

Battle of Tal Hanon- Former PeaceLord Harrow has played all sides against each other. Granting General Kal'Shek what appears to be Terror's Body, Harrow appears to have granted the young noble his favor.

In an act of brilliant diplomacy, General Kal'Shek prepared to discuss a non-aggression pact with Queen Nn'aba of the WarCouncil of S'vana. As an act of good faith he sent her army the stasis coffin holding the kidnapped Heir of S'vana.

Meanwhile the armies of the EEF and the Northern Kingdom of Korpu have surrounded the ruined city of Tal Hanon and Fort Lendill.

From inside the two besieged cities, 10 Obelisks teleported outside of the walls to points of high elevation. Unleashing their beam weapons, these Monuments used the solid beams of cutting energy like swords to chop through Infantry and Tanks alike. Wreaking havoc on the opposing armies, the Tal Hanon force under General Kal'Shek launched a massive Maggot and Harvester attack on the siege groups. The besiegers were dying in droves and lost the battle, but their attack hid the advance of two squads of EEF Special Forces who snuck inside the ruined metropolis of Tal Hanon.

Ambush at the Road to Dusk- The WarCouncil of S'vana's army sent to rescue the Heir of S'vana met with emissaries of General Kal'Shek at the Caravan Road leading towards Dusk. Right as the Emissaries prepared to hand over the Stasis coffin, sniper fire killed leaders on both sides. Zela sniper bullet tips made sure the dead stayed dead, including the Dra'koon that led the force.

The Plasma missiles and Gatlin Guns cut down enough of the defenders that the ambushers escaped leaving only a wrecked EEF Strider as evidence of their attack. The EEF has denied responsibility for the ambush despite the evidence to the contrary.

Massacre at the Severence- Unaware of the ambush at the road to Dusk, General Kal'Shek has marched from Fort Lendill. Hoping to take his victory all the way to the Severence Research Facility that sole bastion of EEF might in the Northern Kingdoms.

The troops of Tal Hanon were carried by a Harbinger, which landed just outside of the facility. The Cleansed going on this mission were retro-fitted with wrist-mounted gauss needlers, shields, and thick bastard swords. General Kal'Shek was accompanied by two 8 foot tall armored constructs with masked faces and a single eye on the forehead. The Prototypes carried two war swords and are incredibly fast.

They were a truly formidable force. The EEF were no fools, they had already lost two battles to General Kal'Shek's Technomantic army. Instead a trap waited. Harrow had sold them out. The army came upon the base as being quiet and unlit. A handful of soldiers stepped out and a single tank rolled off the block. General Kal'Shek signalled and the Obelisks teleported in. They prepared to destroy the facility in a single barrage. Then the twenty Electromagnetic pulse mines went off. As Kal'Shek's entire army shut down, he finds himself alone watching EEF soldiers scrap his disabled techno-slaves..

Colonial Chaos - The alleged war crimes of the EEF against the army of S'vana has caused rioting in many of the Colonies. To cause final death to allies was considered a War Crime under the treaty between the EEF and the WarCouncil, and a Dra'koon died at the Ambush from a Zela bullet). Under this cover of Chaos, PeaceLords move hidden among people. They do not search for slaves, instead they hunt for anyone who has served former PeaceLord Harrow. The price on Harrow's head is enough to have all of his former allies hunted throughout the colonies. **Rumors are spreading that the ambush on the Road to Dusk was actually caused by Trafex, a mercenary Cyborg whose rebel team has access to all of the tools and training necessary to emulate an EEF attack.**

Kal'Shek's Monument contributed by Ryan LaRanger

Monument,

Artificed Obelisk Tank

V.A.R. Armored Walls

Vs Melee 50

Vs Missile 50

Vs Energy 50

E.P. 40

Move 3- Dragged by slaves, Can Teleport (Once per day)

x2 Chill, EMP and Acid Dmg

No Dmg from Poison attacks

. It is a thick black obelisk that stands 60 feet tall with several long chains attached to the base. The pilot is entombed inside of the monument when the piece is constructed, and becomes permanently bound to it. The monument acts as life-support for limited vitals of the pilot. The pilot loses the need to sleep, breathe, eat, and drink. He has long-range, 360 degree vision while inside, and has full firing control. The monument targets hostile entities with four independently cutting beams.

Attacks Cutting Beams

30 Energy Dmg, (No A.R. on WarGiants),

Lowers V.A.R. & S.A.R. by 20 pts

**Springheel Jack's
Northern Kingdoms**

Armory

Contributed by
Travis Oxensis

Geezer's War Wagon

A metal wagon with artificed levistones underneath which allows flight, it also has the ability to summon a team of true-nightmares to pull it. It is easily upgradeable, most notably with Gnomish Bomb-tossers and other forms of Siege-weaponry.

V.A.R. 40 Move 20 Flyer

Blackmarket Price: 5,000 ghaz

Sticky Bombs

Using a mixture of tree saps, these bombs can be slammed against the side of a Vehicle or Wargiants and they will stick.

20 Energy dmg,

No A.R. on WarGiants

Lowers V.A.R. by 20 points

Hand to Hand attack

Blackmarket Price: 50 ghaz