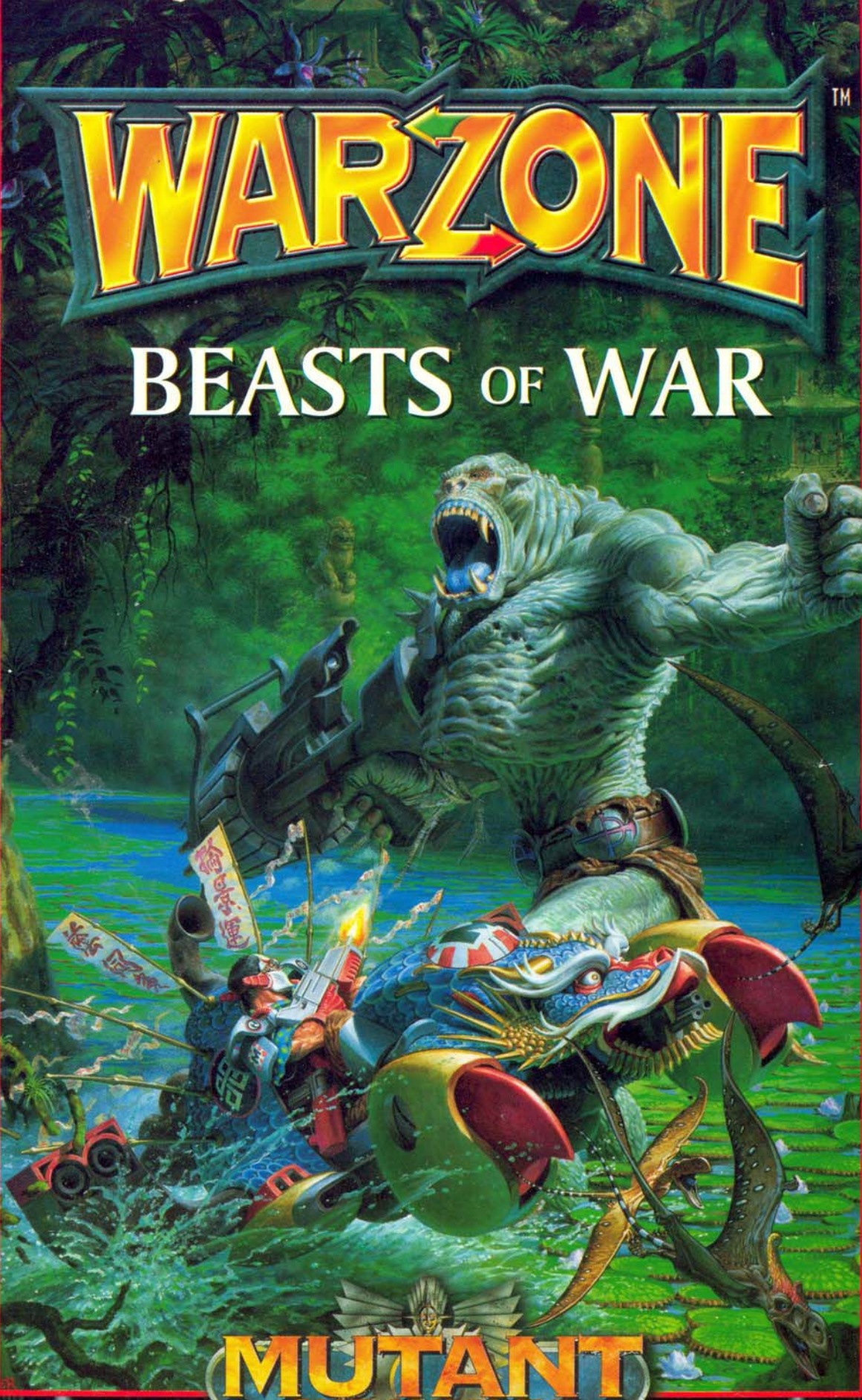




COMPENDIUM
VOLUME 2



WARZONE

BEASTS OF WAR

MUTANT
CHRONICLES

Heartbreaker

WARZONE™

COMPENDIUM VOLUME #2 THE BEASTS OF WAR

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Agent Nick Michaels,
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Female Brotherhood
Mortificator

DAWN OF WAR-WARZONE COMPENDIUM #1

We hope you haven't missed the first in the series of Warzone Compendiums—Dawn of War. Below are shown some of the figures described in Dawn of War, which also contains full descriptions of 12 other personalities, 10 other new troop types, over 15 weapons, new close combat rules, and more...



Cybertronic Machinators



Mishima Combat Warheads

VEHICLE RULES



GENERAL RULES AND DEFINITIONS

UNLESS OTHERWISE STATED, VEHICLES...

- ... in your force are limited as if they were individual models, but they are not counted towards how many individual figures you have. In other words, the total number of vehicles AND the total number of individual models may not exceed the total number of non-vehicle, non-crew squads in your force.
- ... cannot Hide or Infiltrate.
- ... cannot Aim.
- ... never need to Brace or Lock On.
- ... never get a Charge bonus.
- ... and their crews can only perform Wait-actions if, on the prior action, they are stopped (that is, makes an Attack action; see below). This means vehicles with minimum move rates (usually flying vehicles) may never take a Wait action. Crew may then only Fire or Spot on their vehicle's Wait action, and all crew actions must be done at once.
- ... are so large and sturdy they cannot be affected by the Dark Symmetry Malfunction Gift.
- ... are subject to normal rules for panic, but crew inside will never leave the vehicle. Consider the vehicle crew as being any normal squad for determining panic (but not for counting toward the number of individual models and vehicles the force may have).
- ... have one driver. Some vehicles have additional crew, such as gunners and commanders. See special rules below.
- ... are purchased separately from their driver and other crew; treat the vehicle like any type of equipment. (Each vehicle profile describes its required crew.)
- ... cannot Give Orders, nor can they receive orders.
- ... and their crew cannot use any Special equipment or be given heroic abilities.

THE VEHICLE PROFILE

Just like normal figures, every vehicle in Warzone has a profile. This describes most of the things you need to know about the way the vehicle performs on the battlefield.

In addition to the six normal characteristics, each vehicle is also designated as OPEN or CLOSED (makes a difference when fired upon), LIGHT, NORMAL or HEAVY (affects among other things the vehicle's turn ratings) and WHEELED, TRACKED or FLYING (affects terrain effects on movement).

MOVE (MV). This statistic tells you how many inches a vehicle may move per movement action. The passengers still use their own MV, of course, if they leave their vehicle.

ACTIONS (AC). This statistic tells you how many actions each model has while in the vehicle. If the driver or passengers decide to leave the vehicle for any reason, they use their own actions found in their profile.

WOUNDS (W). This score tells you how many hits the vehicle can take before it is destroyed. The more wounds it has, the better are the chance for the vehicle to stay in the game. This stat is used for the vehicle only— if the driver or any of its passengers get hit, use the profile of the model that got hit.

ARMOR (A). This statistic tells you how tough your vehicle's armor is. The more armor you have, the less likely it is to take a wound if hit.

COST. This tells you how many points your vehicle costs.

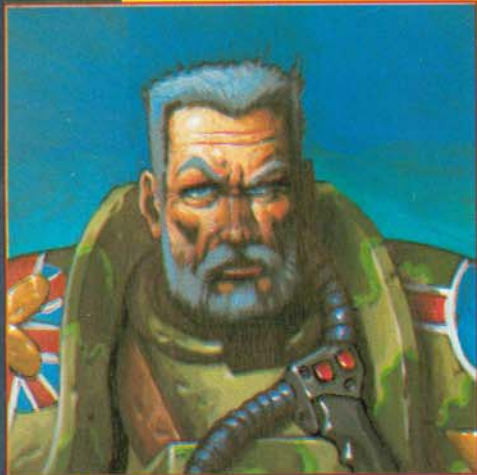
EXAMPLE:

GREAT GREY

TYPE: OPEN/LIGHT/FLYING

	MV	AC	W	A	COST
GREAT GREY	10	3	3	26	60

(this doesn't include the cost for a driver)



THE MEETING

Staff Sergeant McBride was bored. He had been called in to the Special Forces headquarters on Victoria to take on an assignment, and the other Doombroopers he was to work with were late. McBride didn't know who they were, nor did he really care. He just wanted to finish the mission and get back to his rudely interrupted R&R.

McBride sat and waited outside the briefing room for a few minutes more. As he got up to stretch his legs, the lift doors at the end of the hall opened and out walked two fellow legends in the Imperial military. McBride whistled to himself as he watched Sean Gallagher and Edward S. Murdoch walk crisply down the hall toward him. Whatever this mission was, he thought, it sure as hell was going to be a rough one.

He saluted them both as they walked up to him.

"You must be McBride. I'm Lieutenant Murdoch and this is Chieftain Gallagher. We heard a lot about you," Murdoch said as he returned the salute.

"Aye, it seems you've become just as famous as us these days," added Gallagher with a grin, shaking McBride's hand.

"Well, we all should stop raiding Citadels," McBride casually replied. "People might think we're insane instead of lucky."

The doors to the briefing room opened and Field Marshall Johnstone motioned the three in. They snapped to attention at the sight of the commander and marched into the briefing room.

"All right lads, enough of that rot," remarked the field Marshall as they entered. "Take a seat and relax. We'll begin in a moment."

They each sat down at the table and tried to study the large map that was displayed on the wall. The Marshall's aide-de-camp dimmed the lights as Johnstone began the briefing.

"Approximately eighteen hours ago at fourteen hundred hour Luna time, the Brotherhood observatory discovered a staging area for a massive Dark Legion force on the moon Io in the orbit of Jupiter. It appears to be a cluster of small citadels surrounding what appears to be a massive black gate."

Gallagher cursed under his breath.

"Let me guess sir," McBride said, "you want us to destroy this gate."

(Continued on p. 6)

VEHICLE TYPES

There are three basic vehicle types in Warzone:

- Wheeled vehicles (cars, motorbikes, other wheeled vehicles)
- Tracked vehicles (tanks, other tracked vehicles)
- Hover vehicles (hovernets, other hover vehicles)
- Flying vehicles (aircraft, hovercraft, helicopters, other flying vehicles)

The Vehicle Type primarily effects movement, but in certain cases other effects apply as well.

In addition, vehicles are classified as Open or Closed, and Light, Normal or Heavy.

WHEELED VEHICLES. Wheeled vehicles are great for rolling over hills, dunes, and rolling through small streams and such. Wheeled vehicles are very poor at crashing through forests, fences, and walls.

To show this, wheeled vehicles pay no movement penalty for elevation changes, crossing streams or running through light shrubbery. However, certain other forms of cover and other obstacles will cause the vehicle to take damage: hard fences, walls, trees, or other forms of scenery that would cause a collision (see Collision rules below).

TRACKED VEHICLES. Tracked vehicles are designed to tackle even the toughest terrain.

Tracked vehicles pay no movement penalties for the following: elevation changes, small streams, forests, small fences and walls, all form of light shrubbery, dangerous or rough terrain, and rubble.

Tracked vehicles can make a special turn by spending an action. The tank may stop one of its tracks and rotate up to 360° if desired.

Trees run over by a tracked vehicle are removed from the table.

HOVER VEHICLES. Hover vehicles are designed to float over the terrain at a very low altitude.

Hover vehicles, like tracked vehicles, pay no movement penalties for the following: elevation changes, water, small fences and walls, all form of light shrubbery, dangerous or rough terrain, and rubble.

Hover vehicles can make a special turn by spending an action. When stopped, a hover vehicle can rotate up to 360° as one action.

FLYING VEHICLES. Flying vehicles are often seen zooming across the battlefields of Warzone. While flying, these vehicles pay no movement penalty at all due to terrain.

Normal flying vehicles must keep moving to stay aloft, and have a MINIMUM MOVEMENT of HALF their MV stat (round down). These vehicles must ALWAYS move each action (unless they are landed on the ground), meaning they can only perform MOVE and ENGAGE actions (see below).

HELICOPTERS: Helicopters may hover, and even move backwards (at half normal speed). Also, helicopters can make a special turn by spending one action. The helicopter may stop and rotate up to 360° if desired. Also, Helicopters have no minimum



This Brotherhood Death Angel is a typical Open, Wheeled vehicle. You find complete stats for it on page 30.

movement requirement. Otherwise, all normal rules for flying vehicles apply. Flying warriors such as Martian Banshees with Jet Packs, or Inquisitors under the influence of a Fly spell and warriors equipped with Twin Barrucas are also considered Helicopters.



Figures with Jet Packs are also considered Helicopters.

VEHICLE SIZES

The Size of the vehicle determines the number of turns it may take during an action. It is also important to know the size when the vehicle collides with something or explodes.

LIGHT VEHICLES. Light vehicles are characterized by their high speed and maneuverability. To show this, all light vehicles may make up to three 45° turns during a Move action.

A Light vehicle is a Large model.

NORMAL VEHICLES. Normal vehicles may make up to two 45° turns during a Move action.

A Normal vehicle is a Giant model.

HEAVY VEHICLES. Heavy vehicles are huge and clumsy beasts of destruction; often heavily armed and armored. Their great offensive and defensive capabilities however restrict their agility, so they may only make one 45° turn per Move action.

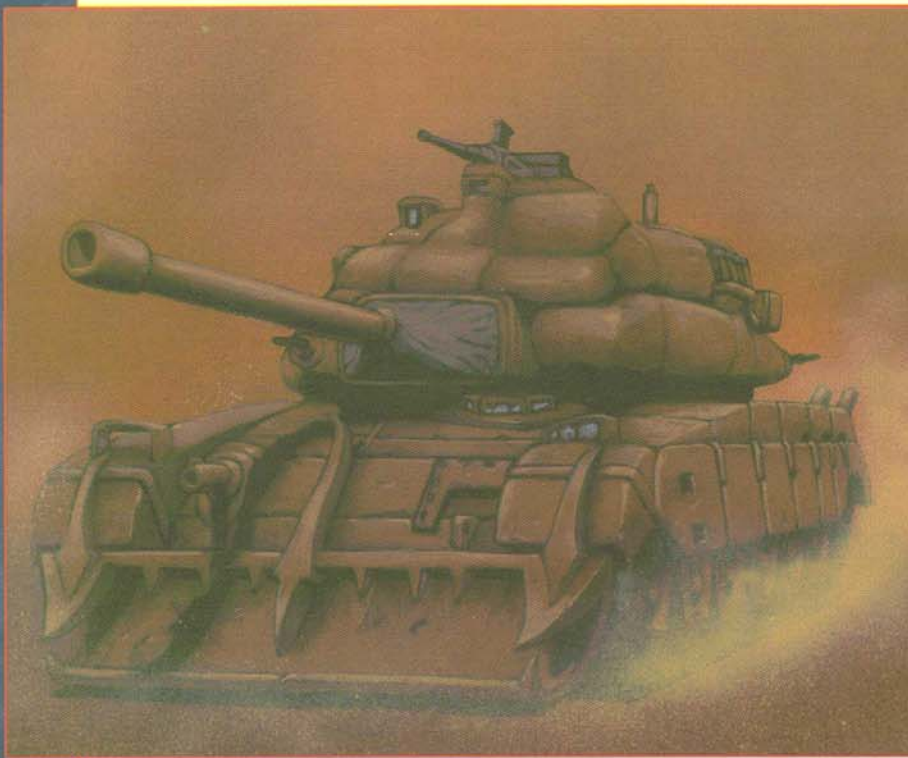
A Heavy vehicle is a Giant model.

OPEN AND CLOSED VEHICLES

When fired upon, it sometimes makes a difference whether the vehicle is Open or Closed. In an Open vehicle, the driver and/or crew is unprotected by the vehicle's armor, while the armor of a Closed vehicles provides full cover for all its crew.

All effects of this are reflected in the Hit Location table below.

When using the Arts or the Dark Symmetry, crew in an Open vehicle is considered in line of sight if the vehicle is in line of sight, but a crew in a Closed vehicle is not in line of sight.



Johnstone sighed, then looked the three legends directly in the eye. "No," he said, "we want you to capture it."

Murdoch stood up in shock. "With all due respect sir, that's bloody impossible! One Citadel is near impossible to infiltrate, and even then only after concentrated bombardment. How do you expect us to capture five citadels?"

Johnstone walked around the table to where Murdoch was. "We don't. Just the northernmost one. Please sit and I'll explain."

As Murdoch took his seat, Johnstone continued. "The Brotherhood has determined that a joint Cartel force is the best way to assault this target. Capitol has committed Mitch Hunter, Bob Watts and Sergeant Carter along with their units. Bauhaus has promised the services of Max Steiner, Valerie Duval and Jean-Philip Augustine's forces. Even Mishima and Cybertronic are lending the absolute best they have to offer to this mission.

"Lads, I don't need to tell you the seriousness of this mission. The Brotherhood believes that if this gate becomes active, the Dark Legion will be able to send waves, not individual, waves of black

ships into the inner solar system with little warning." Johnstone paused to let that sink in. "Now then, let's get down to details."

Several hours later the three legends emerged together from the briefing room. Each of them look grim as they walked down the hall to the lift.

Gallagher muttered, "No doubt about it McBride, you were right. We are insane."

McBride nodded. "Aye, but isn't it fun?" he said, a maniacal grin playing across his face.¶

PURCHASING VEHICLES

The basic rule for how to purchase a vehicle is very simple: just regard the vehicle as any type of equipment. However, there are a few things to keep in mind:

- When purchasing a vehicle, the driver and the rest of the crew is always paid for separately. You must always buy an entire, complete crew for your vehicle; you can't deliberately underman it.
- All vehicles are purchased individually, but they do not count towards how many individual models you may have. You may have as many vehicles as you are allowed to have individual models. Some vehicles are meant to be bought in squads, so they don't count toward the total number of vehicles.
- Crew bought to man a vehicle are considered part

of the vehicle. While considered a squad for making panic tests and such, crews do not allow you to buy even more individual models/vehicles.

- Unless otherwise stated, Imperial vehicles are part of the Imperial Armory; Capitol vehicles part of the Capitol Armory, etc.

EXAMPLE: If you have purchased two squads of Free Marines you may have up to two individual models, meaning you may ALSO have up to two vehicles. Your force would be two squads of Free Marines, two Free Marine Heroes, and two vehicles (but don't forget to buy models to man the vehicles).

HOW VEHICLES PERFORM ACTIONS

To give a quick introduction as to how vehicles perform actions, we'll begin with a short example:

EXAMPLE: Bob activates his Jackal, which has three actions and four crew members—a driver, a turret gunner (a sergeant with four actions), and left and right side gunners.

In practice, this means the vehicle has three actions, and during each of these each crew member may do one thing—attack, drive, spot, etc.

On his first action, Bob chooses to have his vehicle MOVE. There is no enemy in sight during any part of this move, so the vehicle moves forwards up to its full MV in inches, and that's it. No crew member (except for the driver, who "drives") may do anything because they cannot target enemy troops.

The vehicle has taken its first action; in practice one drive action for the driver and one non-action for each of the crew members.

Enemy troops are now in sight. In the second action, Bob decides to ENGAGE. The sergeant tries to spot—success. He decides to immediately fire the turret gun (he gets to make one extra action each turn since he has one more action than the vehicle). Then the driver moves the vehicle ahead (at half speed), and then the left gunner tries to spot (success). The right gunner doesn't have any targets in sight and loses his second action.

Bob continues to ENGAGE in the third action as well. The left gunner begins by firing at the target he just spotted, but misses. The sergeant in the turret fires once, then the driver moves the vehicle forwards eight inches, and finally the right gunner fires.

End of turn.

ACTIVATING A VEHICLE

A vehicle is considered a normal squad for activating purposes.

VEHICLE SQUADS. For activation, the only thing that differs a vehicle squad from a single vehicle is you can activate all of a squad's vehicles at the same time (only if they're within a command distance of 12 inches). Once you have activated a vehicle squad, you appoint the first vehicle in the squad to take all its actions, then the second vehicle (that also takes all its actions), and so on.

All vehicles in a squad must perform all their actions before you can activate your next squad. And, like all vehicles, a vehicle squad cannot be Given Orders by an individual model.

COMMAND DISTANCE. To activate vehicles as a squad, they ALL have to be within 12 inches of each other (measured from the center points). Otherwise they must be activated separately.

VEHICLES AND ACTIONS

Each vehicle has its own AC stat, which basically replaces the AC stats of its crew. (95% of all vehicles and crew members have three actions, so this is what we're assuming in the following explanation. Details on how to handle vehicles and crew members with more or less actions are covered later.)

So, when a vehicle is activated, it may perform three actions. It has three different actions to choose from:

- MOVE (only move)
- ENGAGE (move and attack in one action)
- ATTACK (only attack)



Within the bounds of these "vehicle actions", individual crew members can still take other actions such as spotting, use special powers, rallying,

MOVE. A Move action means the vehicle's driver takes a Move action, and the rest of the crew are basically busy doing their jobs -- usually shooting or spotting.

If the Vehicle takes a Move action, it may move up to its full MV stat in inches, according to the rules for "Movement" given below. The driver is totally busy driving and may not attack (even if he's armed), but all other crew members may take whatever actions they want, including attacking (according to the "Attacks With a Vehicle" section below).

However, as a quickly moving vehicle is a very



unstable platform, all crew members get a -4 negative modifier to everything they do while the vehicle takes a MOVE action (for example, this affects Attacking, Spotting, Rallying, Using the Art, etc.). However it does not affect the Driver's LD rolls if he loses control.

ENGAGE. An Engage action normally means the vehicle's driver takes a Move action, and the rest of the crew open up with whatever weapons they can get to bear on the enemy, or do something else clever.

If the Vehicle takes an Engage action, it may move up to HALF its MV stat in inches (rounded down), according to the rules for "Movement" given below. An Engaging vehicle may never make more than one turn.

This means the driver is busy driving, but he may also attack if he has a weapon. Also, all other crew members may do whatever they want, including attacking (according to the "Attacks With a Vehicle" section below).

Should the driver choose to attack, he gets a -4 negative modifier to his To Hit-roll. In addition, all other crew members get a -2 negative modifier on ALL rolls made while the vehicle takes an ENGAGE action (for example, this affects Attacking, Spotting, Rallying, Using the Art, etc.). However it does not affect the Driver's LD rolls if he loses control.

ATTACK. If the Vehicle takes an Attack action, it is stopped for the duration of the action. All crew members may do whatever they want, including attacking (according to the "Attacks With a Vehicle" section below).

There are no modifiers to any die rolls made by an Attacking vehicle's crew.

OTHER RULES

ORDER OF CREW MEMBER ACTIONS.

Within a vehicle's action, its crew members may perform in any order they want. You may wish to first have the driver drive, then a sergeant spot, then a gunner fire, then a second gunner may wish to fire



once more. OR you may wish to first have the sergeant fire, both left and right gunners fire, and finally have the driver move. All crew actions happen within one of the vehicle's actions.

SAVING ACTIONS. If a crew member chooses to do nothing during one of its vehicle's actions, that crew member's action is lost—they cannot "save" actions.

THE DRIVER. The driver is the only crew member who can DRIVE the vehicle. If the driver wishes to do something else in an action, the vehicle make an Attack action. Also, if the driver is killed or otherwise incapacitated, the vehicle becomes a sitting duck suitable for target practice.

Whenever the driver is hit by an enemy attack, you must make a Loss of Control test. If the driver also takes a wound, you must make another Loss of Control test.

VEHICLES WITH FOUR OR MORE, OR TWO OR LESS ACTIONS. If the vehicle has four actions, then all crew members may make four actions each round as well. If the vehicle only has two actions, then the crew members may only make two actions as well.

VEHICLES AND WAIT ACTIONS. The vehicle may take a Wait action if it did not perform any actions on its last action. When the Wait is activated, all crew members may choose to attack or spot but they must all perform their actions at once.

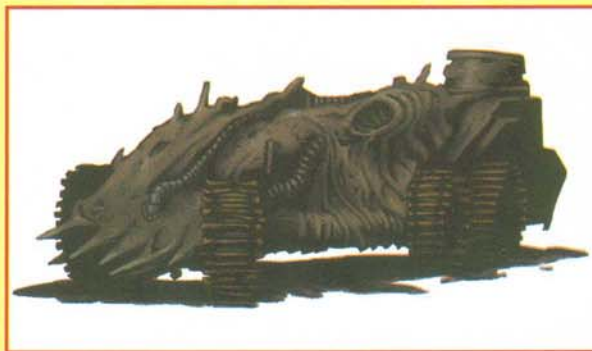


CREW MEMBERS WITH FOUR OR MORE, OR TWO OR LESS ACTIONS. Only ONE (1) crew member in a vehicle may ever have more actions than the vehicle (for example a hero or captain who commands the vehicle).

A crew member with more actions than the vehicle may take one extra action immediately after any other single action the vehicle during the turn. It may never perform more than twice within one of the vehicle's action, and the two actions must always follow immediately after each other.

EXAMPLE: a Sergeant with 4 actions is in a vehicle with 3 actions. The vehicle is activated. On the vehicle's first action, the Sergeant makes a Spot roll and fails. On the vehicle's second action, the Sergeant decides he has to get serious and takes his two actions now: he makes another Spot roll, succeeds, and immediately fires. He hits his target, so on the vehicle's third action (the Sergeant's fourth personal action) he tries to Spot another enemy figure.

In practice this also means if a vehicle has three actions, a crew member can't have more than six actions: you can't squeeze in more than two crew actions per vehicle action!



MOVEMENT

Vehicles move just like normal figures. There are a few exceptions however, which are covered below.

TURNING

A normal vehicle is allowed two 45° turns per action it moves (unless otherwise stated). Light vehicles are allowed three turns, and Heavy vehicles may only make one turn per move action.

- Remember: no vehicle may turn more than ONCE if it is taking an Engage action.

- Certain vehicles (helicopters, hovercraft, tracked vehicles) may also make a special turn (a rotation) as one action.
- Turns are always made at the center of the vehicle.
- There must always be at least one inch of movement before each *turn*, even at the beginning of an action.

WHEN CAN I TURN? The vehicle's turn(s) can take place during or after its regular movement. This is best clarified with an example:

EXAMPLE #1



ACTION #1: MOVE

Move 2 inches, turn 45° left, move 2 inches, turn 45° right, move 2 inches.

ACTION #2: ENGAGE

Fire, move 3 inches, turn 45° right.



ACTION #3: ENGAGE

Move 1 inch (compulsory if you want to turn), turn 45° right, move 2 inches, fire.



EXAMPLE #1: Dave has a Death Angel with a MV of 6; it can make two turns each action. Dave takes a Move action and decides to move all 6 inches. He chooses to move first two inches, then turn 45° left, then move another two inches, then turn 45° right, and finally move the last two inches straight ahead.

The next action, the Death Angel Engages, so the driver first opens up with the Deathlockdrum, then moves 3 inches and finally turns 45° right.

On the Death Angel's last action, Dave wants to turn the Death Angel some more to give it a bearing at a new target; an enemy Razide has shown up on the far right. However since this is at the beginning of an action, he first has to move one inch, then make another 45° turn right, then moves forwards 2 inches, to end its turn with firing at the Razide in the back.

SHIFTING GEARS

All vehicles except Flying vehicles may move backwards at half their MV rate (round up). To stop and shift in reverse (or forward if the vehicle has been going backward) takes one entire action, during which the vehicle cannot move. Normal Flying vehicles may not move backwards, but Helicopters may.

EXAMPLE #2: The Death Angel in the above example is activated again, and Dave decides to back up while turning and firing. The first action has to be spent to stop; the second action is an Engage (where he first moves backwards one inch, then turns 45°, and finally moves the remaining one inch before firing; note that "half movement" is cumulative for the Engagement and the backing; the MV rate is only 2). In the third action, The Death Angel moves forward one inch, turns, moves the remaining 2 inches ahead, and then fires.

LOSING CONTROL

In *Warzone*, there are many chances for a vehicle to lose control, for example when colliding with something, when rammed, when fired upon, etc.

In some cases, it specifically states the vehicle automatically loses control, but most often it says "you must make a Loss of Control-test", meaning you must make a successful LD test using the Driver's LD. If you fail the test, the vehicle will go out of control, but if you pass the test, nothing happens.

Whenever a vehicle goes out of control, roll a d20 and consult the Loss of Control Table.

- The loss of control result always occurs immediately after the roll has been made.
- Whenever a vehicle goes out of control treat it as if it has fumbled. It will lose the rest of its available actions.
- It is always the owner of the vehicle that makes the rolls on the Loss of Control table.

LOSS OF CONTROL TABLE

D20 ROLL	EFFECT
1	The vehicle moves straight ahead one full movement.
2-4	Rotate the vehicle 45° to the right, then move it half its MV ahead.
5-7	Rotate the vehicle 45° to the left, then move it half its MV ahead.
9-11	Rotate the vehicle 45° to the right, then move it its full MV ahead.
12-14	Rotate the vehicle 45° to the left, then move it its full MV ahead.
15-17	Move vehicle straight ahead its full MV, then reroll on this table ignoring any results of 15 or more.
18	A tire/track/wing/rotor breaks! Keep rolling on this table (ignoring any results of 15 or more) until the vehicle crashes or goes off the table!
19-20	The vehicle immediately fires one random weapon at the nearest figure in that weapon's arc of fire, then reroll ignoring any results of 15 or more.

EXAMPLE #2



ACTION #1: STOP

(Compulsory in order to back next action)

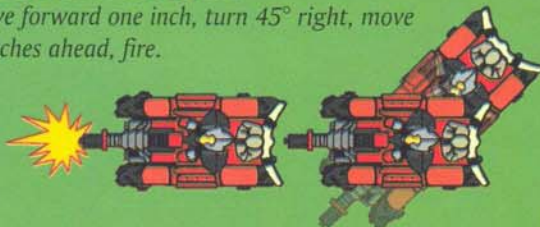


ACTION #2: ENGAGE

Back one inch, turn 45° right, move one inch forward, fire.

ACTION #3: ENGAGE

Move forward one inch, turn 45° right, move 2 inches ahead, fire.



COLLISIONS

Vehicles sometimes crash into various objects. If that should happen, follow these rules:

- A collision occurs when a vehicle connects with terrain or an obstacle that is impassable to them. Usually this is either a wall or another vehicle.
- The only exceptions are when a Heavy vehicle collides with a normal sized (or smaller) figure, or when a Normal or Light vehicle collides with a Small model; then the vehicle does not take any damage.
- Damage on a collision is as if the vehicle rammed itself (see "Ramming" below). If a vehicle collides with another vehicle, they ram each other.
- Do not make any Hit Location roll on a collision; it always hits the "Vehicle" (results "1-12" on the Hit Location Table).
- When checking damage on a collision, you do not make an Armor roll.
- A vehicle that is Rammed must make a Loss of Control test.
- A Rammed model of any size may not "duck under" a hovercraft.

FLYING MODELS

Flying models are treated a little different from normal models. In general, we recommend you move around your flying vehicles' models on the table ("on the ground") just like any other foot troopers, but you may also build stands to place them on.

To handle flying vehicles as simply as possible, we have assumed a flying vehicle is on one of two altitudes: GROUND (=landed) or FLYING (=at an altitude of 10 inches).

Hover vehicles are considered having an altitude of one inch (ONLY applies when they are destroyed; see page 19).

MOVING FLYING VEHICLES

Flying vehicles move and turn just like normal vehicles, with a few exceptions:

- Helicopters may take up one entire action and rotate the vehicle up to 360°.
- Normal flying vehicles have to keep

moving to keep their altitude and have a MINIMUM MOVEMENT of HALF their MV stat (round down). These vehicles must ALWAYS move each action (unless they are landed on the ground), meaning they can only perform MOVE and ENGAGE actions (see above).



LANDING

A flying model may at any time land just by stating so. Then, the vehicle is considered landed and must remain immobile until it takes off again.

- A vehicle must be landed in order to Rally.
- The vehicle may not Attack while landed.
- Landed vehicles may be attacked in close combat.

ATTACKS WITH OR VS. A FLYING MODEL

- Unless otherwise stated, no flying vehicle can attack a ground target that is closer than 10 inches. This doesn't apply when attacking other aerial targets.
- You always have a -4 negative modification when you attack a normal flying vehicle (but not when you attack a helicopter).
- Many flying vehicles HAVE TO move each action, meaning they in practice can't perform any Attack actions.
- You may never perform any close combat attacks versus a vehicle that is flying unless it is landed. Flying vehicles may never ram one another in the air.
- Weapons with a MX range of 10 or less will never damage a model that is flying (except a hovercraft); the attack misses automatically. This also affects shotguns and flamethrowers that have a template which is shorter than 10 inches.



ATTACKS WITH A VEHICLE

CLOSE COMBAT

If a vehicle wants to make a close combat attack, it's called Ramming (see below). If the driver or another crew member IN AN OPEN VEHICLE (only) wants to make a close combat attack, see "Drive By Attacks" below.

DRIVE BY ATTACKS

A Drive By attack is when the vehicle passes next to an enemy figure, and the driver or another crew member reaches out with a close combat weapon and slashes at the target. It can create awesome results.

You may make a Drive By attack if you take an Engage action and the vehicle's movement takes the vehicle within one inch of an enemy model. First complete the movement, then resolve the attack.

The victim gets to leap aside if it can roll under its LD. If it succeeds, the Drive By attack failed and nothing more happens. If the victim fails to leap aside, make a normal attack roll against the attacker's CC stat. If it hits, the attacker's DAM is increased by +4!

- Attackers cannot use secondary weapons in a Drive By attack, and targets do not get to make any parry roll.
- It is not possible to make Drive By attack versus a Hidden model—it must first be spotted.
- If you make a Drive By attack versus a Waiting model, see the rules for "Counterstrike vs. a Passing Vehicle" below.
- If a vehicle making a Drive By attack rams a Hidden model, that model gets its free attack that any Hidden model would normally get.

SHOOTING

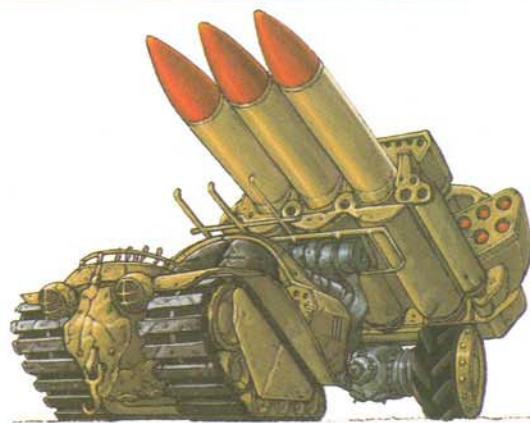
In order to fire one of the vehicle's weapons, simply make an attack roll just as usual. Use the gunner's MW.

FIRING ARCS. Firing Arcs for each of a vehicle's weapons is given in the vehicle description.

RAMMING

To ram an enemy ground trooper, simply run the vehicle over it. You don't have to roll to hit. However, the victim gets to leap aside if it can roll under its LD. If he succeeds, place it to one side of the area the vehicle passes through. If the victim fails to leap aside, he is hit. Vehicles can run down as many people as they can hit during a Move or Engage action. No model, regardless of size, may duck under a hovercraft.

Remember Giant figures (and larger) are considered impassable to Light vehicles; ramming a Bio-



Giant with a Necromower will result in a Collision (see rules above); not a Ramming.

Instead of jumping aside, the model may wish to try and Storm the vehicle (see "Storming a Vehicle" below) instead. Since ramming is a surprise attack, the model gets a -8 negative modifier to its LD-roll in that case.



RAMMING HIDDEN AND/OR WAITING

MODELS. A model that is either Hidden or Waiting gets a +4 to its LD when rammed to avoid being hit. The effect is cumulative; a model that is Hidden AND Waiting gets a +8 LD modification for the roll.

A model that is rammed always loses any Waiting or Hidden status.

DAMAGE BY RAMMING. The damage a Ramming attack inflicts depends on the size of the vehicle:

Light vehicle:	16(x2)
Normal vehicle:	16(x3)
Heavy vehicle:	16(x4)

RAMMING ANOTHER VEHICLE. See "Collisions" above.

STRAFING

Certain flying vehicles may do special "Strafing" attacks, using the Strafing template. These attacks are very useful for mowing down large amounts of ground troops.

If you want to Strafe, follow these rules:

- To Strafe, the vehicle must take an Engage action without turning.
- Then, place the Strafing template anywhere along the length axis of the vehicle; not beyond the MX range of the weapon, and not closer to the vehicle than its height.
- The Strafing template may be centered anywhere along a perfectly straight line from the vehicle's length axis.
- Make one single "to hit" roll using the MW stat of the user of the strafing weapon. Don't forget the -4 penalty due to the Engage action.
- If the attack misses, the Strafing attack will deviate as follows:

D20 DEVIATION

- 1-5 Move the Strafing template 2 inches beyond and to the left of the center point.
- 6-10 Move the Strafing template 2 inches beyond and to the right of the center point.
- 11-15 Move the Strafing template 2 inches in front of and to the right of the center point.
- 16-20 Move the Strafing template 2 inches in front of and to the right of the center point.
- All figures under the Strafing template will take damage. However if the Strafing weapon has a DAM multiplier, the multiplier is disregarded.

EXAMPLE: Dave has a Purple Shark which is capable of making Strafing attacks with its PS100 Machine Gun (normal DAM: 14(x2)). Dave's Purple Shark has an altitude of 10 inches, so he may not place the center point closer to the Shark than 10 inches. Also, the MX range of the PS100 is 40 inches, so it may not be placed further away than that. The center point must be placed exactly on the Shark's length axis.

There are four Hussars (A, B, C and D) in the target area. Dave's attack roll is successful, so Hussars A, B and C each take DAM 14.

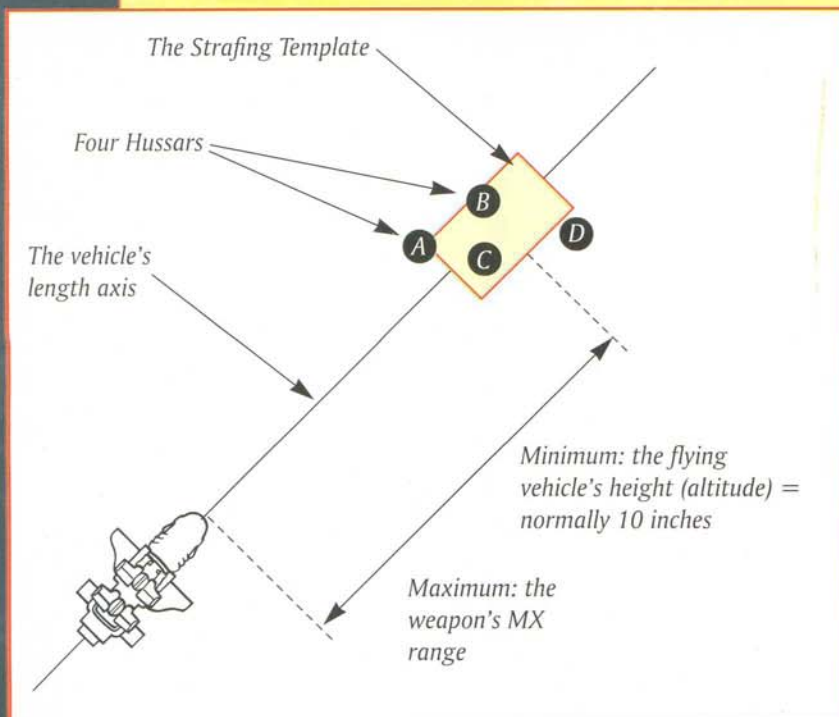
ATTACKING A VEHICLE

Whenever a vehicle is hit by an attack, first the ATTACKER should make a Hit Location roll. Then, resolve an armor roll and apply effects depending on the Hit Location.

CLOSE COMBAT ATTACKS AGAINST VEHICLES

Start hacking on a tank with a sword, and if you're really lucky someone will open the hatch and invite you inside... Close combat weapons are designed to cut through flesh, bones, sinews, arteries, guts and similar gory stuff—not the steel plates of a tank.

- Instead of making a normal Hit Location roll, the attacker gets to choose which Hit Location to attack.
- You cannot target the Crew of a closed vehicle. However, see "Storming a Vehicle" below.
- When attacking a vehicle in close combat, always deduct 5 from the attacker's ST. If this means the attacker gets a negative ST, this is DEDUCTED from the DAM of the weapon.
- You can never attack a Flying vehicle (except hovercraft) in Close Combat unless it is landed.
- Vehicles themselves cannot parry, but Crew members can parry close combat attacks against themselves as normal. They cannot parry close combat attacks that are directed against the vehicle, nor can any crew member parry when the vehicle is moving.



MISCELLANEOUS RULES

BURST-FIRE WEAPONS VS. VEHICLES.

When making a burst-fire attack against a vehicle, make sure you always roll for a separate location for each burst that hit the vehicle.

AREA EFFECT WEAPONS VS. OPEN VEHICLES.

If you fire a template weapon against an OPEN vehicle and HIT, make a Hit Location Roll as usual. If the table indicates you hit the crew, resolve the damage as normal and then nothing more happens.

However, if you hit anything else than the crew, first resolve the attack as normal against the hit location. Then, resolve another attack against the crew.

Shotguns and Flamethrowers cannot inflict any damage versus vehicles, but the crew will be damaged as described above. (Remember most Handguns, Shotguns and Flamethrowers cannot hit a flying model since their range is less than 10 inches.)

EXAMPLE: Dave fires a Southpaw Rocket launcher that makes DAM 12(x4) against Bryan's Death Angel with A: 27. Dave makes a Hit Location roll—"11: Vehicle". Bryan must make four Armor rolls of 15 or less to avoid damage to the vehicle. In addition, he must make four armor rolls against the Inquisitor's armor of 25. Finally, Dave places the Explosion template in the center of the Death Angel to check if any other nearby troopers are hit.

AREA EFFECT WEAPONS VS. CLOSED

VEHICLES. Area effect weapons have no special effects versus CLOSED vehicles; but place the template at the center of the vehicle to check if any surrounding ground troops are also hit.

If a template weapon deviates to miss the vehicle, it may still be damaged by the shrapnel if partially under the template.

Shotguns and Flamethrowers do not damage closed vehicles.

EXAMPLE: Dave fires a Southpaw Rocket launcher that makes DAM 12(x4) against Bryan's Jackal with A: 30. Dave makes a Hit Location roll—"11: Vehicle". Bryan must make four Armor rolls of 18 or less to avoid damage.

However when Dave places the Explosion template in the center of the Jackal, he discovers it also covers two Hussars that stand next to the Jackal. These take damage as normal.

PERFECT SUCCESSES VS. VEHICLES. If you roll a perfect success when shooting at a vehicle, the vehicle doesn't get an armor save for the first wound. Roll on the hit location table and apply the effects.

PARADE

There is no more glorious a display of Bauhaus pride than a division of Cobras floating down the Rue d'Commerce through the middle of Heimbürg. It was a parade of Ravagers—the old tracked tanks, before Richthausen produced the first hovertanks—that eventually brought me to join the Ministry of War and the 11th Armored Division.

During my childhood, every spring brought with it a military parade just like this one. The first parade I remember was just before the Second Corporate War started. There had been small skirmishes in Graveton and near the oil fields around Novakursk, so Bauhaus started flexing its military muscle with war games, live-ammo field maneuvers...and parades. The noble house guards came out in their formal finery, riding astride tanks, APCs and motorized anti-tank guns; the skies filled with Klein Helitanks and early versions of the Twin Barracuda jet packs. At just seven years old, the spectacle was overwhelming—the moment I reached out and touched the skin of a tank, I was hooked. The Bernheim propagandists had done their job.

Training in the Armored Division was always tricky. War brought new technologies as well as the constant pressure of having to fight half-trained. We might only get a few hours of driving time after Richthausen rolled out an experimental GEV before we'd have to use it in battle. A lot of young soldiers died in the name of Bauhaus progress. All for the glory of the corporation.

It had to happen to me eventually. My first field command mission was to coordinate maneuvers with the very first GEV 12 Cobras, so new you could still smell the upholstery. A simple mission, really. At least until Mishima decided to challenge our new toys with their anti-tank artillery. How recon missed an entire detachment of Mishiman tank killers still escapes me. A small, cynical side of me thinks recon decided not to tell us, to test their new hovertanks under more "realistic" conditions.

The maneuvers were a disaster, of course. What should have been a simple obstacle course turned into a gauntlet run through a hail of explosive shells. Miraculously, the tanks did their job, true to Bauhaus engineering standards: the radios never shut down, even after taking a direct hit. I could hear every scream of my fellow pilots in the highest fidelity as the Cobras got grounded one by one.

My crew got lucky. We pushed the GEV's performance envelope so far that Richthausen's future Cobra designs would reflect what we learned during that exercise. What the design notes wouldn't reflect was our inability to survive a half-dozen direct shell hits. Richthausen left that recognition to the Ministry of War, who gave me a Medal of Commendation. And all I had to do was lose both legs in the explosion.

These days, I don't have much left to do but ride in parades in my formal house guard uniform. They put me on top of a GEV Cobra so all the kids can see me and the giant Medal of Commendation around my neck. There is no more glorious display of Bauhaus pride.¶



IF THE DRIVER IS HIT. Whenever the driver of a Vehicle is HIT, make a Loss of Control test (roll only once even if he's hit by a weapon with a multiplier). Do the roll before you check for damage.

If the driver is also WOUNDED, it automatically loses control. Roll again on the loss of control table.

FIRING WEAPONS THAT DEVIATE VS.

FLYING MODELS. If you make an attack with a weapon that can Deviate versus a flying vehicle and miss, the attack flies off the playing field and has no effect.

HIT LOCATIONS



Each time your vehicle is hit by an attack, you should make a Hit Location Roll BEFORE you make the Armor roll.

THE HIT LOCATION TABLE You only roll ONCE on the Hit Location Table for each attack. The only exception is when you're hit by a Burst-fire attack; then you roll once for each burst.

HIT LOCATION TABLE

1D20	Hit Location
1-14	Body
15-16	Engine/Tires/Tracks
17-18	AI/Crew
19	Weapon
20	Ammo Storage/Fuel Tank

- A model armed with a Sniper rifle AND which is Aiming may target a specific hit location on a vehicle, but loses the +4 modification to MW and DAM in that case.

BODY. Make an armor roll against the vehicle's A as usual. If the attack penetrates, the vehicle takes one Wound.

ENGINE/TIRES/TRACKS. Make an armor roll against the vehicle's A as usual. If it's a save, nothing

more happens. However if the attack penetrates, the vehicle takes one Wound and there's a 50% risk that the engines/tires/tracks are damaged:

- If the vehicle was damaged and the armor roll was an EVEN NUMBER (a "2", "4", "6", etc.), the vehicle is immobilized for the rest of the game. It does not take an extra wound though.
- If the vehicle was damaged but the armor roll was an odd number (a "1", "3", "5", etc.), the engine/tires/tracks remain intact and there's no other effect than the wound.

AI/CREW

OPEN VEHICLE—Determine randomly which crew member is hit, then resolve the attack exactly as if the vehicle wasn't there.

CLOSED VEHICLE—Make an armor roll against the vehicle's A as usual. If it's a save, nothing more happens. However if the attack penetrates, the vehicle takes one Wound and there's a 50% risk that a random crew member is also hit:

- If the vehicle was damaged and the armor roll was an EVEN NUMBER (a "2", "4", "6", etc.), determine randomly which crew member is hit and resolve the attack against it as normal.
- If the vehicle was damaged but the armor roll was an odd number (a "1", "3", "5", etc.), there's no other effect than the vehicle's wound.
- If the vehicle is an AI and this Hit Location is hit (and penetrated on an even armor roll), the vehicle is permanently out of order and may not do anything for the rest of the game. However it will not explode.

WEAPON. Make an armor roll against the vehicle's A as usual. If it's a save, nothing more happens. However if the attack penetrates, the vehicle takes one Wound and there's a 50% risk that one random vehicle weapon is damaged:



- If the vehicle was damaged and the armor roll was an EVEN NUMBER (a "2", "4", "6", etc.), one random weapon is out of order for the rest of the game. The vehicle does not take an extra wound though.
- If the vehicle was damaged but the armor roll was an ODD NUMBER (a "1", "3", "5", etc.), the vehicle's weapons remain intact and there's no other effect than the wound.

AMMO STORAGE/FUEL TANK. Make an armor roll against the vehicle's A as usual. If it's a save, nothing more happens. However if the attack penetrates, the vehicle takes one Wound and there's a 50% risk that the vehicle explodes:

- If the vehicle was damaged and the armor roll was an EVEN NUMBER (a "2", "4", "6", etc.), the vehicle explodes (see "Exploding Vehicles" below).
- If the vehicle was damaged but the armor roll was an ODD NUMBER (a "1", "3", "5", etc.), the ammo storages and fuel tanks remain intact and there's no other effect than the wound.

REDUCING A VEHICLE TO ZERO WOUNDS

A Ground vehicle reduced to zero wounds should immediately make a d20 roll; on a result of 10 or less it must make a roll on the Loss of Control table (ignoring any results of 19 or more).

The entire crew is killed instantly, and after any Loss of Control move has been resolved, the vehicle stops. Make a roll to check if the vehicle explodes (a roll of 10 or less on a d20) and if so, follow the rules for "Exploding Vehicles" below.

Vehicle that don't explode remain on the table and can be used as cover.

Flying vehicles without any wounds left will always crash (see "Destroying a Flying Model" below).

STORMING A VEHICLE

If your squad doesn't have any firearms that can harm the tracked beast out there, despair not!—for in a heroic game, you can perform heroic deeds! The most heroic of them all is storming a vehicle—in short, jumping up on top of it, pulling the hatch open, and dropping a grenade or emptying a magazine into its belly, effectively annihilating anything inside.

GETTING ON- AND OFF-BOARD A MOVING VEHICLE. In order to take a "jump up on the vehicle action", you must first stand base to base with the vehicle. Then, make a LD test—if you succeed, you are now standing on the vehicle, otherwise, nothing happens.

An unmodified "20" on the LD roll means fumble and you face an immediate, gruesome death under the vehicle's tracks/tires (unless the vehicle is not moving, i.e. its last action was an Attack action).

Subtract 8 from your LD stat when doing the "jump up on the vehicle-roll" if your model is RAMMED.

If a model wants to leave a moving vehicle (i.e its last action was anything but an Attack action), it may do so at any time. The model must make a successful LD roll to land unscathed, otherwise take one wound (regardless of armor). A perfect success means the model may immediately make a free Move action; a fumble means the character lands under the vehicle and is instantly killed.

For static vehicles, refer to the "Entering and Exiting a Vehicle" rules on page 19.

MOVING WHILE ON THE VEHICLE. On Normal and Heavy vehicles, you have to first make a move in order to get to wherever you storm into the vehicle (the hatch, the gunner's seat, etc.). On Light vehicles, you do not need to do this.



OVER THE TOP

"Sir, we have a bogie...oh, my."

The commander raises an eyebrow. "What you got?"

There is silence up and down the trench, and the spotter clears his throat. "Grizzlies, sir," the kid says, looking down from the teleperiscope. He's standing on his tiptoes, craning his neck to look out the top of the trench. The kid can't be more than 16. We took these trenches from the Imps just a week ago, and now they're here to take them back.

The commander nods to himself, his face grim. We all know what this will be like. Who can forget the bone shaking, subsonic growl of tank treads as you hide, waiting—hoping—for the monstrous beast to pass you by? And then there will be support troops. Gas canisters will drop into

the trench, flushing us out like insects so the support troops can kill us, take the trench and protect their blessed tank. Is my gas mask recharged? When was the last time we test them? Do I even still have—

"Numbers, son," the commander says out of the corner of his mouth, the other occupied with an illegal cigar smuggled off the Bernheim Estates.

"Three, maybe four," the kid replies. His voice cracks. "Eleventh Armored Battalion."

I can't keep my fat mouth shut. "Three or four Grizzlies? That's everything the 11th has—"

"For the love of Nate, Greene, shut the hell up. Give me the scope," the commander says. He spits the fat cigar stub from his mouth. Our CO stands a foot taller than the kid and at least a foot wider. The guy is built for war. "Okay. Radio Capitol Command for a detachment of Banshees. We need to take out the support troops and get a clean shot at the tanks. If the Banshees screw up, we go over the top and take the troops ourselves. Heavies stay behind to tag the tanks. Go, go!"

Everyone in the trench scrambles for their positions. Trench fighting isn't our normal gig, and we don't know the ins and outs of making it work in our favor. All we know is that several hundred tons of Fine Bauhaus Engineering is bearing down on us somewhere to the north.

I find the kid leaning against the trench wall, petrified. "I can't do this, man," he says to me, eyes wide. "There's no way I'm going over the top. I'm a spotter, man. I look at stuff for a living. Greene, you gotta help me."

"Chill, kid," I say. I hand him my Headbutt and the ammo box. "Here, you stay behind to hit the tanks. I... I'll go over the top. You know how to work one of these things?"

The kid nods, still scared but not any more than the rest of us. "Good," I say. "And don't thank me. I'm not doing you a favor."

And the subsonic growl of tank treads begins to fill the trench. ¶

CLOSED VEHICLES: To open the hatch, you must move your figure one move action—no more, no less, regardless of the size of the vehicle. If you are standing still on the vehicle while IT takes a Move/Engage action, OR if you are taking a move action while on the vehicle, you must make the same test vs. LD as described above once again. A failure means you fall off and must start all over.

OPEN VEHICLES: Few open vehicles are so large you have to move around on them, but if they are, follow the same rules as for closed vehicles.

OPENING THE HATCH. If the vehicle is closed, you have to first open its hatch to storm it (for open vehicles, you do not need to do this; continue below at "Attacking the Crew Inside a Vehicle"). In order to open the hatch, take one action and roll a d20 under your LD stat. Success = open; failure = still closed.

Once the hatch is open, continue below at "Attacking the Crew Inside a Vehicle".

ATTACKING THE CREW ON/INSIDE A VEHICLE

We could have designed an entire separate—very cool—game about fighting on or inside vehicles, but in the fast and furious spirit of Warzone, we have reflected what's happening in a different way.

In order to attack the crew of a vehicle, you must first have Stormed it and Opened the Hatch (as described above).

WITH CLOSE COMBAT WEAPON. In order to kill a crew member with a close combat weapon, you must spend an action to roll a d20 lower than or equal to your UNMODIFIED CC stat. No modifiers whatsoever apply, and no armor or parry rolls are made. This procedure is simply a matter of determining how many rounds it will take to kill the vehicle's crew. (The members of the crew are strapped to their positions, it's smoky, noisy, they wear headsets, are unarmored and/or unarmed—lambs for the slaughter...) A successful roll means one random crew

member is killed. Unsuccessful roll means you lost an action. Fumble: lose all remaining actions.

While "inside" a closed vehicle, you cannot be targeted by enemies outside. If a model wishes to stop an enemy inside a vehicle, simply "jump in" as described above and resolve a normal close combat. None of the figures may break away in that case; it's a bloody battle until there is only one survivor. No other models may enter the combat; the space inside the vehicle is too limited.

While on top of an open vehicle, you can be targeted as normal.

Unless otherwise specified, no warrior may make a Sweep attack while inside a Vehicle.

WITH FIREARM. Exactly the same procedure as for Close Combat weapons, but use the MW stat instead.

WITH ANY WEAPON USING A TEMPLATE.

Take one action to roll a d20. Unless it's a "20" (=fumble; lose rest of round), the entire crew is dead. Yes, just like that—whoever isn't torn to pieces is stunned beyond sanity by the shockwave. However if the die roll was an even number ("2", "4", "6" etc.), the attacker is also killed instantly. On an odd number he manages to dodge his own attack.

MISCELLANEOUS VEHICLE RULES

A.I.:S

Certain vehicles, like the TA6500, are Artificial Intelligences, and all normal rules for A.I.:s apply to these vehicles as well. In addition, these rules apply:

- You cannot Storm an A.I.
- A.I.:s will never panic or Rout.

COUNTERSTRIKE VS. A PASSING VEHICLE

A Waiting model that is passed by a vehicle (within one inch) may choose to make a close combat attack against it even if the rest of the vehicle's movement carries it out of normal close combat range.

Follow the normal rules for "Attacking Vehicles in Close Combat", as described above.

EXPLODING VEHICLES

Whenever a vehicle explodes, place the Explosive Template on it. Anyone under the template is hit by an attack with the below strength:

Light vehicle:	16(x3)
Normal vehicle:	16(x4)
Heavy vehicle:	16(x4)

In addition, an exploding Heavy vehicle will hit anyone within 6 inches of its center (you can use the Shotgun template to measure 6 inches) with an attack with DAM 16. Then remove the vehicle from the table.

VEHICLES, PANIC AND ROUT

If the vehicle has taken half of its wounds, you must make a panic test for it (round up; a vehicle with 5 wounds must make its first test when it takes its third wound). Also, whenever the vehicle takes a wound after that, you must make a new panic test.

Finally, the vehicle is considered "broken" when half of its crew has been killed (round up; a vehicle with a crew of 5 is broken when the third crew member has been killed).

- Unlike ground troopers, vehicles in a vehicle squad roll for panic and rout individually (if one vehicle in the squad panics, the other vehicles won't automatically panic).
- A vehicle with an individual model in its crew will never panic or rout.
- Panicking vehicles follow the same rules as normal squads, but opponents do not get any modifier when attacking a panicking vehicle. Also, panicking vehicles do not "turn their backs" against the enemy; but they have to turn and try and get back to their deployment zone as quickly as possible (without running over their own troops).
- A.I.:s will never panic or Rout.

DESTROYING A FLYING MODEL

If a flying model is destroyed, refer to result "18" on the Loss of Control Table. It will automatically lose one inch of altitude per inch it moves forward. If the flyer comes across any terrain of considerable height, it will crash into it. If there is no terrain the flyer will crash into the ground. When the vehicle hits the ground (normally after 10 inches) it will explode; use the "Exploding Vehicles" rules to the left.

ENTERING AND EXITING A VEHICLE

You can decide to have a crew member enter or exit a vehicle at any time (the rest of the crew may still attack or whatever). Once a model enters or exits the vehicle, its turn is over (even if it or the vehicle has actions left).

- After spending the action, place your model right next to the vehicle you just got out of.
- With these rules, it is not possible to "steal" or otherwise gain control over an enemy vehicle.
- Also see the "Getting On- and Offboard a Moving Vehicle" rules on page 17.



VEHICLES, THE ART AND THE DARK SYMMETRY

Each existing Art and Dark Gift must be considered separately when used against a vehicle. Consult the chart below to determine the effect a Spell or Dark Gift has on a vehicle or its crew:



ART OF KINETICS

STRIKING: Normal effect against vehicles.
SHIELD: No effect on vehicles/crew.
TELEPORTATION: No effect on vehicles/crew.
EXPLOSION: Normal effect against vehicles.

ART OF CHANGELING

DOMINATION: No effect on driver; may be used against passengers in an OPEN vehicle.
TELEPATHY: No effect on vehicles/crew.
RALLY: No effect on vehicles/crew.

COMMAND: May target the driver of an OPEN, friendly vehicle.

PANIC: No effect on vehicles/crew.

PAIN: May target any crew member of an OPEN vehicle.

ART OF EXORCISM. No Exorcism spells from the *Warzone* rulebook affect vehicles/crew.

ART OF MENTALISM. No Mentalism spells from the *Warzone* rulebook affect vehicles/crew.

DARK SYMMETRY

DARK SYMMETRY GIFTS

LANCE OF PAIN: May target any crew member of an OPEN vehicle.

DARK AURA: No effect on vehicles/crew.

TELEPATHIC COMMAND: Normal effect against vehicles.

MALFUNCTION: No effect on vehicles, but may target equipment carried by any crew member of an OPEN vehicle.

COMPRESSION: No effect on vehicles/crew.

TIME DEATH: No effect on vehicles/crew.

GIFTS OF ILIAN

DIMENSIONAL HOLE: Normal effect against vehicles.

DISRUPT POWER: No effect on vehicles/crew.

HAND OF DEATH: May target any crew of an OPEN vehicle.

TRUE GATE: No effect on vehicles/crew.

GIFTS OF MUAWIJHE. No Gift of Muawijhe from the *Warzone* rulebook affects vehicles/crew.

GIFTS OF SEMAI

CONTROL MIND: No effect on vehicles/crew

MIND MELT: May target any crew of an OPEN vehicle.

POSSESS: No effect on vehicles/crew.

SHROUD: Normal effect on vehicle if the caster is in the vehicle.

GIFTS OF ALGEROTH

THE DEVOURING DARKNESS: May target any crew of an OPEN vehicle.

DIMENSIONAL WARP: No effect on vehicles/crew.

DISTORT: May target any crew of an OPEN vehicle.

FLOW OF ACID: Normal effect against vehicles.

INVOKE FRENZY: No effect on vehicles/crew.

GIFTS OF DEMNOGONIS

IMPRISON DEAD: No effect on vehicles/crew.

DECAY: Normal effect against vehicles. When cast, roll on the HIT LOCATION TABLE to determine what section of armor or weapon was destroyed. Ignore any result of crew/AI.

INFECTION: No effect on vehicles/crew.

RULES CLARIFICATIONS

CORPORATE SPECIAL ABILITIES

All the CORPORATE special abilities (Air Strike and Helicopter Deployment for Capitol, Reliability and The Moment has Come for Bauhaus, etc.) are available to ALL troop types of that corporation, unless otherwise stated.

PERFECT SUCCESSES

...AND DAMAGE MULTIPLIERS. If you roll a perfect success when using a weapon with a damage multiplier, you automatically inflict one and only one wound on the target. The defender still gets armor rolls for the other hits inflicted.

...AND ARMOR ROLLS. Assuming you haven't been hit with a perfect success, any perfect success on an Armor roll will automatically negate any wounds inflicted. The entire attack is harmless, and no damage is inflicted whatsoever. This also goes for template weapons and other attacks with damage modifiers.

This means that, even if you have to roll a negative number (say, you've been hit with a DAM 20 weapon and your armor is only 19), you should always roll to see if you make a perfect success.

DARK SYMMETRY

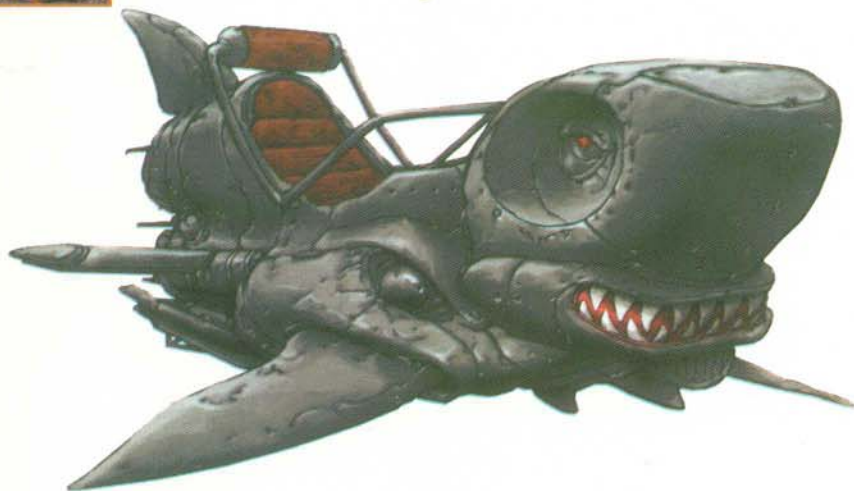
TIME DEATH. This Gift doubles the BASE number of actions the model has, not the remaining number of actions. ALSO note you may only ATTEMPT to use this gift once per game; if it fails the first time, it may not be used again.

Example: Valpurgius the Nephrite Archmagus normally has 5 actions. He spends his first action to Concentrate, and his second to cast Time Death. This means he has 8 actions remaining (normal 5, times 2, minus 2 that were spent concentrating and casting).



DIMENSION WARP. If a user of this gift is killed or otherwise removed from the table before a target model "in the Dimension Warp" has been placed back on the table, the target model is immediately placed on the same spot as where the user was killed (or left the table, immediately next to the table edge).

SECTION 2 – VEHICLE DESCRIPTIONS



GREAT GREY

The Great Grey is an improvement on the Sky Shark Systems "Purple Shark". It's smaller in size, therefore easier to handle. One well trained soldier can fly the Great Grey, as opposed to the two soldiers for the Purple Shark. Another innovative idea is the internal M606 LMG, handled by the pilot of the Great Grey.

TYPE: Light/Flying/Open

SPECIAL RULES: You may Strafe with the Great Grey.

WEAPONS: The Great Grey is armed with an internal M606 LMG.

FIRING ARC: The Great Grey has a firing arc of 90 degrees to the front, measured from the muzzle of the gun.

STRUCTURE: Great Greys are purchased as individual vehicles or as a squad leader vehicle. When you purchase a Great Grey for a squad leader, the rest of the squad must purchase Purple Sharks.

If purchased as an individual vehicle, the Great Grey may be manned by any model in the Capitol Force list. If bought as a squad leader's vehicle, it must be manned by a Sergeant, Captain or Hero.

	MV	AC	W	A	COST
GREAT GREY	10	3	3	26	60



PURPLE SHARK

Built by Sky Shark Systems, the Purple Shark is one of Capitol's most unique aircraft, and it serves as a graphic demonstration of Capitol's superiority in aerospace technologies. It is basically a small, streamlined, two-seater vehicle resembling a cross between a bobsled and a missile. It is kept aloft at heights of up to 150 feet by its powerful engine. It takes the full efforts of a trained pilot to guide this vehicle. A second soldier scans the area, drops grenades or uses the vehicle's machine gun.

The Purple Shark is used primarily for reconnaissance missions and lightning raids into enemy territory. Its crews suffer an extremely high casualty rate, but this has been put down to teething troubles with this new, radical design.

TYPE: Light/Flying/Open

SPECIAL RULES:

- As one action, the grenadier may drop a Frag grenade on any enemy model within 5 inches directly beneath the vehicle at any point during its movement.
- If the Purple Shark's driver is killed, the grenadier may take over as driver even if the Shark is airborne.
- If the grenadier is killed, the Purple Shark may pick up another model to act as a grenadier. The model can be any Capitol warrior except an individual model. The warrior is then permanently detached from its squad and may not return for the rest of the game. To pick up the other model, the vehicle must be landed and the trooper must spend one action to get onto the Purple Shark.

WEAPONS: The Purple Shark has a built-in PS100 machine gun operated by the driver.

The stats are as follows:

	CR	MX	RM	DAM
PS100 HMG	20	40	-3	14(x2)

Apart from his normal weapons, the grenadier must also always be equipped with Frag grenades.



FIRING ARC:

The Purple Shark has a firing arc of 90 degrees to the front, measured from the muzzle of the gun.

STRUCTURE:

Each Purple Shark has a crew of two; a driver and a grenadier. The grenadier must be equipped with Frag grenades. The driver and the grenadier may be any models from the Capitol Force list, but they must be of the type (you may not mix Infantry with Heavy Infantry, for example).



	MV	AC	W	A	COST
PURPLE SHARK	10	3	3	28	65

Purple Sharks may be purchased as squads of 2-4 Sharks and one Great Grey, or as leaderless squads of 2-4 Sharks. The leader in the Great Grey must be a Sergeant, Captain or Hero.

The squad must stay within 10 inches of another member of the squad at all times (this is their squad coherency).





PEGASUS SCOUT BIKE

Sky Shark System's latest offering to the Capitol Air Force "takes the cake". The Pegasus has a modified engine and controls, so that a well trained pilot can fly virtually with his eye's closed. The new Trycon tracking system allows the pilot to track the enemy. Since the Scout Bike is weaponless, its only purpose is to expose the enemy so Capitol troopers and airstrikes can eliminate them.

TYPE: Light/Flying/Open

SPECIAL RULES: The Pegasus is mainly used for recon missions. As long as the Pegasus is in the air, its driver may at any time take a special Spot action (take an Engage action and make an unmodified LD roll). If successful, the pilot will automatically spot all hidden models on the table within Line of Sight, and radio the coordinates to all your Capitol models (do not remove the Hidden markers; the models are still hidden to all other troops). This effect only lasts until the end of the round; so don't remove those hidden markers!

WEAPONS: The Scout Bike isn't armed with any weapons.

STRUCTURE: You may purchase as many Scout Bikes as you have Great Greys. The Bike is manned by a Capitol Infantry Trooper.

.....MV	AC	W	A	COST
SCOUT BIKE.....12	4	2	24	45



ONLY THE BEST

"Well, what have we here?" Noel said, running greasy fingers over the hull. "By the Cardinal, you've left her a mess. Get out and let me do my job, you inconsiderate bastards."

"Noel, we could hardly ask the Legionnaires to not shoot, please," I said, trying to be lighthearted. Noel, the Company's mechanic, turned pathetic every time we brought back a shot-up vehicle. He sighed and shook his head as his fat fingers felt every bullet hole, every dent on the GT.

"Just let us be, will you?" he said quietly, not turning to face us.

"It's just an armored car, you daft fool," Schoenfeld, the GT's driver, cracked. The thick arse wouldn't know empathy if he sat in it.

Noel spun and wagged a dirty finger in Schoenfeld's face. "Now you listen to me, Lieutenant Schoenfeld. If Bauhaus didn't put its blood and soul into every one of these armored cars, they wouldn't keep you alive every time you so callously drove them directly into a hail of gunfire. So put a little care into how you treat her, will you?"

Schoenfeld blinked, opened his mouth, and closed it again. We turned and left together.

"You're an idiot," I said to Schoenfeld.

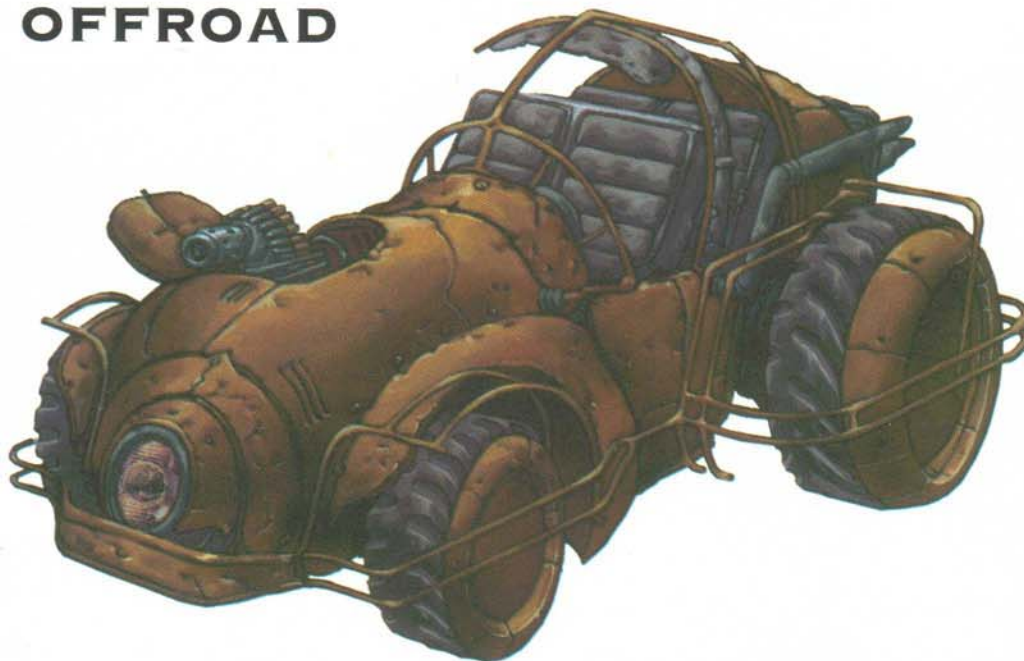
"It is just a car," Schoenfeld said quietly. "How many do we go through each year? Five? Six? The old man'll kill himself if he gets so emotional about all of them."

"Noel cares about his workmanship. You care about being the best driver we've got, so you are. Why is that so different?"

Schoenfeld nodded and shrugged. "Whatever. Yeah. Let get some chow down at the commissary--"

(Continued on p. 25)

GT OFFROAD



The GT was designed and manufactured by Fieldhausen motors as a battlefield version of an armored car. The design was altered to accommodate the Kapitans who wished to join the battle, instead of watching. The GT offers a great amount of movement for such a heavy vehicle.

TYPE: Heavy/Wheeled/Open

SPECIAL RULES. If the GT explodes when a passenger is in it, the passenger may make a LD test—if successful, the passenger jumps out right before the GT explodes. Place the passenger's model 3 inches from the vehicle. It is unaffected by the blast even if it ends up under a template or within normal blast radius.

WEAPONS: The GT comes equipped with a MG-80 (found in the *Warzone* rulebook), operated by the passenger.

FIRING ARC: The GT can fire in a 90 arc degree to the front, measured from the muzzle of the gun.

STRUCTURE: The GT is purchased as an individual vehicle. The GT's crew is a Dragoon driver and a Dragoon gunner (use the standard Dragoon profile).

Alternatively, you may purchase a Bauhaus Kapitan as the passenger.

	MV	AC	W	A	COST
GT OFFROAD	6	3	4	30	80

A crowd of Hussars, some out of uniform, ran past us and toward the garage. Noel yelled over the crowd, something unintelligible. We quickly followed.

Inside the garage, Noel backed away from our bullet-ridden GT. The crowd of Hussars started pulling sidearms and holdouts.

The steel skin of the GT Offroad shifted and bubbled like a sickly, living thing. The stench of rotten meat filled the garage. Tumorous growths swelled beneath the car's paint. Some burst like pustules, spewing black ichor and stringy tentacles. The whole chassis convulsed.

"Dark Tech," somebody in the crowd yelled. "Shoot it!"

A hail of bullets bounced harmlessly off the GT. Of course. It was designed to soak up almost any weapon a human could carry.

"Stop it!" I screamed, to no avail. "The ricochet will kill Noel!"

From somewhere in the garage, a tongue of flame belched and engulfed the corrupted GT. It was Noel. He had pulled a half-charged Gehenna Puker off a rack in the shop. The organic bits that had sprung out of the GT sizzled and crisped and blacked under the Puker's assault. Noel kept his finger on the trigger until the car stopped shaking.

"Holy hell, Noel," Schoenberg sputtered.

The old mechanic shrugged. "Ehh. It's just an armored car."¶

MISHIMESE DRAGONBIKE



TYPE: Light/Flying (Hovercraft)/Open

SPECIAL RULES: If one of the Dragonbike's rocket ramps are destroyed, the Dragonbike still doesn't take a wound.

WEAPONS: The Dragonbike is armed with one rocket ramp (treat as Daimyo Rocket Launchers) on each side of the driver, and an integrated Dragonfire HMG in the front.

When attacking/engaging, the driver can choose to fire either the Daimyo missiles (use the same rules as for a Twin Barracuda's Twin Southpaws), or the HMG.

FIRING ARC: The HMG has a firing arc of 90° in front of its muzzle. The Daimyo missiles have a firing arc of 90° in front of the driver's head.

STRUCTURE: The Dragonbike is purchased as an individual vehicle. It can only be driven by any Normal-sized Mishiman Individual model.

.....MV	AC	W	A	COST
DRAGONBIKE.....10	3	3	28	95

The Dragonbike has been specially adapted for warfare in the polluted, waterfilled caverns of Longshore and in the swamps and jungles of Venus. It is decorated with an ornate dragon head. Because it is powered by a mighty Kirin Type 4 Hydrojet propulsion system, it can mount a heavy autocannon in the head with twin rocket-launchers in the rear weapons pods,

HEDGEHOG NECROMOWER



TYPE: Light/Wheeled/Open

WEAPONS: The Necromower is equipped with a Charger.

FIRING ARC: The Necromower has a firing arc of 90 degrees to the front, measured from the muzzle of the Charger.

	MV	AC	W	A	COST
NECROMOWER.....	8	4	3	28	70

STRUCTURE: The Necromower can be bought as an individual Vehicle or in squads of 2-4 Necromowers. It can have any Imperial trooper type as driver (but see force type restrictions under New Troops, page 38).





TWIN BARRACUDA



TYPE: Light/
Flying (Heli-
copter)/Open

WEAPONS: The
Twin Barracuda is
equipped with
two Southpaw
rocket launchers.
This means the
pilot may make
two attacks on an
Engage or Attack

action; the targets may not be more than 4
inches apart.

FIRING ARC: The Twin Barracuda has a
firing arc of 90 degrees to the front,
measured from the head of its pilot.

STRUCTURE: Twin Barracudas can be
bought as an individual Vehicle or in squads
of 2-4 Barracudas. It can have any Imperial
trooper as pilot (but see force type
restrictions under New Troops, page 38).

.....MV	AC	W	A	COST
TWIN BARRACUDA10	3	2	24	90

DEATH FROM ABOVE

The shadows slipped over the rubble, one, two, three. They passed silently, like ghosts. Moments later, the dull rumble of jet engines washed over the poisoned ruins of Matochekburg.

"This well and truly sucks," Sergeant Danforth muttered, scanning the skies for The Enemy. It didn't matter if it was a Banshee in a jet pack or an Air Cav nut case; putting death in the sky made everything more dynamic, as the instructors would say in *Manpower & Tactics*. They really meant complicated. Dangerous. Both. Danforth's men couldn't just hide behind walls – now they had to keep alert in all three dimensions. Someone was gonna get hurt.

A grunt in a sealed suit waddled toward Danforth, his face mask completely fogged over. "I think there's something wrong with my suit's circulation, sir," the grunt said from behind a grey-fogged face plate.

"Well, keep it on," Danforth said, still scanning the skies. "Enough crap in the air down here to kill you in ten seconds. What's the recon report?"

The grunt tried wiping the face-plate from the outside to no avail. "Yes sir. No signs of The Enemy, sir, and environmental seems to be checking out."

The Enemy's name was never spoken on this sort of mission, deeply penetrated into Dark Legion territory. Intelligence feared They might hear the soldiers' radios and decide They were being summoned. The Enemy, known to human cultists as Demnogonis, was unlike anything most soldiers had ever experienced.

(Continued on p. 33)

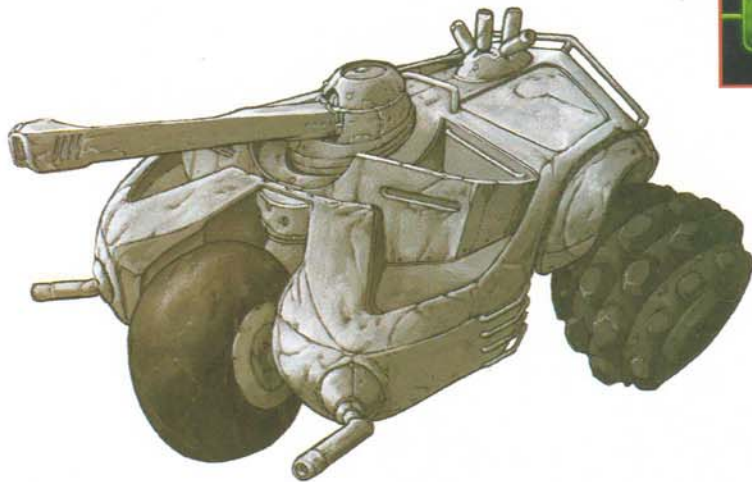
TA6500

The TA was Cybertronic's first attempt at A.I. driven vehicles. It is built for speed and it is armed with a long range cannon any trooper can respect. The sole purpose of the TA is to spot and track enemy movement. Once it finds the enemy's positions, it relays the information to the rest of Cybertronic's forces so they can ambush the enemy.

TYPE: Light/Wheeled/Closed

SPECIAL RULES:

- The TA6500 may at any time take a special Spot action (take an Engage action and do a totally



	MV	MW	LD	AC	W	A	COST
TA6500	8	14	12	3	3	30	100

unmodified LD-roll). If successful, the TA6500 will automatically spot all hidden models on the table within Line of Sight, and transmit the coordinates to all your Cybertronic models (do not remove the Hidden-markers; the models are still hidden to all other troops). This effect only lasts until the end of the round; so don't remove those hidden markers!

- The TA6500 is an A.I.

WEAPONS: The TA is armed with a long range cannon—the SSV001. Its stats are as follows:

	CR	MX	RM	DAM
SSV001	30	60	-2	12(x2)

The SSV001 uses the grenade template, and deviates if it misses.

FIRING ARC: The SSV001 is a turret mounted weapon, therefore it may be fired 360 degrees all around.

STRUCTURE: The TA is purchased as an individual vehicle. It does not have a crew.



DEATH ANGEL

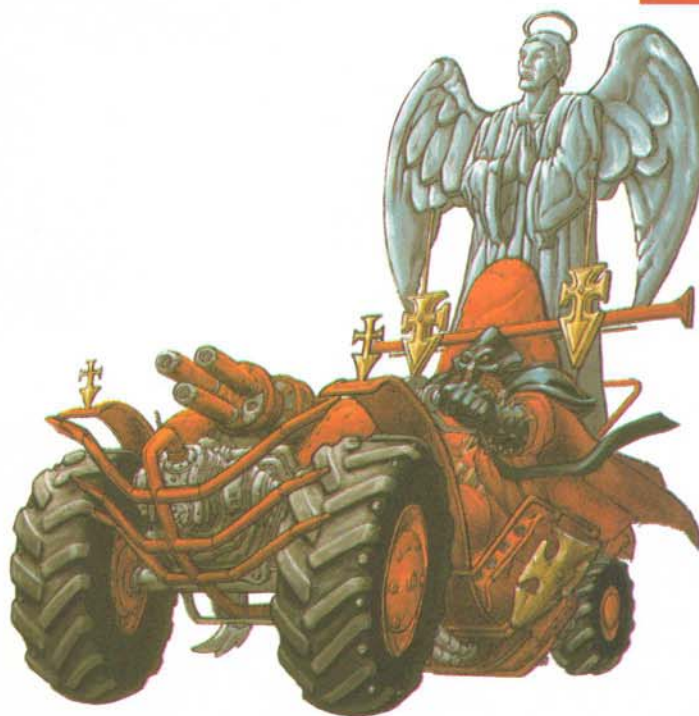
.....MV	AC	W	A	COST
DEATH ANGEL6	3	4	27	90

The Death Angel was designed by the Imperial Military Design Artisans, based on an idea by Arch Inquisitor Nikodemus himself. This vehicle provides Inquisitors with a quick and reliable way of observing Brotherhood and Cartel forces during battle. The vehicle is fitted with relatively no armament "more for looks then destruction".

The Death Angel is now a standard vehicle in the ranks of overseeing Inquisitors. It is always blessed by the Inquisitor who will be driving it before he goes into battle. It is armed with the devastating Deathlockdrum. The "Angel" is a sight to behold.

TYPE: Wheeled/Normal/Open

SPECIAL RULES: Once during the course of a game, the owner of the Death Angel may choose to have any one shot that hits the Death Angel be



"caught" by the statue of Nathaniel. When this happens the Death Angel or its driver takes no damage whatsoever, however template weapons will affect the surroundings. The decision must come before the Hit Location roll is made.

WEAPONS: The Death Angel is armed with a water-cooled version of the Deathlockdrum (same stats as in the *Warzone* book). The integrated grenade launcher may fire any type of grenade available.

FIRING ARC: The Death Angel has a firing arc of 90° to the front, measured from the muzzle of the gun.

STRUCTURE: The Death Angel is purchased as an individual vehicle. Only Inquisitors may use Death Angels. The only model that may enter the Death Angel is a Inquisitor, so if the Inquisitor leaves the Death Angel or is killed, no other model may enter it unless it is a Inquisitor.

UNHOLY CARRONADE



The Unholy Carronade is a large bore cannon that is crewed by a host of Undead Legionnaires led by a Necromutant.

	MV	AC	W	A	COST
CARRONADE.....	4	3	4	29	80



TYPE: Heavy/Wheeled/Open

SPECIAL RULES:

- The Carronade emits a blast of solid Dark Symmetry that is very powerful, but highly unpredictable. To show this, place the Explosives template on your desired target, then roll a d20. If the roll is a 5 or less the blast will hit where you placed the template, if you roll higher than a 5, the template will automatically deviate (use the grenade deviation table to determine direction;

deviation distance is one half the distance of the shot). The attacker, not the defender, controls the deviation within the limits of the die roll. NOTE: because of the nature of this weapon, you do not have to target a specific model; you may place the template anywhere on the table (within LOS).

- The Carronade's original crew may not be farther than 3 inches from the Carronade at all times. As long as there is one crew member still "alive," it can still fire. If the Necromutant commander has been killed, the Carronade's shot will always deviate.
- If the Carronade's original crew is killed, you may re-man the Carronade. You need at least 1 Necromutant or 1 Undead Legionnaire to fire the Carronade. An Undead Legionnaire operating by itself will always deviate its shots.

NOTE: The crew for the Carronade can't perform any actions separate from the Carronade. They are too busy loading shells, firing, etc... to do anything else.

WEAPONS: The blast the Carronade emits is a damage 15(x3), and it has an unlimited range, but you still need line of sight.

FIRING ARC: The Carronade has a firing arc of 90 degrees to the front, measured from the muzzle of the carronade.

STRUCTURE: The Carronade and its crew (one Necromutant and three Undead Legionnaires) are purchased as an individual Vehicle.

SECTION 3—NEW TROOPS

BAUHAUS BLITZERS



The Blitzers are specialists in taking out vehicles. They love it, and as a result they have a reputation for being complete maniacs. After all, most Bauhausers love armored vehicles—a tank to a Bauhauser is like a beloved pet or family member. Not to the Blitzers, who live to destroy BIG vehicles, and the bigger—the better. They are mad enough to believe in hand-to-tank combat there is only one winner—them!

To join the Blitzers, you have to be cool under pressure and addicted to adrenaline, because you're going to get into a lot of sticky scrapes. You also need very steady hands. They carry a heavy magnetic demolition charge as well, just in case they have to charge the enemy. They wear the standard Special Forces skull mask.

SPECIAL RULES

- All Bauhaus Blitzers have Close Combat Training.
- The Bauhaus Blitzers' squad coherency is 10 inches.

- All Blitzers may set a Demo Charge on a vehicle. The procedure varies with the circumstances as follows:
 - STOPPED VEHICLE: To set a charge on a stopped vehicle, the Blitzzer must be in base-to-base contact with the vehicle. The player then selects to which location (see Vehicle Location Table) on the vehicle he wants the Blitzzer to set the Charge (especially "crew" or "fuel," where the charge will do the most good). Once the location is picked, the vehicle automatically takes a hit of damage 16(x2) in that location. The Blitzzer must make a LD test to see if he can "get the hell outta the way". If the Blitzzer fails his LD test, he will take a hit of DAM 14.
 - MOVING VEHICLES: The Blitzzer must try and make it to the vehicle the same way as above. Once in contact with the vehicle, the Blitzzer must make a successful LD test to place the Demo Charge. If it fails, the Blitzzer automatically takes a hit at DAM 14, because he misjudged the vehicle's distance from him. If the Blitzzer was successful, roll on the Vehicle Location Table to randomly determine where the Charge was placed. Then work out damage in the same way as above.

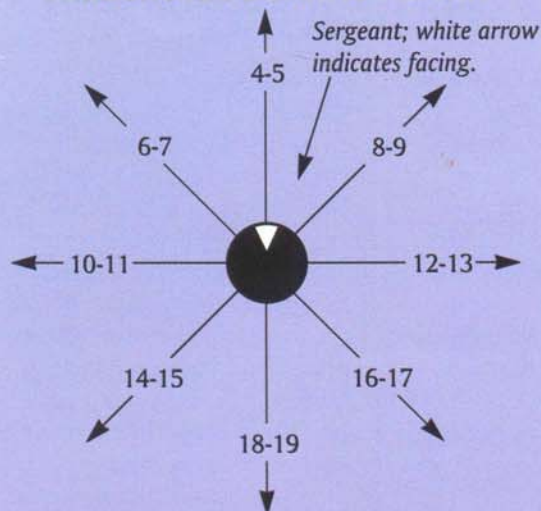
If a Blitzzer is ever rammed or the victim of a drive by attack, the Blitzzer should make a LD test even if it was killed. If the LD test was successful, the Blitzzer was quick enough to lay a charge. Roll on the Vehicle Hit Location Table to determine the location.

- PARACHUTES: Each squad of Blitzers may be parachuted on to the battlefield. The first thing you do for the parachuting troops, is to place the Sergeant anywhere on the table—that is where he landed. Everyone else in the squad will deviate—roll a d20 for each member of the squad except the sergeant, and see where they land in comparison to the sergeant using the diagram to the left. You then roll another d20 to see how far away from the Sergeant you will land.

EQUIPMENT. All Blitzers in a squad can be are armed with one Demo Charge each, for a cost of 15 points, although anyone in the squad can use the Charge. The Charges may be used in two different ways:

	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Blitzer	15	12	—	15	3	1	1	3	24	40
Blitzer Sergeant	16	13	—	16	3	1	1	3	25	42
Blitzer Kapitan	16	14	—	16	4	2	2	3	26	54

PARACHUTER DEVIATION CHART



On a roll of "1-3", you choose yourself where to place your paratrooper.

On a roll of "20", the parachute never unfolded, and the trooper dies on impact... (i.e. never even enters the game).

D20 ROLL	DISTANCE
1-5	4 inches
6-10	6 inches
11-15	8 inches
16-20	12 inches

- They can be thrown at any enemy model (as a grenade), in which case it makes DAM 14(x2) and uses the Explosive Weapons template.
- They can be used on vehicles (see special rules above).

Blitzers and Blitzer Sergeants are armed with Panzerknacker assault rifles and MP-103 Hellblazer SMG's. One Blitzer may replace its Panzerknacker for a Firefist. Blitzer Kapitans may be armed with anything from the Bauhaus or General Armory lists.

Weapon costs are not included in the Blitzers' points costs.

STRUCTURE. Blitzers are purchased in squads of 3 to 5 warriors and one Sergeant.

Blitzer Kapitans are individual models. You may only have as many Blitzer Kapitans as you have Blitzer squads.

FIREFIST

The Firefist may be fired at a vehicle with a +4 to the user's MW. The damage for the shot is 16 against vehicles. If the Firefist is shot at a trooper the damage is 12 and you use the Explosive Weapons template. Firefists may only be used by Bauhaus Blitzers, unless otherwise stated.

	CR	MX	RM	DAM	COST
FIREFIST	15	50	-1	special	50

"I think we have airborne company," Danforth replied, his voice muffled by his sealed suit. "Never mind what environmental says—keep your suits on and watch the skies. Pass it on."

The grunt saluted and trundled back into the ancient mold-covered corporate midrise they were using as a command base. Danforth looked back up at the overcast horizon.

There, above the trees. Three Air Cav pilots skimmed along the treetops, the roar of their engines not yet reaching Danforth. "Company D, we have visitors," Danforth yelled into his radio, breaking broadband silence and bringing his M50 to bear. "Three rocket jockeys due east, coming in low. Intelligence hasn't mentioned Imperial activity in the area, so let's keep a low profile and be reactive."

The Twin Barracuda jet packs continued toward their position as Danforth moved into the low alien brush at the edge of the clearing. One of the Air Cav pilots swooped in for a landing, his jets screaming as he came to a stop, while the other two picked up altitude and orbited the clearing.

Danforth could easily see the Cartel insignia on the side of the landed Twin Barracuda. Doomtrooper. The pilot hoisted the jet pack off his back, pulled his shotgun from the pack's holster, and moved to pull off his sealed helmet.

Danforth stepped from the brush, rifle over his head as a sign of peace. "Don't take that helmet off. The air tests clean but we don't trust—son of a bitch!"

The Imperial Doomtrooper spun and, his shotgun at the ready, fired both barrels into Sergeant Danforth's chest. "Bloody heretics," the pilot screamed into his mike. "Give me cover! We've got enemy forces down here!"

The recon grunt came stumbling out of the midrise. "No, wait! We're friendlies! Look!" he screamed, pointing at the Capitol badge on the suit's helmet. His faceplate was still fogged over.

The pilot nodded, pumped the shotgun and blew away the Capitol grunt. The other two Air Cav units arced over the clearing and unloaded their rockets into the midrise. A ball of fire engulfed the building.

"Did you get a positive ID on the target?" one of the airborne pilots said into the Imperial radios.

"I... I dunno," the grounded pilot said. He pushed Danforth's body with the toe of his boot. Looked at the Capitol insignia. "The situation was really dynamic..."

"Yeah, it's a heretic," the pilot's CO said over the radio above him. "The whole lot of 'em are heretics. Demnogonis, by the looks of it. Call in reinforcements; we're taking over here." ¶



ASHIGARU



Ashigaru are warriors drawn, en masse, from the ranks of Mishima commoners. Like Samurai they swear obedience to their liegeland. At the time of this writing only Lord Heir Maru of Venus and his retainers have accepted them in any numbers among their forces. Ashigaru are becoming more commonplace

and accepted among the societies of Mars and Venus.

Although poorly armed, trained, and equipped, they are fanatically loyal to their master. They normally have only the lightest of body armor so as not to impede their martial arts speed and flexibility, an assault rifle and a bayonet. Unless promoted to Samurai they will never possess ceremonial blades or the battle suits of the ruling class.

All Ashigaru in the service of Maru wear white uniform kimonos over black personal body armor. These are tied with a belt sash that indicates their rank. These are white for a warrior, red for a leader, black for a hero.

SPECIAL RULES

- Ashigaru are fanatic followers of their Samurai masters. If given a Rally command by a Samurai they will automatically rally.

EQUIPMENT: All Ashigaru warriors are armed with Shogun Assault rifles and a Naginata. One Ashigaru warrior in a squad may substitute his assault rifle with a Kensai LMG. Ashigaru Leaders and Heroes are armed with Shogun Assault Rifles and Ceremonial Blades. The stats for the Naginata are found below.



STRUCTURE:

Ashigaru are purchased in squads of 6 to 8 and one leader. Heroes are purchased as individual models.

Ashigaru Leaders are drawn from the ranks of the lesser Samurai, those not yet experienced enough to be fully accepted in regular Samurai units. Therefore, use Samurai Leader figures to represent the Ashigaru leaders on your Warzone battlefield.

Likewise, Samurai Heroes can often be

ASHIGARU	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Ashigaru Warrior.....	11	10	—	11	3	1	0	4	20	9
Ashigaru Leader.....	12	10	—	12	3	1	0	4	20	11
Ashigaru Hero.....	12	11	—	12	3	1	1	4	21	12

seen fighting side by side with the Ashigaru—these are often young, proud hotheads of noble birth, but too inexperienced to yet be allowed into Samurai units. Therefore, use Samurai Heroes to represent Ashigaru Heroes on your Warzone battlefield.

NAGINATA

POLEARM

	CR	MX	RM	DAM	COST
Naginata	CC	—	—	12	3

Naginas can be used at a range of up to two inches. Roll for a close combat attack, but you do not count as being in base to base contact, so you do not have to break away from your foe.

DEMON HUNTERS

From the dark and gloomy depths of the Underground Ocean on Mercury, rises a great black peak perpetually shrouded by mist. High atop this peak is the foreboding monastery of the feared order of Demon Hunters. No one who sets foot on this island every leaves there again, unless they are a Demon Hunter themselves or on the business of the master of the order.

Within this enormous spire, thousands are trained, tested and put through incredible ordeals, each seeking to become part of the order. Here, desperate and bitter men and women are taught all the secret arts of demon hunting, and then set forth to face the Darkness. In huge dojos hundreds of neophytes hone their martial arts skills to levels that seem impossible to less driven mortals.

Within the vast forbidden library of the order, thousands of scholars laboriously scrutinize ancient books; carefully searching for that which may save mankind from the Dark Apostles. In darkened tutorial rooms, wizened sages teach the magical secrets of their arts, winnowing only the strongest and brightest to fill the prestigious ranks of the Demon Hunters.

SPECIAL RULES

- Demon Hunters may have up to 4 Ki powers (see below for Ki powers list)
- No Demon Hunter may be part of any force in which a Brotherhood model is present.
- Demon Hunters are immune to Panic and Rout.

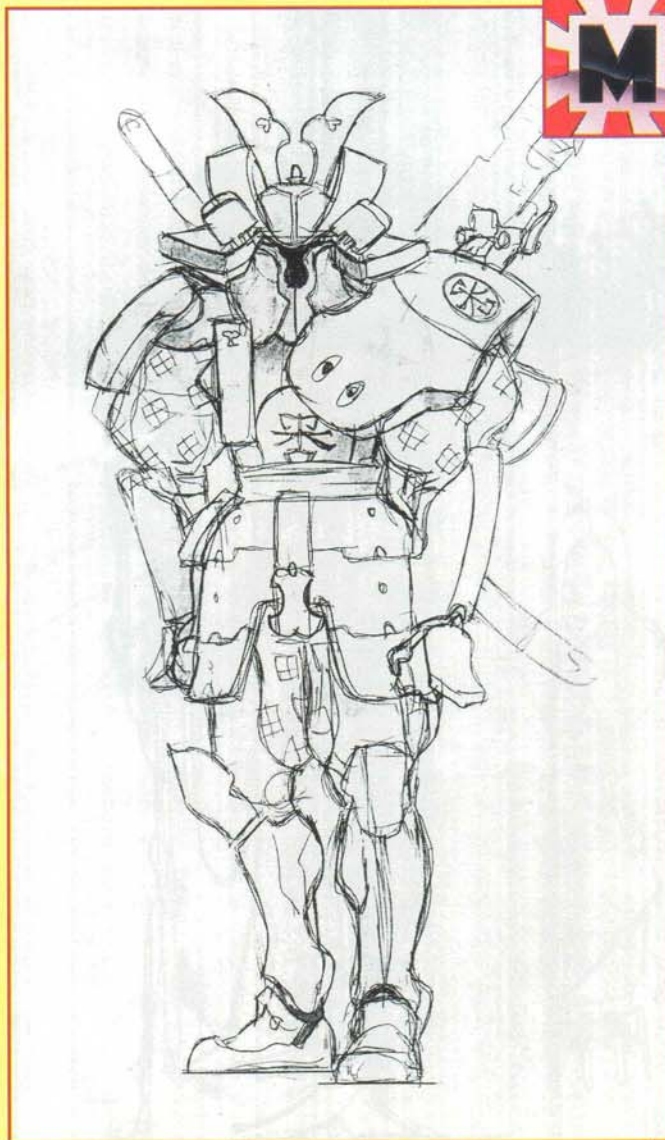
EQUIPMENT: Demon Hunters are equipped with their famous DEMONTTOOTH Ceremonial blade(see stats below). They may also arm themselves with any weapons from the Mishima and General armories. Demon Hunters may purchase Demon Hunter armor.

DEMONTTOOTH

	CR	MX	RM	DAM
Demonttooth	CC	—	—	16

DEMON HUNTER ARMOR

Demon Hunter armor can carry up to 4 Mystic Talismans at a cost of 5 points each Talisman (see Mystic Talisman below). Demon Hunter armor also gives the wearer a +4 to resisting Dark Symmetry.



MYSTIC TALISMAN

Mystic Talismans can only be purchased by Demon Hunters. They automatically negate any use of the Art or Dark Symmetry targeted at the Demon Hunter or any unit within 6 inches of him. Once you use the Talisman it burns out and is destroyed (it cannot be used for the rest of the battle).

STRUCTURE: Demon Hunters are purchased as individual models. Demon Hunters may not make up more than half of your force's individual models.

	CC	MW	PW	LD	AC	W	ST	MV	A	COST
DEMON HUNTERS	16	16	—	14	3	4	4	4	25	63



KI POWERS

Demon Hunters train long and hard on secret variations and disciplines of the martial arts, learning to focus their Ki Powers in many ways to overcome their foes. If you wish, your Demon Hunter may, when it is deployed, roll a d20 up to four times on the following table.

Each roll costs 6 points. If you roll the same number twice reroll the second one. You may only use one Ki Power a turn, unless the power is in effect at all times. Ki powers that are always in effect are "on" from before the game starts until the model is killed.

- 1) SUPER LEAP.** By taking a USE SPECIAL POWER action, the Hunter makes a mighty spring, using all its Ki Powers to carry it across vast distances. Move the model up to 10 inches in any direction, ignoring the effects of intervening terrain or landing on top of any terrain feature, regardless of height. If the model ends up in base-to-base contact with an enemy model, the Super Leap counts as a Charge. (If the Charged model is Hidden, see special rules on page 10 in *Dawn of War*.)
- 2) DEATH BLOW.** By taking a USE SPECIAL POWER action, the model focuses all its Ki Powers on inflicting damage on its enemies in Close Combat. For the rest of this turn, add +4 to the Demon Hunter's CC and DAM against any foes it strikes in Close Combat.
- 3) IRON WILL.** By taking a USE SPECIAL POWER action immediately prior to the first Close Combat attack action you make during a turn, you may ignore the next Wound you take.
- 4) ACROBAT.** By taking a USE SPECIAL POWER action immediately prior to the first Close Combat attack action you make during a turn, this model may attempt to dodge the next attack that Wounds you by rolling a 10 or less on a d20.
- 5) MARTIAL ARTS.** By taking a USE SPECIAL POWER action when in base-to-base contact with an enemy model, the Demon Hunter may make two Close Combat attacks for every Attack action he takes. The Demon Hunter may still only make one Secondary Attack during his turn.
- 6) IRON FIST.** By taking a USE SPECIAL POWER action when in base-to-base contact with an enemy model, the Demon Hunter gains an additional +4 to DAM in Close Combat until the end of his turn.
- 7) CAT SENSES.** If a Demon Hunter has this Ki Power, he is impossible to surprise. Any hidden model within 6

inches in line of sight is automatically spotted. Do not remove the Hidden counters; the troops are still hidden to all other models. This is in effect at all times.

- 8) KI HEALING.** By taking a USE SPECIAL POWER action and making a successful LD roll, the Demon Hunter may heal one wound. You cannot heal more wounds than you started with.
- 9) PERFECT BALANCE.** The Demon Hunter has complete control over its own body. He can redistribute weight to walk over sand without leaving tracks or even walk on water. He may ignore the effects on movement of any terrain, even impassable terrain. Increase the Demon Hunter's MV by 1. This Ki Power is in effect at all times.
- 10) VOICE OF COMMAND.** This model is so convincing when he speaks, any panicked friendly models within 10 inches of him will automatically rally. No LD roll is needed. This is in effect at all times.
- 11) HARD TO KILL.** This model get a +4 to its armor rating. His armor may not go over 30. He is immune to all diseases, gases, and poisons.
- 12) WHIRLWIND OF DEATH.** By taking a USE SPECIAL POWER action, the Demon Hunter may simultaneously strike every enemy model within 10". Roll equal to or beneath your CC skill for every enemy model within 10"; if you succeed that foe is hit. After you use this Ki Power, the Demon Hunter's turn ends. You cannot use this power if you are already in base-to-base contact with an enemy model. The Demon Hunter may still only make one Secondary Attack each turn.
- 13) STRENGTH OF TWENTY MEN.** By taking a USE SPECIAL POWER action you may increase your STR to 10 (regardless of your normal STR) for the rest of the turn.
- 14) ASSASSIN.** In Close Combat this model always reduces its foe's armor rating by 4. This Ki Power is always in effect.
- 15) WEAPON MASTER.** By taking a USE SPECIAL POWER action, your next Close Combat blow will be a perfect success.
- 16) ILLUSION.** By taking a USE SPECIAL POWER action, the Demon Hunter creates a nearly perfect illusionary double of himself. Until the Demon Hunter takes its next Wound, any model that tries to hit him are at a -3 to hit.
- 17) AMBIDEXTROUS.** This model has been trained to use a SIDEARM in each hand. With one action you may attack with both weapons. The Demon Hunter cannot perform a Secondary Attack, but uses this ability instead. This Ki power is in effect at all times.
- 18) TRUE SIGHT.** By taking a USE SPECIAL POWER action, all enemy models that are hidden but in line of sight of the Demon Hunter remove their Hidden counters.
- 19) CHOOSE ONE.** Choose your own Ki power from numbers 1 through 9.
- 20) CHOOSE ONE.** Choose your own Ki power from numbers 10 through 18.

MEKA

The ultimate expression of Mishima philosophy regarding personal combat are the gigantic Meka battlesuits. While these resemble great humanoid suits of powered armor, they are in fact much closer to tanks and other war machines. They are huge, heavily armored, and boast similar weapons to tanks and aircraft. Their armor is inches thick and they mobilized with incredibly complex and powerful hydraulic systems. Some are equipped with shoulder mounted rocket launchers, others have enormous built in anti-tank guns. They can reach up to 15 feet tall and weigh ten tons.



MEKA WEAPON PACKAGES

CLOSE ASSAULT: This package contains weapons that are effective at close range.

	CR	MX	RM	DAM
Storm Sledge	CC	—	—	15
Lionclaw Shotgun	Template	—	—	14

RANGED ASSAULT: This package contains weapons that are effective at long range.

	CR	MX	RM	DAM
Daimyo				
Rocket Launcher	30	60	-4	10(x3)
Kensai MKII	24	48	-3	15(x2)

PUNISHMENT: This package includes one massive anti-tank gun mounted on the Meka's shoulder.

	CR	MX	RM	DAM
Demonfang				
Rocket Cannon	36	72	-4	24

The Demonfang may only be fired once every time the Meka is activated (i.e. the Meka may only take one of its three actions to fire the Demonfang). The Demonfang has a minimum range of 15 inches.

SPECIAL RULES:

- The Meka is considered a Giant sized model.
- The Meka may not Give Orders.
- The Meka must always attack the largest enemy model on the table (unless an enemy model engages the Meka in close combat), i.e. it may not attack a Normal model if there's a Large enemy model in play.

EQUIPMENT: When you purchase a Meka you may choose one of the three different weapon packages—Close Assault, Ranged Assault or Punishment. They each are optimized for different types of combat.

STRUCTURE: The Meka is purchased as an individual model. However, it may not have special equipment, heroic special abilities or Give Orders.

	CC	MW	PW	LD	AC	W	ST	MV	A	COST
MEKA	14	14	—	14	3	5	6	5	30	120



IMPERIAL

In the war torn galaxy, the Imperial Corporation is known for many things: Their aggressive military position, their superbly trained troops, and, most notably, the great diversity of their clans and Special Forces. The most well known of these forces are the Blood Berets, the Golden Lions, and the Wolfbane Commandos. Within the Imperial military structure, there are nearly as many special forces as there are

clans. This section deals with these other special forces, as well as some new squad types and the availability of these squad types to the Imperial forces.

As with the Imperial special forces troops listed in the *Warzone* rules, all of the forces listed in this section have the Seize the Initiative and To the Last Warrior special abilities, as well as the ones listed within their rules.

NECROMOWER SQUADS AND BARRACUDA SQUADRONS

The chart to the right shows which Imperial forces Imperial may include flights of Twin Barracudas or squads of Necromowers. Individual Wolfbane Necromowers and Twin Barracudas are permitted for any Imperial force. These rules supercede all rules regarding Necromowers and Twin Barracudas in the original *Warzone* book.

To purchase a Necromower or Barracuda squad, you must first decide from which force the driver or pilot will be coming, and if that force can use them. The chart listed below gives the permitted squads for each clan's forces, if any.

NECROMOWER SQUADS

STRUCTURE: Necromower squads consist of 2 troopers and 1 sergeant. They are armed per the Necromower rules on page 27.

BARRACUDA SQUADRONS

STRUCTURE: Barracuda squads consist of 2 pilots and 1 sergeant. They are armed per the Twin Barracuda rules on page 28.

RESTRICTIONS

CLAN FORCE	NECROMOWER	TWIN BARRACUDA
Bad Samaritans	Yes	No
Black Berets	No	No
Blood Berets	Yes	Yes
Blue Berets	No	No
Blue Lions	No	Yes
Golden Lions	Yes	Yes
Golden Panthers	No	Yes
Highlander Warriors	Yes	No
The Hunters	Yes	No
The Rams	No	Yes
The Shamrocks	Yes	Yes
The Sterlings	No	No
Wild Roses	Yes	Yes
Wolfbane Commandos	Yes	No

CLAN SPECIAL FORCES

As stated earlier in the text, there are several special forces, each sponsored by a clan or clans and each with their own unique abilities and histories. The following pages list those forces, along with a description of each and their stats and special rules.

Most of the special forces listed below wear Mk. III armor just like the Blood Berets and Golden Lions; and just like them they have their own unique camouflage scheme for their armor.

THE BAD SAMARITANS

Imperial Force.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Bad Samaritan Warr.15	13	—	15	3	1	1	3	22	27
Bad Samaritan Chieft.16	14	—	16	3	1	2	3	24	30
Bad Samaritan Hero17	15	—	16	4	2	3	3	26	42

Originally members of clan Finn, the Bad Samaritans have realized armed conflict is the only way to stop the Dark Legion. They disagree with their clans policy of conscientious objection and have joined the Highlanders, who gave them their name (The Finn clan is known for their mediating ability and their unique medical skills, hence the name Samaritan). This sub-force of Highlanders does agree with one philosophy of their former clan however- they refuse to take a human life, fighting only against the forces of the Dark Legion. They wear their hair in braids as the Highlanders do but distinguish themselves by using black facepaint.

SPECIAL RULES: All Bad Samaritans have the Close Combat Training and Commando Training special abilities. They may not be in any form of combat with any other megacorporation, Cartel, or Brotherhood force. They only fight the Dark Legion.

EQUIPMENT: Bad Samaritans are armed with Punisher Blades and Aggressors. Chieftains are armed with Claymores and Aggressors. Heroes are armed with Claymores. One Samaritan in a squad may replace his weapons with a Charger HMG.

STRUCTURE: Bad Samaritans are deployed in squads consisting of 2 to 4 warriors and 1 Chieftain. Bad Samaritan Heroes are individual models. You may only have as many Bad Samaritan Heroes as you have Bad Samaritan squads.



THE BLUE BERETS

Imperial Force.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Blue Berets Trooper12	14	—	14	3	1	0	3	24	22
Blue Berets Sergeant14	14	—	16	3	1	0	3	26	30
Blue Berets Captain15	15	—	16	4	3	1	3	26	48



The Blue Berets are the special forces of the Paladine clan. They serve mostly ceremonial duties as the guards of Reading Palace and Victoria. In times of need, however, they are called upon to

fight and are considered one of the finest forces in the Imperial megacorporation. Of course, being the personal guards of the Imperial Serenity has made them especially adept at spotting potential danger. If they weren't, the Serenity could be wounded or worse, and the Blue Berets simply will not allow that.

SPECIAL RULES: The Blue Berets have the Keen

Eyes heroic special ability and Commando Training squad special ability.

EQUIPMENT: Blue Berets are armed with Invader assault rifle and Aggressor Sidearms. One Blue Beret in a squad may substitute his weapons for any heavy weapon from the Imperial or General armories. Blue Beret sergeants are armed with Intruder SMGs and Chainrippers.

Blue Beret Captains may be armed with any weapon from the Imperial or General armories.

STRUCTURE: Blue Berets are organized into 3 to 5 man squads, plus 1 sergeant.

Blue Beret Captains are individual models. You may only have as many Blue Beret Captains as you have Blue Beret Squads.



THE WILD ROSES

Imperial Force.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Wild Rose Trooper.....12	14	—	14	3	1	0	3	24	22
Wild Rose Sergeant.....14	14	—	16	3	1	0	3	26	30
Wild Rose Captain.....15	15	—	16	4	3	1	3	26	48



Like the Brannaghans Blue Lions, the Droughans make up the entirety of their special forces, the Wild Roses. The Wild Roses are named for the Droughan crest which depicts a yellow and red rose. This famous flower grows on a large plant whose wood is used to manufacture the barrels that store whiskey so well. These barrels season the whiskey quickly, and this flavored whiskey has become a real

favorite of the Imperium. When the Droughans aren't fighting for Imperial they're distilling (and drinking) their wares. The Wild Roses often carry flasks or skins of the stuff into battle with them, claiming "A drop o' Droughan's is good for all what ails ye". This motto seems to hold some truth, for battlefield witnesses have claimed more than once the ferocity of the Wild Roses escalates after they "have a nip o' the good stuff".

SPECIAL RULES: The Wild Roses have the Jungle Training special ability. By taking a Use Special Power action, the Wild Roses may drink their whiskey and receive any one of the following effects until the beginning of their next activation: Ignore a wound on a 10 or less on a d20. Reroll any leadership test (except for panic tests).

EQUIPMENT: Wild Roses troopers are armed with Invader assault rifles. Sergeants are armed with Mandible shotguns and Punisher blades. One Wild Roses trooper may substitute his Invader for any heavy weapon in the Imperial or General armories.

Wild Roses captains may be armed with any Imperial or General armory weapons.

STRUCTURE: The Wild Roses fight in squads of 3 to 5 troopers and 1 sergeant.

Wild Roses Captains are individual models. You may only have as many Wild Roses Captains as you have Wild Rose squads.

THE BLACK BERETS

Imperial Force.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Black Berets Trooper.....15	13	—	14	3	1	0	4	24	25
Black Berets Sergeant.....16	14	—	16	3	1	0	4	26	32
Black Berets Captain.....17	15	—	16	4	3	1	4	26	50



Formed by Clan Morgan, the Black Berets are trained to root out and destroy all Heretics in space. They receive special training in zero gravity combat and close quarters battle, both essential skills in the cramped and often weightless environments of spacecraft and space stations. It goes without saying, of course, they are

just as deadly on the ground as they are in space. They are especially fanatical about destroying the Dark Legion, yet Clan Morgan has often been accused of conspiring with the Dark Soul in exchange for a modicum of protection for their electronic goods (which are the clan's primary source of income).

SPECIAL RULES: The Black Berets have the Close Combat special ability and a new special ability, Close Quarters Battle Training. This new special ability is unique to the Black Berets. Close Quarters Battle Training allows a warrior to fire into a close combat situation without hitting friendly units.

EQUIPMENT: Black Berets troopers are armed with Interceptor SMGs and Chainrippers. Sergeants are armed with Mandible shotguns and Chainrippers.

One Black Beret in the squad may substitute his weapons for a Gehenna Puker.

Black Beret Captains are armed with any weapon from the Imperial or General armories.

STRUCTURE: Black Berets are organized into squads of 3 to 5 troopers and one sergeant.

Black Beret Captains are purchased as individual models. You may only have as many Black Beret Captains as you have Black Beret squads.

THE HUNTERS

Imperial Force.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Hunter Trooper.....14	14	—	14	3	1	1	3	24	27
Hunter Sergeant.....15	15	—	16	3	1	1	3	26	32
Hunter Captain.....16	16	—	16	4	3	2	3	26	50

The special forces of the Dunsirn clan, the Hunters got their name for their uncanny ability to track down and kill prey. They hone their abilities by hunting the natural predators roaming free on clan Dunsirn's large tracts of land on Venus and Mars. They are usually deployed ahead of the main Imperial force, scouting out the enemy forces and tracking their movement towards the main force. The Hunters then determine where and when the enemy and their main force will meet. At this location the Hunters will set up an ambush to flank and strike the surprised enemy where they are most vulnerable, usually with devastating results.

SPECIAL RULES: The Hunters have the Jungle Training squad special ability and Scout heroic special ability.

EQUIPMENT: Hunters troopers and Sergeants are armed with Invader assault rifles and Punisher blades. One Hunter trooper per squad may substitute his Invader for any heavy weapon from the Imperial or General armories.

Hunters captains are armed with Punishers and any weapon from the Imperial or General armories, usually an Assailant sniper rifle.

STRUCTURE: The Hunters are organized into squads of 3 to 5 troopers and 1 sergeant.

Hunters Captains are individual models. You may only have as many Hunters Captains as you have Hunters squads.



THE BLUE LIONS

Imperial Force.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Blue Lion Trooper.....12	14	—	14	3	1	0	3	24	25
Blue Lion Sergeant.....14	14	—	16	3	1	0	3	26	32
Blue Lion Captain.....15	15	—	16	4	3	1	3	26	50

A warrior clan, the Brannaghans make up the entire contingent of Blue Lions. They make their money in the pharmaceutical industry. As a result of this, the Blue Lions are lavished with the finest in medical care and technology (a fact that causes much resentment in the other clans). The Blue Lions are some of the finest medics in Imperial. They are often attached to larger groups of other clans special forces, and can often be seen on the battlefield tending to the wounded. Don't let this healing demeanor fool you: The Blue Lions fight as fiercely as most Special Forces.

SPECIAL RULES: The Blue Lions have the First Aid heroic special ability and Commando Training squad special ability. They are exempt from the squad coherency rule. They may only be deployed if there are three squads from any other clan for every one squad of Blue Lions.

EQUIPMENT: Blue Lion troopers are armed with Aggressor Sidearms and Punisher Blades. One Blue Lion in the squad may substitute his weapons for any heavy weapon from the Imperial or General Armories. Blue Lion sergeants are armed with Aggressor Sidearms and Punisher blades.

Blue Lion Captains are armed with any weapon from the Imperial or General Armories.

STRUCTURE: Blue Lions are organized into squads of 2 to 4 troopers and 1 sergeant. Although the squad is exempt from squad coherency, the sergeant is still required to provide general leadership to the squad.

Blue Lion Captains are individual models. You may only have as many Captains as you have squads.



EXAMPLE: Chris wants to deploy a squad of Blue Lions into his Imperial army. He must first buy at least three squads from another force, say the Blood Berets. He may now purchase a single squad of Blue Lions and deploy them with his three squads of Blood Berets. The Blue Lions would not have to follow the squad coherency rules and could be deployed onto the battlefield as if they were individual models (although they still take their actions as a squad).

THE GOLDEN PANTHERS

Imperial Force.....	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Gold. Panth. Trooper	13	15	—	15	3	1	1	3	24	30
Golden Panther Sgt.	15	15	—	16	3	1	1	3	26	42
Golden Panther Capt.	16	16	—	16	4	3	2	3	26	50



In the early days of the Sad Struggle, Clan Loughton publicly adopted a neutral policy to the conflict. While most of the clan agreed the Sad Struggle benefited neither side and not taking a side was the best course of action, some of the younger members did not. Led by Barnaby Loughton, this group of objectors sided with clan Murdoch in the Sad Struggle.

As a reward for their support, the Murdochs made the splinter group a new clan, to be led by Barnaby. He renamed them O'Loughton, since he was a "son o' Loughton". He also renamed their special forces after the Ram's natural enemy. Thus the Golden Panthers were born.

Today the Golden Panthers are made up entirely of O'Loughton clan members. The clan itself has no actual business other than war. Years of constant battle have hardened the Panthers into what may consider the

toughest fighting force in Imperial. Even the Blood Berets would think twice before crossing these fanatics.

SPECIAL RULES: The Golden Panthers have the Combat Reflexes heroic special ability, and the Close Combat and Jungle Training squad special abilities.

EQUIPMENT: Golden Panther troopers are equipped with Invader assault rifle, Aggressor Sidearms and Punisher blades. One Golden Panther may substitute his Invader for any heavy weapon in the Imperial or General Armories. Sergeants are armed with Mandible shotguns, Aggressor Sidearms and Punisher blades.

Golden Panther Captains are armed with Punisher blades and any two weapons from the Imperial or General armories (One of these must be a sidearm).

STRUCTURE: Golden Panthers are deployed in squads of 3 to 5 troopers and one sergeant.

Golden Panthers Captains are individual models. You may only have as many Golden Panther Captains as you have Golden Panther squads.

THE STERLINGS

Imperial Force	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Sterlings Trooper	13	15	—	16	3	1	0	3	24	22
Sterlings Sergeant	15	15	—	16	3	1	0	3	26	30
Sterlings Captain	16	16	—	16	4	3	1	3	26	48



One of the special forces jointly sponsored by more than one clan, the Sterlings are under the Axelthorpe and Smythe clans. Formidable fighters in their own right, the Sterlings see little actual battle. They instead are mostly used to guard the Imperium's finances. Sterling squads are deployed in every Imperial bank as well as on currency shipments.

They are called upon in times of need, however, and when they are fight they give as good as they get. The Sterlings pride themselves on being able to spot danger. They believe if they aren't vigilant, then the coffers of Imperial would be bled dry, and the Sterlings simply will not allow that.

SPECIAL RULES: The Sterlings have the Close Combat Training squad special ability and Keen Eyes heroic special ability.

EQUIPMENT: Sterlings troopers are armed with Mandible shotguns and Punisher blades. Sergeants are armed with Aggressor Sidearms and Punisher blades. One Sterling trooper in a squad may replace his Mandible with a Destroyer LMG.

Sterling heroes are armed with any weapon from the Imperial or General armories.

STRUCTURE: The Sterlings are deployed in squads of 3 to 5 troopers and 1 sergeant.

Sterlings Captains are individual models. You may only have as many Sterlings Captains as you have Sterlings squads.

THE RAMS

Imperial Force.....	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Rams Trooper	12	14	—	14	3	1	0	3	24	24
Rams Sergeant.....	14	14	—	16	3	1	0	3	26	32
Rams Captain.....	15	15	—	16	4	3	1	3	26	50

Clan Loughton is one of the richest Clans within the Imperium. The Loughton's made their vast fortune by being the first clan to lay claim and work the asteroid belt between Mars and Jupiter. The rich mineral deposits of the asteroid belt brought tremendous wealth to the Loughtons who, ever hungry for greater profits, turned their attention to the manufacturing of heavy equipment. Controlling both minerals and the equipment to reach them, Clan Loughton held a virtual monopoly in their business. Their manufacturing was so successful they began selling their technology to those who could afford their craftsmanship and superior design.

Today, 75% of the vehicles in the Imperium bear the Loughton's ram crest, the symbol of strength and durability for generations. This symbol has given rise to the popular saying "It's Ram strong" when referring to the quality of one's vehicle. Both the rams horn symbol and the saying have been adopted by the clans Special Forces, known simply as the Rams.

The most famous unit within the Rams is their Air Cavalry, the maniacs who fly the Twin Barracudas as if they grew out of their backs.

SPECIAL RULES: The Rams have the Commando Training and Jungle Training squad special abilities.

EQUIPMENT: Rams troopers are armed with Invader assault rifles. Sergeant are armed with Interceptor SMGs and Chainrippers. One Rams trooper in the squad may substitute his Invader for any heavy weapon from the Imperial or General armories.

STRUCTURE: The Rams are deployed in squads of 3 to 5 troopers and 1 sergeant.

Rams Captains are individual models. You may only have as many Rams Captains as you have Rams squads.



THE SHAMROCKS

Imperial Force	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Shamrock Trooper	15	13	—	14	3	1	0	3	22	30
Shamrock Sergeant	16	14	—	16	3	1	2	3	24	35
Shamrock Captain	17	15	—	16	4	2	3	3	24	47

The Murray clan make two things exceptionally well: ale and weapons. Over 75% of Imperial consumers buy their ale from the Murrays, and the Murray clan's Lyon & Atkinson weapons plants make the bulk of the Imperial armed forces weapons, including the infamous Claymores (which they were given the rights to produce by Sean Gallagher after his family was massacred). Their family crest is a four leafed shamrock, and their motto is "Our Luck Never Runs Out". These have been adopted by the Murrays' special forces, who are now known simply as the Shamrocks. The Shamrocks' luck never does run out, for they often volunteer for the most dangerous assignments and always emerge from them unscathed.

SPECIAL RULES: The Shamrocks have the Close Combat Training squad special ability and Lucky Fate heroic special ability.

EQUIPMENT: Shamrock troopers are armed with Invaders assault rifles and Punisher blades. Sergeants are armed with Interceptor SMGs and Punisher blades. One Shamrock trooper from the squad may substitute his Invader for any heavy weapon from the Imperial or General armories.

Shamrock Captains may be armed with any weapons from the Imperial or General armories. They also have a Claymore.

STRUCTURE: Shamrocks are deployed in squads of 2 to 4 troopers and 1 sergeant.

Shamrocks Captains are individual models. You may only have as many Shamrocks Captains as you have Shamrocks squads.



ARCHINQUISITOR SALVATORE NIKODEMUS



Inquisitor Nikodemus was born the youngest son of a commoner Bauhaus family. As a youngster he showed signs of power in the Art. His family, having great faith in the Brotherhood, promptly turned over this promising young wielder of the aspects. This is where he assumed his current name Nikodemus (after an ancient Brotherhood martyr) under the Brotherhood's strict tutelage, Nikodemus studied hard and rose through their ranks, becoming known for his power and efficiency.

Eventually, Nikodemus's skill in the Art grew into something more than "useful". He was immediately promoted into the Second Directorate, namely the cell of Inquisitors. After the appropriate training he proved himself to be an effective Inquisitor. Salvatore has been relentless in his search for any sign of the Dark Symmetry. This determination and drive for the light has earned him the title of Archinquisitor. The Brotherhood trusts and relies on Nikodemus to such a degree they now only send him on the most difficult assignments.

During his career Salvatore has instituted many reforms and ideas that will hold true for hundreds of years. Among these are the Death Angel, a battlecar designed specifically for Inquisitors.

Nikodemus carries an artifact of deadly design based on the AC-40. This weapon has been carried into battle by other great Inquisitor Majores. Its name is Gabriel, and was the personal armament of the first Inquisitor. It possesses a integrated flamethrower in addition to the chain bayonet.

Salvatore's graying hair accent his blue eyes, and his stern look. He is seldom ever seen without his battledress, and never appears on the field without Gabriel.

STRUCTURE: Nikodemus is a personality, so all rules for personalities apply. He is purchased as an individual model.



SPECIAL RULES

- Nikodemus is immune to panic and rout
- He has Close Combat Training
- He is Trained in all aspects of the Art.
- He has the Lucky Fate heroic special ability
- Nikodemus inspires his troops. While he is alive all Brotherhood have a small immunity to the Dark Symmetry. Any time a Brotherhood warrior of any kind is affected by a Dark Symmetry spell roll a d20. On a roll of a 1-10 the spell does not affect the model. On a roll of 11-20 it affects it as normal.

EQUIPMENT: Nikodemus uses a modified AC-40 known as Gabriel. Gabriel's stats are as follows:

	CR	MX	RM	DAM
Justifier	8	15	-2	13
Flamethrower	Template	—	—	14
Chain Bayonet	CC	—	—	13(x2) sweep attack

The points for Gabriel are already figured in to Nikodemus' point cost.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
NIKODEMUS14	15	15	17	4	3	3	3	28	150



BIO-GIANT

Bio-Giants are hideous, towering creatures of death and destruction. Standing up to 30 feet high, these huge monsters are produced in the vats of the Citadels, molded and stitched together by Tekrons. They often lead wave assaults against enemy fortifications. The earth shakes beneath their thunderous tread, and their booming voices are so deep they resonate at sub-audible frequencies. Although slow-seeming and clumsy, the very sight of these towering, undead monsters strikes terror into the hearts of even the boldest.

Bio-Giants resemble gigantic, war-scarred humanoids, their flesh covered in a patchwork of stitches and sutures. Often great spikes protrude from their flesh. They are immensely strong, immensely stupid and immensely tough. Often limbs are hacked away at the elbows and replaced with huge weapons, such as chain saws and heavy machine-guns. Particularly massive Bio-Giants need huge armored exo-skeleton harness to enable them to support their own weight.

SPECIAL RULES

- Due to the Bio Giant's heavy armor and massive size, it is not affected by any attack that does Damage 13 or less, unless a perfect success is scored. If a perfect success is scored against the Bio Giant with a damage of 13 or less it only takes 1 wound (even if the weapon has a multiplied damage rating).



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
BIO GIANT16	10	—	16	4	5	8	4	30	135

- The Bio Giant causes FEAR (per *Dawn of War*).
- The Bio Giant may not have Heroic abilities or Special Equipment.
- The Bio Giant may never hide.
- The Bio Giant can automatically break close combat.
- The Bio Giant is immune to both panic and rout.
- If the Bio Giant is killed, it will automatically activate one last time to immediately use all its 4 actions, and THEN drop dead.
- The Bio Giant's attack may never be parried unless the opponent has a strength of 4 or more.
- The Bio Giant is a Giant model.

EQUIPMENT: The Bio Giant is armed with the Punishment of Algeroth. The Punishment of Algeroth

is a powerful Shotgun type weapon, with a chain blade attached to it.

CHAIN BLADE

	CR	MX	RM	DAM
CHAIN BLADE	CC	—	—	11(x3)

SHOTGUN

	CR	MX	RM	DAM
SHOTGUN	Template	—	—	14

The Chain Blade may make sweep attacks. The cost of the Punishment of Algeroth is already figured into the Bio Giant's cost.

STRUCTURE: The Bio Giant is purchased as an individual model.



EAONIAN JUSTIFIER

Eaonian Justifiers, or simply Justifiers as they are commonly called, are the torturers and interrogators of Algeroth's forces. They rank among the foulest products of the Necrochambers. They are a slave race

created by the Tekrons, using advanced Bio-technology. The creatures use human DNA, crossed with the DNA from a myriad of other creatures, most commonly spiders and strange demonic creatures from some extradimensional hell. They emerge fully grown from their artificial wombs and their brains have already been programmed with all the dreadful knowledge the Tekrons wish them to possess.

As they emerge from the vat, still dripping with birthing slime, the Justifiers are garbed in their red ceremonial robes and given a small creature, usually a kitten, a puppy or a human infant to "play" with. This play consists of subjecting their pet to the foulest tortures imaginable, for Justifiers are creatures of the darkest evil. They live only to obey their masters and to inflict pain. Their brains have been so warped that, to them, cruelty is normal and devising ever more fiendish tortures is their greatest delight. To a Justifier, there is music in the screams of pain, and artistry of the highest order in slowly flaying a person alive. To a Justifier, an auto-excruciator is an instrument of high art. Even without such sophisticated equipment, using their own claws and their ability to secrete venom, Justifiers can put a human through the most excruciating agonies imaginable.

Eaonian Justifiers are tall and slender with thick leathery skin. Their long heads look obscenely insectlike, and four great mandibles jut from their lower jaws. Their hands end in long, curved claws dripping with caustic venom. On the surcoats worn beneath their robes is the symbol of the balance, a reference to the way in which they weigh the truth of a person's life and words.



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Eaonian Justifiers.....16	14	—	15	4	2	2	4	25	46

SPECIAL RULES

- Justifiers cause FEAR (per the First Compendium), even though it's only a Normal sized model.
- Justifiers may spit their deadly venom up to 8" for a damage 14 attack. Use the Justifiers MW stat for this attack.

EQUIPMENT: Justifiers only use their natural weapons, claws. Their claws may only be used in Close Combat, and their Damage is 13(x2). Justifiers are capable of making sweep attacks with their claws. Justifiers may have no additional equipment.

STRUCTURE: Justifiers are purchased as individual models.

KARNOPHAGES



Karnophages are another possible outcome of the foul process of degeneration common to the followers of Algeroth. Those who suffer from the Black Hunger decay into these monstrous creatures rather than into Kadavers. Their hunger drives their bodies down another path of devolution, and the sufferer becomes ever more animalistic. Karnophages hunger only for fresh-killed meat, and they don't care where it comes from. They must eat up to a tenth of their own body weight a day, or their bodies will start to consume themselves, leading to a terrible and excruciating death.

Karnophages are utterly fearless and are possessed of an animalistic cunning that makes them terrifying hunters. They are almost uncontrollable, even by their fellow Cultists. When a heretic begins to Degenerate into a Karnophage, he or she is driven out from their Temple of Destruction into the sewers. These monsters then prowl the city, slaying at random until caught. Sometimes, they band together into packs and terrorize entire neighborhoods, emerging from their sewer lairs only after dark, to hunt down anyone foolish enough to be abroad in the benighted streets.

Karnophages are often drawn to battlefields in great numbers. If followers of Algeroth are among the combatants, the creatures remember enough of their former allegiance not to attack them unless no other prey presents itself. Under no circumstances will they attack a Nepharite, but they will instead abase themselves before it and follow any commands it gives they can understand. They still possess a rudimentary vocabulary and can understand simple, verbal instructions.

Karnophages are unnaturally lean monstrosities, marked by the most obscene and pronounced of Stigmata. Their bodies are hairless and their lips are drawn far back up their faces, revealing an expanse of glistening grayish gums and fang-like teeth. Their movements are marked by a feral quickness, and their eyes glitter with animal cunning and an unnatural lust for human flesh. Sometimes they throw back their heads and emit a blood-curdling howl that tells something of their evil hunger and their terrible dim awareness of their own lost humanity. Their mouths and claws are always stained with the caked blood of previous meals.



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Karnophage15	—	—	14	3	1	2	4	22	18

SPECIAL RULES: By collectively using a Use Special Power Action, a squad of Karnophages can invoke a Howl of Pain. When invoked, any squads within 15" of any of the Karnophages must make a panic test. If any broken or already panicked units are within the 15", they must make a rout test. The Howl of Pain costs every Karnophage in the squad one Use Special Power action.

EQUIPMENT: Karnophages only use their claws and teeth in Close Combat. The Damage for this type of attack is 12(x2).

STRUCTURE: Karnophages are purchased in leaderless squads of 4 to 10.



ZENITHIAN SLAUGHTERMASTER



When the Lord of Insanity calls for more potent amounts of terror, the Slaughtermasters appear, leading packs of their smaller brethren, the Soulslayers, in frenzied rage onto the battlefield. They tower over the battlefield with clouds of Dark Symmetry circling their heads like birds of prey.

Their fiery eyes look like portals to hell. Slaughtermasters look like larger versions of the Soulslayer, but they are much more vicious and cunning.

SPECIAL RULES:

- Slaughtermasters are Large models.
- The Slaughtermaster may have up to 5 Dark Gifts from the Dark Symmetry or the Gifts of Muawijhe lists.
- Slaughtermasters may lead squads of Soulslayers into battle. The squad can consist of 2 to 3 Soulslayers and one Slaughtermaster. The following rules apply to the Soulslayer squad:



- 1) The Soulslayers may not possess any Dark Gifts.
- 2) The Soulslayers must remain within command distance of the Slaughtermaster or they will do nothing until the squad comes back into command distance again.
- 3) All models in the squad are considered large models, but you may choose to fire at the Slaughtermaster instead of the Soulslayers because he is considerably taller.
- 4) If the Slaughtermaster dies, the Soulslayers become individual models and may act independently for the rest of the battle.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Slaughtermaster17	—	14	16	5	5	5	5	29	100

EQUIPMENT: Slaughtermasters use their claws in Close Combat, which do Damage 18 and may make sweep attacks. If the Slaughtermaster uses a Use Special Power action when in base-to-base contact with an enemy model, it may use its pinchers on a single target for a 14(x3) damage. The Slaughtermaster may also attack any model within 2" of it for free once per turn (when activated or if it is Waiting; the attack does

not expend the Wait action) with its tail for Damage 10. If the Slaughtermaster Charges, the Charge bonus applies only to claw attacks and not the tail.

STRUCTURE: Slaughtermasters are purchased as individual models. They may be purchased to lead squads of Soulslayers.



HELLFIRE CART WITH SLAVES



Many Ilian Templars try to ascend to the honorary position of Hellfire Cart Master. Only the most tactically minded become the infamous "cart".

The Templar is first stripped of its precious armor and then amputated from the waist down. Using Dark Symmetry and Necro-Technology the Templar is fused to the Necro-Engine. The missile rack is then added. The Necro-Engine is fueled by the liquefied remains of Undead Legionaries. The Cart Master is also blessed with a retinue of "gifted" Children of Ilian. The slaves are all single minded and do as they are told. The cart and slaves fight as a well oiled machine on the battlefield.



(Note: the blister pack contains three slaves)

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Hellfire Cart Master.....10	14	—	15	3	1	2	3	26	100
Slave	—	—	—	—	1	—	—	10	—

SPECIAL RULES:

- **Missile Rack**—The Hellfire cart comes equipped with 8 special rockets crafted with Dark Symmetry. Using the missile template they are DAM 15(x2). The Hellfire cart only gets 8 shots for the whole game. The Cart may not fire the missile rack while moving.
- **Nitro**—By using a Use Special Power action the cart's MV becomes 10 for the rest of the turn. Due to a symbiotic link the slaves always know when the cart will move so they have just enough time to jump on the cart to move with it.
- **Ramming**—If anyone is in the way of the cart when you use Nitro, see the Ramming rules in the Vehicle section of this book. It cause a Damage 13(x2) hit.
- **Slaves**—The cart comes with three slaves. Each has a different purpose on the battlefield:
 - **Spotter Slave** - As long as the spotter slave is alive, no range modifiers is applied to the missile rack. If the Spotter slave dies then the range modifiers work as normal.
 - **Sword Bearer Slave** - As long as the Sword Bearer is alive, the cart gets a + 4 to CC and he may use his Power Sword. When the Cart is using Nitro, the Sword Bearer can make a Drive By attack as if the Cart were a Vehicle (see Attacking With a Vehicle).

- **Mechanic Slave** - As long as the Mechanic is alive, whenever the Cart takes a wound roll a d20. On a roll of 10 or less ignore the wound (the mechanic has fixed the problem)
- **Formation**—All slaves must be within 4 inches of the cart at all times.
- **Bodyguard**—If any opponent tries to attack the cart in Close Combat, a slave can jump in the way and take the wound for the cart.
- Slaves are Small models.

EQUIPMENT:

	CR	MX	RM	DAM
Hellfire Missiles	30	60	-5	15(x2)
Power Sword	CC	—	—	14(x2)

The Power Sword may make sweep attacks.
The costs for these weapons are already included in the Hellfire's point cost.

STRUCTURE: The Hellfire Cart and slaves are purchased as a squad. The Cart is not considered a Vehicle.





BRASS APOCALYPT

The Brass Apocalypsts form the bodyguard of many Tekrons and are one of the Tekrons' finest creations. They are a lovingly crafted symbiosis of Bio-technology and machine. Their basic forms are created using the Dark Technology, incubated in the life vats and Necrochambers in the same way as the Dark Golems. As their gestation is complete they're ripped from their artificial wombs and implanted with the most powerful Necrobionics and Bio-technology the Tekrons can devise. They are so advanced in their design even other members of the Dark Legion give them a wide berth. As with the Dark Golem, their only real weakness is they are incapable of creative thought and can only follow precise orders from their Tekron masters. The Brass Apocalypst take even longer to create than Golems, so most Tekrons will have only a few as bodyguards.

SPECIAL RULES

- Brass Apocalypsts never receive penalties for spotting and may never receive special Equipment.
- They never panic or rout and are immune to gas attacks.

EQUIPMENT: The Brass Apocalypst uses a modified Blutarch hand cannon.



	CR	MX	RM	DAM	COST
Modified Blutarch hand cannon	25	40	-3	14(x2)	15

STRUCTURE: Brass Apocalypst are deployed in squads of 2 to 3 models led by a Tekron.

APPEARANCE: The Apocalypsts are huge humanoids, about 8 feet tall, weighing around 400 pounds. Their faces are crafted from brass and resemble the visage of Algeroth, their ultimate master. Their heads are encased by a flowing serpent-like mass of cables that feeds nutrient fluids and stimulants to their brains. Their torso is covered in spines, and their limbs are sheathed in a metal armor. This armor is actually grafted to their body and forms an exo-skeleton that amplifies their strength.



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Brass Apocalypst.....14	15	—	13	3	2	3	3	30	46

GOLEM OF DARKNESS

The Dark Golems are androids created using the Dark Technology. Like the Eonian Justifiers, they too spring forth fully grown from the artificial wombs. They are born with a knowledge of all forms of combat. Their purpose is to train with the Destroyers, providing perfect sparring partners to practice with. They are tireless, and learn from their foe's mistakes and victories so they can never be defeated the same way twice. They instinctively adapt themselves to their opponents' level of proficiency and match it, pushing their foes to the edge of their ability.

In times of war, they can be reprogrammed to fight at the peak of their efficiency, and when that happens, they are even more formidable. It is fortunate indeed for humanity they take a long time to create, otherwise the Dark Golems might overwhelm the human race. Their one great weakness is their inability to act for themselves; Dark Golems can only follow orders given them by their superiors.

SPECIAL RULES

- Golems ignore wounds on a d20 roll of 10 or less. In addition they may not be harmed by any weapon of damage 10 or less.
- Golems can no longer activate themselves if every Nephrite and Tekron in your force is killed. However, another individual model in your force can Give Orders to a Golem to activate it.



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Golem of Darkness.....16	14	—	14	4	4	3	4	26	50

EQUIPMENT: Golems of Darkness may be equipped with any weapon from the Algeroth armory.

STRUCTURE: Golems of Darkness are individual

models. Only one Golem may be purchased per Tekron or Nephrite in your force.



TEKRON



Tekrons are among the most powerful of all Algoth's servitors. They are the Masters of the Dark Technology and the designers of all the fearful weapons that Algoth's forces use. They supervise the great factories and breeding farms of his Citadels and rank second in importance only to the Nepharites themselves.

Tekrons are brilliant creatures. Each has an incredible understanding of the Dark Technology and its potential uses. Tekrons also has the unnatural ability to understand technology of any sort, just by looking at it and handling it. Yet, despite this brilliance, Tekrons are barely human. They have no sympathy for any living creature, not even their fellows. They are cold, emotionless, and deadly. They are not willfully cruel, just devoid of conscience. Tekrons see the universe as a vast laboratory for testing their theories and designs. They view living creatures as their test subjects, each with its own contribution to make. They are the worst kind of monstrosity, having brilliance without morality and a genius unrestrained by any human feeling.

Tekrons are silent. They communicate only by gesture or with a strange telepathic use of the Dark Symmetry. Since they can replace body parts at will, Tekrons are effectively immortal.

Each Tekron is ranked strictly according to his or her knowledge. The more they

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Tekron.....13	13	14	15	4	3	2	4	26	50

know, the more respected and feared they are. All Tekrons specialize in certain specific areas. One may concentrate on the making of guns, another may concentrate on the manipulation of Bio-technological material, and a third may know all there is to know about poisons. When given a commission by their Nepharite masters, the Tekrons will communicate with each other and pool their knowledge to create the perfect design, each contributing his own specialties.

SPECIAL RULES: Tekrons possess many mechanisms tucked inside their massive bodies which

help to preserve their life. Whenever a Tekron is wounded the wound is ignored on a d20 roll of 12 or less (Note: the Tekron may not possess any additional equipment or abilities that do the same). Tekrons may possess up to 5 Dark Gifts from either the Algoth or Dark Symmetry gift lists.

EQUIPMENT: Tekrons may be armed with any weapons from the Algoth armory.

STRUCTURE: Tekrons are purchased either as individual models or as leaders of Brass Apocalypse squads.

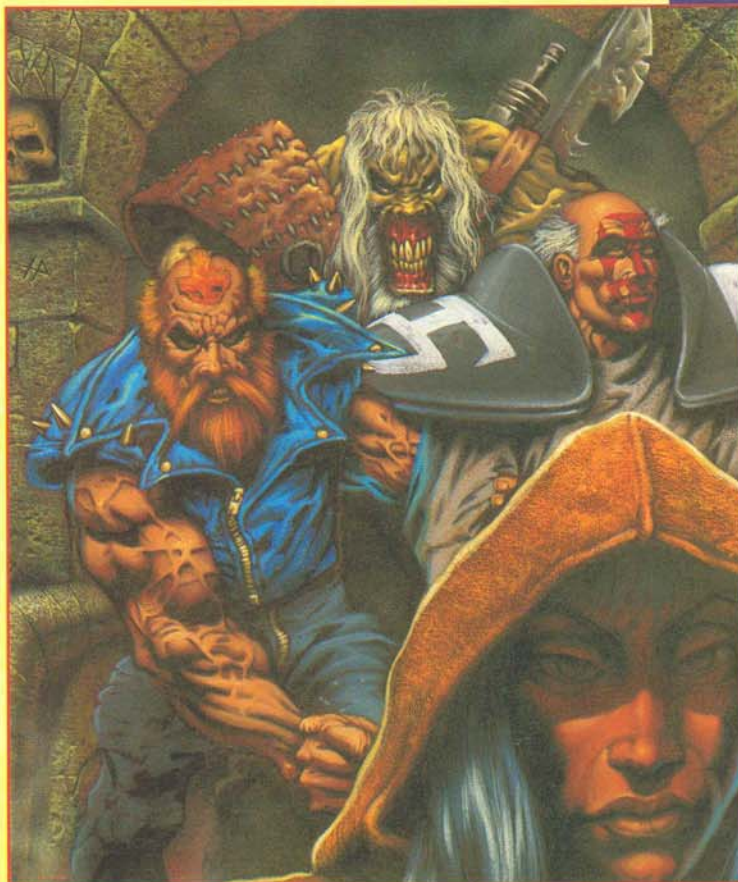
THE SECRET KOHORTS

The Secret Kohorts is the name given to those corrupt individuals who follow Algoth, who carry out his plans in human society, and who worship him in the Temples of Destruction. Members range from newly initiated youths to the incredibly powerful Necromagi themselves, with a whole spectrum of forces such as Reapers of Souls, Destroyers and others in between. Many are marked by Stigmata and Degeneration, and all are touched by the Apostle of War.

APPEARANCE

When involved in covert operations, the followers of Algoth dress exactly the same as anyone else, and equip themselves with the same weapons. Obviously, using weapons of the Dark Technology would give away their true nature and hamper their performance on missions. On the battlefield, and when performing dark rituals in their Temples of Destruction, the Kohorts don a distinct garb just like the Brotherhood and the military of the Megacorporations.

Only Seekers do not have a distinctive garb. During these times, the Kohorts wear cowed black tunics with belts of red leather, the buckles of which are fashioned into the sign of Algoth. The sign of Algoth is repeated on their right shoulder pad and on their kneepads as well. Thick gauntlets of red and black leather cover their hands. This garb is usually inlaid with lightweight armor. The only obvious distinction that quickly identifies a Kohort member is the masks they wear. Fashioned to resemble the countenance of Algoth, these masks reflect the status of their wearer. The richer the luster, the more intricate the detail, the more precious the metal, and jewels are symbols of rank. A high Necromagus's mask is a gorgeous and finely wrought creation of jewel-studded brass. A neophyte's mask however, is a



simple, unpretentious piece of ironwork. More details are on the following pages.

Each individual Cultist's garb is modified to accommodate whatever gifts or stigmata he or she may possess. If the Cultist possesses claws, the gloves will have slits in them to let them pass. If the Cultist has neural conduits, then an opening will be made for any connections.

All Cultists are immune to panic and rout.

THE SECRET KOHORTS

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Acolytes	11	—	12	3	1	0	4	23	13
Initiates.....	12	—	13	3	1	1	4	23	15
Sacristans.....	13	—	13	3	1	2	3	24	18
Reaper of Souls	15	—	15	4	1	2	4	24	33
Destroyers	14	—	15	4	2	3	3	25	36
Supreme Necromagus	15	14	15	4	3	3	3	26	40
Technomancer	13	14	15	4	3	3	3	26	42

ACOLYTES



These are the lowest ranking members of the Kohort. They have only recently joined and as yet possess no gifts of any sort. They are obliged to obey any of the other Kohorts. In battle, the Acolytes make up the vast bulk of the Secret Kohort's troops. The mortality rate is high among them, as they are often the keenest to prove their loyalty and devotion to their new lord, and often take dangerous risks to achieve glory in his eyes.

SPECIAL RULES: Each Acolyte can be armed with one close combat weapon and one standard issue weapon from any mega-corp list, but all Acolytes in a squad must use identical weapons.

EQUIPMENT: Acolytes' standard armament must always be the same within the squad but the player may select the weapons from any mega-corp armory. One Acolyte in a squad may substitute his standard issue weapon for any heavy weapon.

STRUCTURE: Acolytes are deployed in squads of 4 to 6 models. These squads are led by an Initiate.

APPEARANCE: Acolytes wear the standard garb described earlier. Their masks are plain and unadorned, wrought from simple iron. They do not yet have the right to wear the sign of Algeroth on their uniform.

FOOL

The ground underfoot shakes with the power and glory of our warriors. Behind us, the Citadel of Saladin. Before us, an endless waste of red Martian dust. I try to snatch a look at Saladin himself, but our temple's Necromagus slashes my face with his bony claws. He screams at us to honor our temple. No matter. The chaos between me and my temple mates, and Saladin's entourage, would never have allowed it anyway. I am such a fool.

The Tekrons move silently among our war machines. I envy their pure intelligence. A manual adjustment here, a surgical burst of Dark energy there, and soon every Carronade and Reaver is optimized for battlefield lethality. Perhaps I will someday be worthy to join the Tekrons—I would gladly give my body and soul to my Dark Master—but today I am but a lowly acolyte. Perhaps, after I prove myself today, I will take another step on that path.

Kalbok, a Nephrite of our Dark Lord somewhere low in Saladin's entourage—I forget where, for I am feeble-minded—strides among the gathered temple forces. The pure energy of the Dark Symmetry that emanates from him makes my hair stand on end when he passes before my temple mates. Kalbok's Brass Apocalyp follows the Nephrite like a devoted puppy.

I cannot hear the order to march, but I feel it. I can feel Saladin himself reach inside my head with his Dark energies to demand my obedience. I gladly offer it. Everyone starts running like mad across the desert, waving their stolen Windriders and Interceptors or, like me and my fellow temple members, M50s liberated from our Capitolian employers.

As we race toward our entrenched Imperial enemies, the Carronades behind us start warming up. The subsonic hum of the Carronade gathering energy ripples through the ground. I can feel the Carronade gathering Dark energy from around us and within us. Everyone slows a little as the first shots collect with the barrels, the ripples shake up a cloud of red dust, and BOOM! Three clouds of energy blast over our heads, eclipsing the weak sunlight.

The dark clouds begin to fall toward the trenches and the Imperial regulars scatter like ants running from an enormous black

INITIATES

Initiates have proven their loyalty and worthiness to the Kohort many times over. They usually lead groups of Acolytes, or form small units under the command of a Necromagus, Destroyer or Reaper of Souls. They are trusted servants of Algeroth who aspire to yet greater things. In everyday life, they may be laborers, executives or soldiers, but in reality, they are the chosen warriors of the Lord of Destruction.

EQUIPMENT: Initiates are armed in the same manner as Acolytes.

STRUCTURE: Initiates are deployed in squads of 4 to 6 and may be led by a Necromagus, Destroyer or Reaper of Souls. They may also be deployed individually as leaders of Acolyte squads, but are not considered Individual models and are not limited by the number of squads in your force.

APPEARANCE: Initiates wear the standard garb described earlier. They are entitled to wear the red leather belts and the mark of Algeroth on their right shoulder pads. On their left shoulder pads are concentric circles equal to their rank. One ring designates an Acolyte rank while two designate an Initiate.



Initiate



Sacristan

SACRISTANS

Sacristans are those unfortunates who have begun to Degenerate before they have advanced far enough to allow them a Temple career. They are often most desperate to prove their devotion to their Lord.

EQUIPMENT: Sacristans are armed in the same manner as the Acolytes and Initiates.

STRUCTURE: Sacristans may be purchased in squads of 4 to 8 and are led by a Necromagus, Destroyer, or Reaper of Souls.

APPEARANCE: Sacristans usually wear their full regalia at all times. They wear simple grey tunics with massive cowls to conceal their features. On their right shoulder pads and on their belt is the sign of Algeroth. Most Sacristans choose to wear plain iron masks, while a few demented souls simply let their terrifying, degenerated features show; a macabre tribute to the Lord of War.

shoe. Then, behind the Imperials, a scattering of Capitol troopers. I can see their eyes grow wide as the Symmetry hits the trench and splatters everything inside. Why didn't anyone tell me we'd be fighting Capitol? Did I know those poor idiots?

Everyone from my temple pulls up short at the sight of the dead Capitolians. Our temple's Necromagus singles me out; he knows I'm the most troublesome of the lot. He raises his clawed hand but I reach up and touch the deep slashes already burning on my cheek. The Necromagus, in his infinite wisdom, does not punish me. He is already more forgiving and gentle than my former employers.

"Go, young acolyte," he says over the din of the battle. "Prove yourself worthy to serve our righteous cause."

Of course I would do anything for such an honor. I would execute my wounded Capitol brothers where they lie screaming in the trench. And I shall, knowing their eternal service to Algeroth that will come after their deaths will be the greatest gift I can give them. The Necromagus has already explained all this to me.

I am such a fool. ¶



DESTROYERS

Destroyers are the ultimate human warriors of the Kohort; and spend every waking moment practicing their killing skills. On the field of battle, they normally lead groups of Initiates toward difficult and important goals.

EQUIPMENT: All destroyers are armed with Belzarachs and Ashrekeths. One Destroyer from a squad may replace its Belzarach with any heavy weapon from the Algeroth armory (this includes Destroyers acting as squad leaders).

STRUCTURE: Destroyers may be purchased in squads of 4 to 10, led by a Supreme Necromagus or another Destroyer. They may also be deployed individually to lead squads of Sacristans and Initiates (but are not considered Individual models and are not limited by the number of squads in your force).

APPEARANCE: Destroyers wear masks of steel and brass; a symbol of Algeroth painted in blood covers its length. They normally have short, red cloaks thrown over their left shoulders, and several weapons usually hang holstered on their belts. They wear the red gauntlets of the order though theirs are covered with small, spiky protrusions on the knuckles.

LUCKY DAY

Black bullets whizzing overhead, Teague Maclernen jumped his Necromower over a low red sand dune. He banged his padded shoulders against the 'mower's roll cage as the light cart landed with a thud. The studded tires dug into the soft sand and he peeled away just as his pursuers came over the top of the dune.

The scream of the Necromower's engine just got worse the more sand got into it. Already Teague could smell burning oil and melting gaskets. An experienced Necromower driver, Teague knew the engine had less than a hundred good miles left. The mechanics could fix it—they could fix anything—but first he had to get the Necromutants off his tail.

No problem.

Teague gunned the Necromower over the top of another dune. Behind him, three Necromutants howled incoherently and fired their belzarachs at him. He landed on the other side of the dune, turned hard and braked. The 'mower skidded and spun in the soft red sand, and came to a stop. Teague disengaged the Charger's ammo box, gave the barrels a quick spin to flush out the dust, armed the weapon and waited.

Today, the Wolfbane could do no wrong. Already he had single-handedly plowed down a dozen Legionnaires and taken out their big dogs, a pair of Pretorian Stalkers. The rest of the dead things scattered, stupefied by the turn of events. Only the three Necromutants came to their senses long enough to develop an interest in Teague and his noisy little cart.

Now that he had a good fire position, the Wolfbane could rely on the Necromutant's native stupidity to bring them over the dune and into his line of fire. He wiped dust from his face, blew his nose, and kept waiting.

No necromutants were forthcoming. Teague pulled himself out of the Necromower and glanced around, propped up on the roll cage. No movement on the dunes. The dead things must have gotten smart. Teague stepped on the petrol and gunned the engine.

The Necromower sputtered, lurched and shook until it died. Blue smoke gushed out of the engine box behind him. And then the black bullets started raining from all directions.

REAPER OF SOULS

Reapers of Souls are the assassins of Algeroth, and as such are feared by all sane people. They live only to kill and usually perform this task garbed in their distinctive vestments and wielding their Soulscythes.

SPECIAL RULES: Reapers of Souls have Close Combat and Commando Training special abilities

EQUIPMENT: Reapers may be armed with any weapon from the Necrotech list. They also carry the dreaded Soulscythe (see below).

STRUCTURE: Reapers are deployed in leaderless squads of 3 to 5, or are deployed individually as leaders to Sacristan or Initiate squads (but are not Individual models, and are not limited by the number of squads in your force).

APPEARANCE: A Reaper of Souls wears a huge, black, cowed cloak which swirls around him in great folds. Beneath this, the Reaper wears a mask of black iron and a tunic, trousers and boots of the darkest black. A Reaper's gauntlets are of such a deep, rich red they appear to be soaked with blood.



SOULSCYTHE

	CR	MX	RM	DAM	COST
Soulscythe	CC	6	—	see below	10

SPECIAL RULES: In close combat the Scythe does 14(x2) damage. If used for a ranged attack it only does 14 damage.

The Soulscythe is the ritual weapon used by the Reapers. As their name implies, they resemble great curving scythes. These blades glitter with menacing, ancient runes whose edges are always razor sharp. The blade is attached to a telescoping pole. With one twist, this can be shortened to the length of a sword hilt or lengthened till it's as long as a 5ft spear. It can be disassembled to provide a blow gun for firing poison darts, or it can be reassembled into two parts connected by a chain. This can be used to garrote a foe or to entangle any hand-held weapons. A Reaper of Souls can assemble a soulscythe in any of these configurations.

"Son of a bitch," Teague growled to himself as he reached for the Claymore sheathed behind his seat. The bullets pinged off the roll cage all around him. The Necromutants walked slowly toward him from behind dunes to the left, belzarachs leveled at the cart and chattering out ammo. At least they were smart enough to stay out of the Charger's fire arc.

But today, the Wolfbane could do no wrong. He knew in his wolf's soul that no bullet would hit him. That wasn't the glorious end to this battle. Claymore hefted, Teague waited as the Necromutants closed for melee.¶

SUPREME NECROMAGUS



The Supreme Necromagus is the head and presiding officer of a Temple of Destruction. All the Temple's Dark Companies report to this person, and all the worshippers of that Temple are his or hers to command in Algeroth's name. A Supreme Necromagus is one of the deadliest foes anyone can face.

SPECIAL RULES: The Supreme Necromagus may possess up to 5 Dark Gifts from the Algeroth Dark Gift list.

EQUIPMENT: The Supreme Necromagus may be armed with any weapon from the Algeroth armory.

STRUCTURE: The Supreme Necromagus may be purchased as an individual model, or it may be used to lead a squad of Destroyers, Sacristans or Initiates.

APPEARANCE: Supreme Necromagi wear masks of brass and great cowed red cloaks trimmed with black. Their gauntlets also are of black, as are their boots. Around their necks hangs a sacred amulet in the shape of Algeroth's symbol.

MANEUVERS

Tatsuro Yamada could think of no better place to spend a day than the back of his Dragonbike on maneuvers. The Underground Sea glowed dully, schools of phosphorescent deep-water creatures providing the only light this far away from Longshore or the other underworlds.

The hoverbike rocked gently as the ocean waves lapped

at his feet. The Kirin engine provided more than enough power to the 'bike. In fact, it took years of training to learn how to maneuver the beast without computer assistance. Naturally, it was dishonorable for any Samurai to enter combat with a computer holding his hand. Yamada, the son of a Samurai, destined to become a Samurai, and a liege to Lord Heir Moya himself, endeavored to master the vehicle years before his peers.

Fog began to rise from the warm sea. Yamada flicked on the Dragonbike's high-powered lamps and throttled back the engine. "Wyrn Blue to Wyrn Green," he called to his wingman, also on a Dragonbike somewhere nearby in the fog, "I'm making my final pass and heading back, copy?"

Wyrn Green did not respond. Yamada revved the Dragonbike, prepared to make one last high-speed pass through the area before returning to base. "Wyrn Green, copy?"

Still nothing.

Yamada switched channels. "Base, this is Wyrn Blue. My wingman isn't responding. I'm going to check it out." Static hissed in his ears. He tapped the top of the transmitter next to the driver's seat. "Sun spots," he muttered to himself. Sun spots, especially as close to the Sun as Mercury, made radios unpredictable at best, and useless when they flared up.

He revved the engine until the scream echoed back at him across the dark water. The Dragonbike's bottom caught the tops of the

TECHNOMANCER

Technomancers are Algeroth's foremost human technicians, standing on the verge of becoming Tekrons. They are blessed with an extensive knowledge of Dark Technology. They are rarely found on the battlefield and prefer spending their time in the labs designing weapons for Algeroth's minions. When forced to the battlefield, Technomancers will be found with the best defenses and weapons the Dark Technology can provide.

SPECIAL RULES: By making a USE SPECIAL POWER action and rolling its PW or lower, a Technomancer can restore 1 wound to any adjacent Dark Legion vehicle. The vehicle may not go over its starting wounds.

EQUIPMENT: Technomancers are well versed with the Dark Technology. With this knowledge they may use weapons normally unusable by many others, such as the Blutarch and the Nazgaroth. In effect, they may use any Algeroth weapon.

STRUCTURE: Technomancers are individual models.

APPEARANCE: Technomancers are unusual because they don't wear masks or cowls. They wear the standard garb of the Kohort, but their cowls are thrown back to reveal their shaved heads with the sign of Algeroth tattooed on their forehead. Normally they wear thick leather belts with hoops containing wrenches, pliers and other less recognizable though menacing-looking tools.



waves, leaving behind a mighty fan of water. He revved it faster and faster still. Then his headlights flashed across the tattered banner of his wingman's Dragonbike—and the remains of the bike scattered across a pool of burning fuel. Yamada throttled back his 'bike and circled the wreck.

The chassis of the Dragonbike had been shot to pieces, its frame riddled with deep black pock marks. Yamada studied the wreckage and pondered the destruction profile.

"Base, Wyrn Green is down," he said into the radio mike. The static continued droning into his ear. He switched channels, "Base, this is <click> Base, are you receiving <click> Base, can I—"

The Dragonbike began to rock on the water and a painful squeal started in Yamada's earpiece. Something was coming, somewhere in the thickening fog.

Yamada turned the throttle. The engine sputtered and died. He jumped on the emergency kick-start. Nothing. He jumped again.

"Base, I've got some trouble here," Yamada said into the dead radio. The dark sea splashed against the Dragonbike. He unslung his Shogun assault rifle and emptied the magazine into the fog. Switched out the magazine, and emptied another. And another.

A black ship, probably once a freighter but since rotted over with slime and rust, loomed out of the fog. The deck crawled with the living dead, some manning deck-mounted guns, others carried Krataches or nothing at all. The deck guns thundered into the stalled Dragonbike as the undead crew shrieked.

As the young Samurai-to-be jumped backward into the dark water, firing his Shogun at anything that moved, Yamada wished he were anywhere other than maneuvers on the back of his Dragonbike. ¶

ARMORIES

ANTI-TANK WEAPONS

A tank may appear invincible and infantry may appear pathetic in comparison, but nothing could be more wrong. Remember the rule of thumb—"If you don't succeed, use force. If you still don't succeed, use more force."

Anti-tank weapons are the most fearful thing a tank crew can face. A tank simply **WON'T** attack infantry armed with AT-weapons, unless they are suicidal. That's why all tanks are usually accompanied by several squads of infantry: To take out the AT-weapons.

In *Warzone*, apart from the AP-grenades described in the basic game, there are three types of AT-

weapons: disposable AT-rifles, reloadable AT-rifles, and AP ammunition for carbines and MG's. Any warrior armed with AT weapons may also be armed with an assault rifle and/or a **SIDEARM** if desired.

These weapons are part of the General Armory.

DISPOSABLE AT-RIFLES

	CR	MX	RM	DAM	Cost
MEGASLUGGER	15	30	-4	14(x3)	6

Megasluggers can only be bought for squads, not for squad leaders or individual models. A model firing against a smaller target than a Large figure suffers a -6 penalty due to the inaccuracy of this type of weapon. Troopers equipped with Megasluggers may not be equipped with any other types of Grenades or Grenade Launchers. The cost is for each model in the squad, and all squad members except the squad leader and squad members carrying Heavy Weapons must be equipped.

You can aim with Megasluggers, but they don't require a lock on.

Each Megaslugger can only be used once. No model may carry more than one Megaslugger. Models that already carry a Heavy Weapon may not carry Megasluggers.

NECROBIONIC CLAW

This device resembles a huge gauntlet of bone and muscle that grafts itself onto the recipient's hand. It enables the user to do damage by crushing a victim in its grip.

SPECIAL RULES: The user of the Claw may make sweep attacks with its Close Combat arms. The Claw adds +2 to ST and +1 to A.

COST: 10 points

RELOADABLE AT-RIFLE

	CR	MX	RM	DAM	Cost
HEADBUTT	24	48	-4	18(x4)	44

Headbutts fire AT-grenades over the battle-field. A model firing against a smaller target than a Large figure suffers a -6 penalty due to the inaccuracy of this type of weapon.

Headbutts are considered Heavy weapons but do not require bracing as they don't have any recoil. However, they always require two consecutive actions to use—the first to load and the second to fire. Because of the unreliable nature of the ammunition and the fatal effects of a jam/misfire means they can't be carried around loaded. Loading and firing must always be two consecutive actions.

You can aim with Headbutts, but they don't require a lock on.

AP AMMUNITION

All Handguns, SMG's, Assault rifles, Sniper rifles and Machine guns can be equipped with AP ammunition. AP ammunition can be

bought for individual models, squad leaders or an entire squad (ALL legal troopers in the squad must be paid for separately). AP ammo lowers the target's A stat to 28 if it's higher, but has no effect if the target's A is 28 or lower.

COST: 6 per weapon



A BULLET TO THE HEAD

"I'm not driving that thing."

"What are you talking about? It's a Death Angel."

"It's a death trap, more likely. Look at this silly beast. No armor. No decent weapons. And what's this... statue doing on the back of this vehicle of war?"

"That's Cardinal Nathaniel Dur—"

"I know who it is. Old Nate's been dead twelve centuries. Tell me again how his statue, here, is going to be the deciding factor in this little activity you have planned."

"Well, it won't be. Not directly. But civilians really go for this sort of thing. Brotherhood pomp and all that."



"You're mad."

"No, really. And the heretics, oh! One look at the Death Angel and they turn tail and run."

"Just like that?"

"Yes."

"I take it the Third Directorate's propagandists have too much time on their hands."

"Arguably, yes. But in any event, we're not offering you a choice to drive the Death Angel."



You're driving it, or you'll push a quill in the Scriptorium. Or we could have you tried as a heretic."

"Harsh."

"Not really. It's a simple mission. When Bishop Conviciator and his staff arrives at the Durand Spaceport, he and the rest of the visiting Curia members will need an armed escort to the Cathedral. We don't expect any trouble, but if there is..."

"You've got me in this death trap—"

"Death Angel."

"Whatever. Do I still get body armor?"

"Naturally. Nobody can see your face, remember."

"And all I have to do is, when your lone gunman makes his move, I make sure the Bishop ends up with a bullet in his head before he gets to the Cathedral, huh?"

"Mmm."

"Look at me, pal. I want to make sure I've got this mission right. I make sure your gunman kills the Bishop and your Curia buddies work things out so I get promoted to the Inquisition real quiet-like, right?"

"That's our offer."

"Not a problem. How many other, uh, friendlies do I have to deal with?"

"Just two other Death Angels and their drivers."

"And they're both as pathetic as this Death Angel, here, is. Right?"

"If you say so."

"No problem. Mmm..."

Inquisitor. Boy, that sounds a lot better than Missionary, don't it? I gotta tell you, life ain't easy out there. So how did you guys find me, anyway? Hey, what are you doing with that—"

<BLAM> "The Inquisition, of course." <BLAM, BLAM> "We've had you tagged as heretical scum for months." <BLAM> "Stop squirming." <BLAM> "I'm doing this for the good of your soul." <BLAMBLAMBLAM>

"Internal Investigations? Crenshaw here. I've executed the suspect. Round up the rest of his temple." ¶



NECROMOWER

VEHICLE	MV	AC	W	A	Cost
Necromower	8	4	3	28	70

TYPE: Open Wheeled

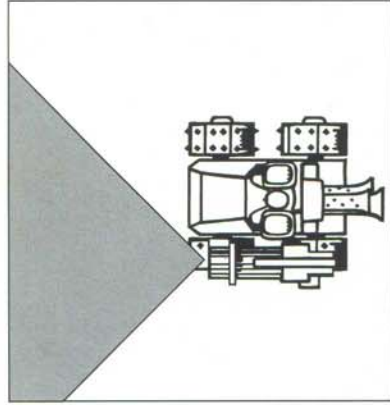
SIZE: Light

OTHER RULES: —

VEHICLE WEAPON	CR	MX	RM	DAM	Notes
Charger	18	35	-2	16(x3)	Burst fire weapon

CREW MEMBER(S)	CC	MW	PW	LD	AC	W	ST	MV	A	Cost	Notes
Driver											

CREW WEAPON(S)	CR	MX	RM	DAM	Cost	Notes
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DEATH ANGEL

VEHICLE	MV	AC	W	A	Cost
Death Angel	6	3	4	27	90

TYPE: Open Wheeled

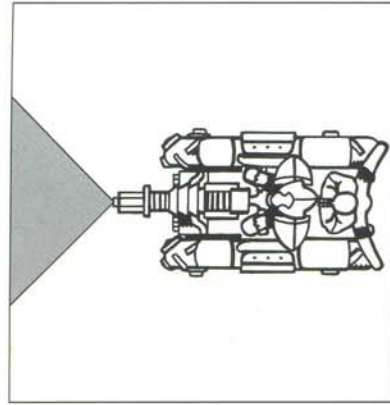
SIZE: Normal

OTHER RULES: Once per game, one hit can be caught by the "angel". That attack has no effect.

VEHICLE WEAPON	CR	MX	RM	DAM	Notes
Deathlockdrum	24	48	-3	16(x3)	Burst fire weapon

CREW MEMBER(S)	CC	MW	PW	LD	AC	W	ST	MV	A	Cost	Notes
Inquisitor											

CREW WEAPON(S)	CR	MX	RM	DAM	Cost	Notes
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DRAGONBIKE

VEHICLE	MV	AC	W	A	Cost
Dragonbike	8	3	3	28	95

TYPE: Open Hovercraft

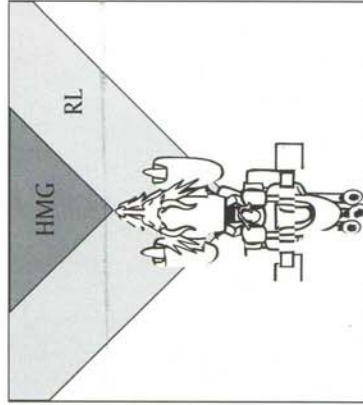
SIZE: Light

OTHER RULES: —

VEHICLE WEAPON	CR	MX	RM	DAM	Notes
Daimyo RL	30	60	-4	10(x3)	Use Explosion template
Dragonfire HMG	22	45	-4	16(x3)	Capable of burst-fire

CREW MEMBER(S)	CC	MW	PW	LD	AC	W	ST	MV	A	Cost	Notes
Driver											

CREW WEAPON(S)	CR	MX	RM	DAM	Cost	Notes
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GT OFFROAD

VEHICLE	MV	AC	W	A	Cost
GT Offroad	6	3	4	30	80

TYPE: Open Wheeled

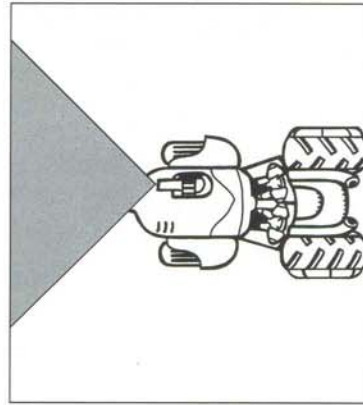
SIZE: Heavy

OTHER RULES: Gunner that succeeds with an LD test may jump out if the GT explodes.

VEHICLE WEAPON	CR	MX	RM	DAM	Notes
MG-80	25	50	-4	16(x3)	Burst fire weapon

CREW MEMBER(S)	CC	MW	PW	LD	AC	W	ST	MV	A	Cost	Notes
Driver											
Gunner											

CREW WEAPON(S)	CR	MX	RM	DAM	Cost	Notes
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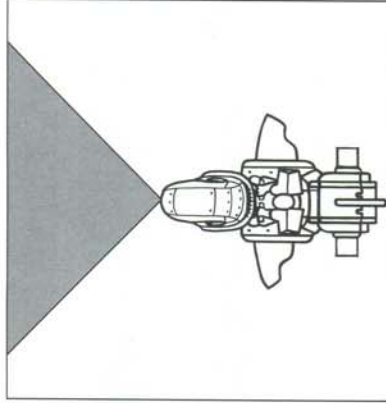


GREAT GREY

VEHICLE	MV	AC	W	A	Cost
Great Grey	10	3	3	26	60

TYPE: Open Flying
OTHER RULES: May make Strafing attacks.

SIZE: Light



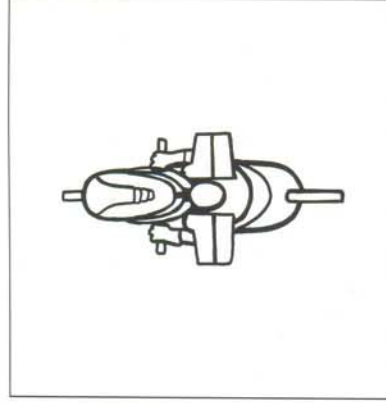
VEHICLE WEAPON	CR	MX	RM	DAM	Notes						
M606 LMG	25	45	-3	14(x2)	Burst fire weapon						
CREW MEMBER(S)	CC	MW	PW	LD	AC	W	ST	MV	A	Cost	Notes
Pilot											
CREW WEAPON(S)	CR	MX	RM	DAM	Cost	Notes					

PEGASUS SCOUT BIKE

VEHICLE	MV	AC	W	A	Cost
Pegasus Scout Bike	12	4	2	24	45

TYPE: Open Flying
OTHER RULES: Pilot may Engage and Spot to spot all Hidden models in Line of Sight.

SIZE: Light



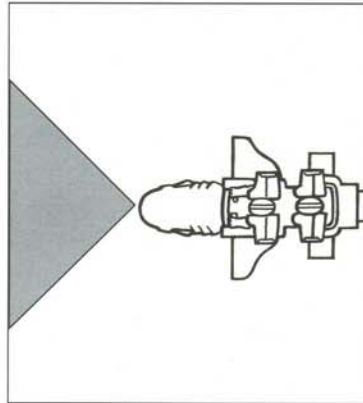
VEHICLE WEAPON	CR	MX	RM	DAM	Notes						
None.											
CREW MEMBER(S)	CC	MW	PW	LD	AC	W	ST	MV	A	Cost	Notes
Pilot											
CREW WEAPON(S)	CR	MX	RM	DAM	Cost	Notes					

PURPLE SHARK

VEHICLE	MV	AC	W	A	Cost
Purple Shark	10	3	3	28	65

TYPE: Open Flying
OTHER RULES: Grenadier controls HMG. Grenadier may drop Frag Grenade (uses Grenade Template; DAM 12) on targets within 5 inches as one action.

SIZE: Light



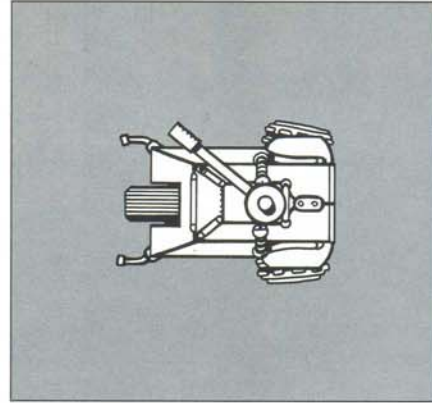
VEHICLE WEAPON	CR	MX	RM	DAM	Notes						
PS100 HMG	20	40	-3	14(x2)	Capable of burst-fire						
CREW MEMBER(S)	CC	MW	PW	LD	AC	W	ST	MV	A	Cost	Notes
Pilot											
Grenadier											
CREW WEAPON(S)	CR	MX	RM	DAM	Cost	Notes					

TA6500

VEHICLE	MV	AC	W	A	Cost
TA6500	8	3	3	30	100

TYPE: Closed Wheeled
OTHER RULES: TA6500 may Engage and Spot to spot all Hidden models in Line of Sight. Suffers from A.I.

SIZE: Light



VEHICLE WEAPON	CR	MX	RM	DAM	Notes						
SSV001 Cannon	30	60	-2	12(x2)	Use Grenade Template						
CREW MEMBER(S)	CC	MW	PW	LD	AC	W	ST	MV	A	Cost	Notes
A.I.	—	14	—	12	—	—	—	—	—	—	included
CREW WEAPON(S)	CR	MX	RM	DAM	Cost	Notes					
—											

TWIN BARRACUDA

VEHICLE	MV	AC	W	A	Cost
Twin Barracuda	10	3	2	24	90

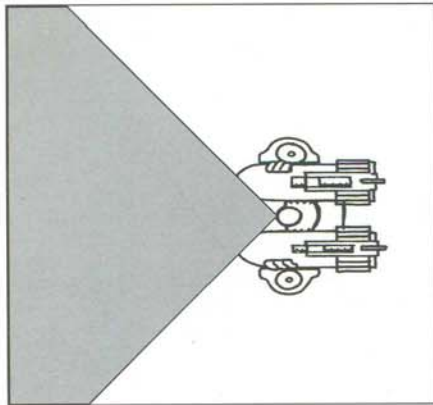
TYPE: Open Helicopter SIZE: Light

OTHER RULES: The Twin Barracuda has two Southpaws and may make two attacks each action.

VEHICLE WEAPON	CR	MX	RM	DAM	Notes
Southpaw RL	30	60	-3	12(x4)	Use Explosive template

CREW MEMBER(S)	CC	MW	PW	LD	AC	W	ST	MV	A	Cost	Notes
Pilot											

CREW WEAPON(S)	CR	MX	RM	DAM	Cost	Notes



UNHOLY CARRONADE

VEHICLE	MV	AC	W	A	Cost
Unholy Carronade	4	3	4	29	80

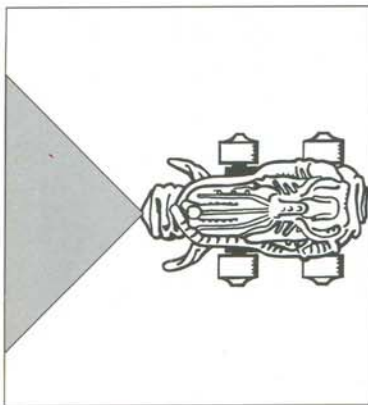
TYPE: Open Wheeled SIZE: Heavy

OTHER RULES: Dark Symmetry attack: place Explosives template on target (anywhere on table within LoS). Deviates on 6 or more on d20. Squad coherency 3 inches. Must always have one Necromutant or 1 Legionnaire as crew (3 when bought).

VEHICLE WEAPON	CR	MX	RM	DAM	Notes
Dark Symmetry Gun	—	—	—	15(x3)	Use Explosives Template

CREW MEMBER(S)	CC	MW	PW	LD	AC	W	ST	MV	A	Cost	Notes
Necromutant											
3 Und. Legionnaires											

CREW WEAPON(S)	CR	MX	RM	DAM	Cost	Notes



STRAFING TEMPLATE



VEHICLE	MV	AC	W	A	AT	Cost

TYPE: SIZE:

OTHER RULES:

VEHICLE WEAPON	CR	MX	RM	DAM	Notes

CREW MEMBER(S)	CC	MW	PW	LD	AC	W	ST	MV	A	Cost	Notes

CREW WEAPON(S)	CR	MX	RM	DAM	Cost	Notes

WARZONE™

BEASTS OF WAR

GLORY TO THE BRAVE!

"The roar of the Necromower's twin diesels was deafening as it cruised the desert landscape in search of prey. Within moments, its Wolfbane driver spotted a familiar yet horrifying outline against the horizon – a pair of Pretorian Stalkers leading an assault group of Legionnaires, Necromutants and Centurions. Without a second of doubt, the driver turned his beast of war to face the new threat..."

WARZONE COMPENDIUM 2 is the second official supplement for WARZONE – the fast and furious techno-fantasy miniatures game. Included are:

- **VEHICLE RULES** for use in your Warzone game. Have your Capitolian Purple Sharks strafe the Dark Legion scum in the venusian jungles, or your Necromower squads cut bloody swathes of destruction through ranks of Legionnaires in the martian deserts. Beasts of War includes full stats and descriptions of ten vehicles, including the Mishimese Dragonbike, the TA6500, the Imperial Necromower and Twin Barracudas, and the Brotherhood Death Angel.

The vehicle rules have been designed specifically to capture the fast and furious atmosphere of Warzone, and works in small skirmishes and large all out battles alike.

- **NEW TROOPS**, including large sections on the Secret Kohorts – the heretic forces of Algoth – and the Imperial Clans' numerous special forces.
- **RULES UPDATES**, clarifications and additions.
- **VEHICLE REFERENCE CARDS** and a new template.
- **NEW WEAPONS** for use with or without vehicles.

Get ready to enter your Beasts of War!

NOTE: This is not a complete game. You must have access to the basic WARZONE TTG rules in order to use Beasts of War.

Heartbreaker™

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