

## Strategic Movements

**I'tash**-The first deployment of General Kal'Shek's newest Technomantic weapon, The Harbinger was a resounding success. Launched from as far away as Tal Hanon, the Harbinger landed and stopped the EEF forward charge mere steps from the capitol city of I'tash. It is rumored that it was such a devastating attack that I'tash was steps away from demanding Tal Hanon be wiped off the face of Refuge for merely owning such a weapon. However I'tash was too busy cleaning out nests of rebels.

The most successful of these rebels is the military genius Ma'sout. In fact *Ma'sout's Mongrels* (as his irregulars call themselves) have been responsible in freeing thousands of slaves and killing twenty two PeaceLords.


**Tal Hanon**- PeaceLord Harrow would have been considered the greatest of I'tash's Commanders after the success of the Harbinger in battle. However, PeaceLord Harrow has found himself in a political noose. He successfully raided the EEF caravan traveling through his lands. To his dismay and concern he found they were trying to ship a stasis coffin out from the Severence Research Facility. Inside it, Harrow found the body of the heir of the throne of the WarCouncil of S'vana. EEF Major General Terror was suffering the advanced infection of a Quall N'drone Larva, and the EEF placed him in stasis to save his life from the alien parasite.

**Tal Hanon (continued)**- Rather than lose their brave General to the Quall Horde, the EEF could not chance him coming out of stasis. I'tash commanded PeaceLord Harrow to deliver the stasis coffin for execution.

Knowing full well I'tash cannot stand against the might of the War Council of S'vana, PeaceLord Harrow has refused to deliver the body. In response Itash has put a bounty on Harrow and demanded Harrow step down from rule over Tal Hanon.

Standing at the Gates of Fort Lendill, General Kal'Shek was prepared to overcome the defenses with his Harbingers. The Aristocrats of Fort Lendill gave General Kal'Shek a generous counter offer. House Moghreson offered the General a position on the ruling Council of Fort Lendill with the property and rights of a noble, as well as an extensive laboratory.

Now bounty hunters and militants from across Refuge converge on Tal Hanon to claim the head of PeaceLord Harrow...

 <p>Springheel Jack's Northern Kingdoms Armory Contributed by Travis Oxensis</p>	<p><b>JACK-IN- THE-BOX BOMB</b> Another of the disturbed if brilliant artificings of the reclusive Kumfei Artificer know as the Geezer of Neo Vargas. It consists of a small box with a hand crank. Once the User has cranked up the JACK-IN-THE-BOX, its top pops open. Out of the hole leap 1 Clones for each point of Charisma of the User. Each Clone is artificed with Fire Dart and runs around blowing up close to the nearest enemy blowing up doing 2d6 Energy dmg. Simulcrum and Firedart II at 6 successes. <b>Blackmarket Price: 500 ghaz</b></p>	<p>Wouldn't it be great if a little me pops out of there and started running amuk! -The Springheel Jack's outburst that suggested the idea to the Geezer of Neo Vargas</p>
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## Week 5 of 52

### The Harbinger contributed by Ryan LaRanger

Harbinger, Magnetically  
Launched Surface to Surface  
Drop Pod, Crew: 500 Cleansed  
Structural Armor (S.A.R.)

Vs Melee 50  
Vs Missile 50  
Vs Energy 80  
E.P. 40

Move 0, Launch(Drop Pod) 20

**Heals 10 V.A.R for every corpse placed into it.k**

**Horror Generator-**

Does 10(No A.R.) Pain dmg and Forces Fear Tests(T# 6)

**Harbinger Processing Facility-** A 250 foot tall structure, the bottom half of which is a thick black metallic spire, the top half of which is figure of an angel with outstretched arms. The structure has 6 wings (which are to used to guide the descent), and a halo (the kind that are behind the head, not above it). This Processing facility is launched, using a magnetized launching pad which puts it in low orbit. 500 Cleansed will ride the structure, stacked inside of the spire; cushioned and shielded to protect them on the descent. On it's decent, the launches a payload of 5 Horror Generators (which detach from the base spire) in a spread pattern around the landing site. During stage two of the decent, the Cleansed soldiers launch from the Harbinger (they launch in the curled balls that they were stored in, and then detach and take flight), using the extreme momentum to fly down and use their extendable scythes for a dive attack. The Harbinger will then convert bodies into Supplicants and Maggots (Supplicants and Maggots take x4 dmg from Chill)

Maggot	H.P. 5	<b>1 Attack: Burrow</b>
Cybernetic insect	F.S 5	5(No A.R.) Melee Dmg
	A.R. 5	Heals 5 H.P. each Burrow

<b>Supplicant</b>	H.P. 10	<b>1 Attack: Gauss Rifle Arm</b>
Corpse Soldier	F.S 5	20 Missile dmg
	A.R. 0	Shrapnel Cannon- 4 Successes