathia in combat.**

**Lancer did some serious damage to Slayer's right arm**

**Stormguard split up and combined their attacks, to take out four Bane Knights!**

**As useless in the battle as Slayer behind his on wall, Firefly rushes out to join the fray but can only run so fast.**





## Cryx rallies!

Agathia vanishes and reappears at the lake, close enough to cover the Bane Knights with her once-per-game feat: Shadowfall.

She keeps up the spell on Slayer to keep his armor strong, and casts the Parasite spell on both the attacking warjacks to weaken them.

Reaper's harpoon misses its first shot against Ironclad, but come on! I've been waiting on this. It's a harpoon!

## Cryx rallies!



Reaper buys a second attack and hits! He does some damage, then the harpoon drags Ironclad up against the wall so he can hit him again.



Agathia's Hellwrought spell on Slayer gives him a free shot at Lancer. But he sees a chance to pick up Lancer and throw him at Maddox, possibly to win the game. He takes the shot, almost crippling everything Lancer has.

Huge mistake: he spent all his focus making the attack and can't afford the cost to try and throw Lancer. Rookie!

He kills Lancer instead.





## Cryx rallies!



The Bane Knights cross the lake like spirits and surround Maddox. Now she's up against almost a full unit of Bane Knights and Slayer!

Hopefully for her, Firefly can rush in and help before she loses everything!





**—** Cygnar surges back, but does very little damage

**Maddox tries getting behind the Slayer for a better shot at hurting him, but misses due to his Stealth from Agathia's Shadowfall.**

**Ironclad broke away from Reaper, taking damage from a free strike, for the chance to engage with Agathia directly with his Quake Hammer. This will turn out to be a very good call.**



**The Stormguard ran to close the distance around the lake and try and encircle Agathia.**

**Firefly ran to cover the distance and engage with the Slayer, hopefully freeing Maddox up to attack Agathia directly.**



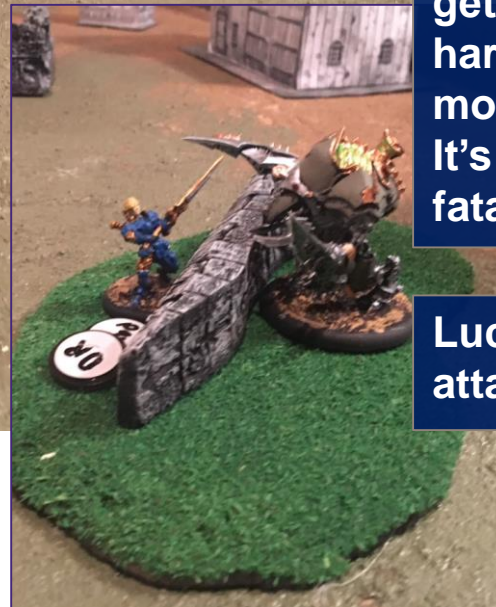
# Cryx could taste victory...

Agathia vanishes and reappears behind Ironclad, attempting a back strike. She misses.



Slayer disengages with Firefly, taking damage to do so, and hurts Maddox badly with his claw. His 2<sup>nd</sup> attack misses.

Huge mistake for Maddox to get in range of Reaper's harpoon. He damages her more and pulls her to the wall. It's a crossfire that's almost fatal to her.



Luckily for her, Reaper's 2<sup>nd</sup> attack misses.





## Cryx could taste victory...



Fresh from their lake crossing, the Bane Knights form a close arc around Firefly to gang up on him.

Only the first of four attacks hits, doing little damage.



## Cygnar presses back



**Firefly shoots his Stormblaster in Slayer's back, doing damage. The damage is increased because of ionization.**

**He's taking advantage of how close in they are, because the electrical arc from the weapon also takes out three Bane Knights.**





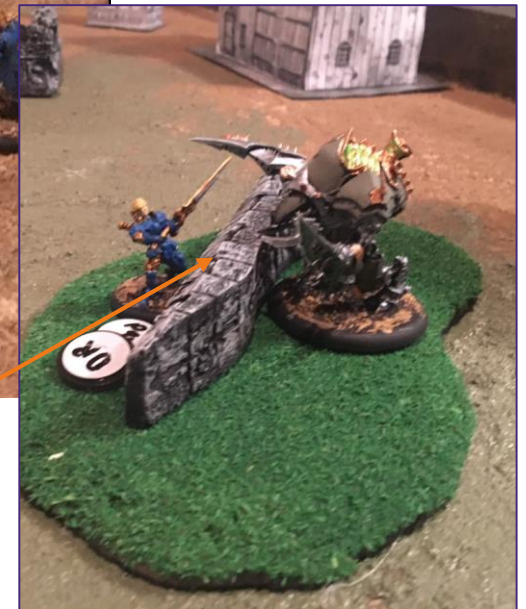
## Cygnar presses back

Maddox uses her Thundering Rage feat, increasing the power of her army's weaponry temporarily. Ironclad's Quake Hammer severely damages Agathia, almost fatally.

Stormguard troops try to position their leader in range to take a fatal shot at Agathia. His shot misses.



Maddox fights for her life at the wall. Her first attack does little damage. A 2<sup>nd</sup> attack misses. Another attack does more damage, but not nearly enough.





# Cryx closes in



Slayer picked up Firefly and threw him at Ironclad. Damage to Ironclad was worsened due to his proximity to Agathia.





## Agathia at the wall with Maddox



**Agathia vanishes and reappears closer to the wall, advancing till she's face to face with Maddox. The leaders of both armies stare each other down with Reaper waiting for the order to strike.**

**Agathia takes a swing with her DeathKiss, but misses. Preserving one focus in case she needs to vanish to escape return blows from Maddox, Agathia buys one more attack with DeathKiss.**



The battle is done!



**Agathia's second attack deals the fatal blow to Major Beth Maddox.**

**Victory to Cryx!**



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