



WARZONE™

DAWN OF WAR



MUTANT
CHRONICLES

Heartbreaker

WARZONE™

COMPENDIUM VOLUME #1 THE DAWN OF WAR

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WARZONE

WELCOME 3**NEW OFFICIAL RULES . . 4**

Pre-measuring	4
An Issue to Scream About . .	4
Model Sizes	4
Fear	5
Using a Wait Action	5
Maximum Armor Rating . . .	6
Lucky Fate + Combat Medic? .	6
Flamethrowers	6
Grenades	6
Firing Shotguns in Close	
Combat	7
Clubbing Your Adversary . . .	7
Sidearms and Close Combat	
Arms	8
Rocket Launchers	8
Indirect Attacks	8
Sweep Attacks	9
Panic and Rout	9
Sniper Checks	9
Close Combat Attacks (New	
Close Combat Rules)	9
Artificial Intelligence	12
The Dark Technology	13

OPTIONAL RULES 14

Extra Cover	14
Half and Full Cover Rules . .	14
Jungle Rules for Warzone . .	15

PERSONALITIES 16

Agent Nick Michaels	17
Mitch Hunter	18
Big Bob Watts	19
Valerie Duval	20
Max Steiner	21
Tatsu	22
Yojimbo	23
Edward S. Murdoch	24
Sean Gallagher	25
Vince Diamond	26
Cyril Dent	27
Crenshaw the Mortificator . .	28
Cardinal Dominic of Luna . .	30

Billy	32
Alakhai the Cunning	33
Valpurgius, Archmagus of	
Alakhai	34

NEW TROOPS 36**THE CARTEL 36**

Corporate Medics	36
War Medics	36

BAUHAUS 37

Dragoons	37
--------------------	----

MISHIMA 38

Combat Warheads	38
Suicide Warheads	38

IMPERIAL 39

Golden Lions	39
------------------------	----

CYBERTRONIC 40

Machinators	40
Chemiman	40
Enhanced Chasseurs	41
Cuirassier (Attila) Squads . .	42
Dr. Diana	43

DARK LEGION 44

Mercurian Maculator	44
Spawn of Demnagonis	46

NEW RULE FOR EXISTING TROOPS 47

Eradicator Deathdroid	47
Nepharite of Demnagonis . .	50
Ezoghoul	51

ARMORIES 53

Demnagonis Armory	53
Plaguebringer	
Mishima Armory	53
Deathshrieker Screechgun	
Kenjutsu	
Brotherhood Armory	54
Avalanche Handgun	
Deathdealer Sword	
Capitol Armory	54
Capitol Sword of Honor	
M516D Shotgun	
Nimrod Mk. I HMG	
Bauhaus Armory	56
PSG-99 Sniper Rifle	
Electrocharged Nightsticks	
Plasma Handcannon	
Dragoon Kampfkane	
Imperial Armory	58
Enhanced Invader	
Cybertronic Armory	58
P1000 Handgun	
CSA404 Electroheated Sword	
SSW4100 HMG	

TEMPLATES 61**FICTION STORIES**

Live to Ride	7
Business as Usual	16
A Hard Lesson	29
The Nepharite's Rage	35
Have Mercu on us All	43
Fight to the Death	52
Mortificator Assault	57
Mishima	60



NOTE: The new rules in this book has been divided into two separate parts—New Official Rules (clarifications and changes that are official for tournament use), and Optional Rules (decide in your gaming group before starting a scenario

whether you use them or not). If you have seen previous material that contradicts any of the New Official Rules, forget it. Should you have any further questions or inquiries, please don't hesitate to contact us. Above all; HAVE FUN!



WELCOME



Imagine a universe where the struggle between darkness and the light permeates every level of reality. Imagine vast, interplanetary corporations controlling most of mankind and struggling to both defeat the darkness and achieve supremacy against rivals. This is the universe of the *Mutant Chronicles*, the dark and fatal future of humanity. Now imagine trying to cram all the rich detail and gothic menace of the *Mutant Chronicles* universe into a single table top miniatures game—namely *Warzone*.

If this seems like this would be an awesome task to imagine, you're right. Attempting to transfer the magnitude of the *Mutant Chronicles* universe into *Warzone* would have left you with a tome rivaling the size of many unabridged dictionaries. What we decided to do instead was present the core rules and foundation of the game in the basic rules book *Warzone*. It falls to the *Warzone Compendiums* to flesh out the myriad detail and nuances that will complete the *Warzone* system. In this first volume we'll focus our attention on the areas the *Warzone* enthusiasts have been demanding we reveal.

Following a section devoted to the clarification of the rules from the basic game *Warzone* and the

addition of new close combat rules, we'll turn our attention to the backbone of the *Mutant Chronicles* the Doomtroopers, and the personalities that drive this universe. In this section you'll find such *Mutant Chronicles* favorites as the courageous Mitch Hunter, the fanatical Cardinal Dominic, the ferocious Sean Gallagher, and the cool mystique of Crenshaw the Mortificator. What exposé on the personalities of the *Mutant Chronicles* would be complete without a look at some of the Dark Souls top minions, like Alakhai the Cunning and his chief magus Valpurgius?

You'll find all this and a whole lot more to expand your *Warzone* game and crush your opponents within these pages. We hope you enjoy this first volume of the *Warzone Compendiums* and urge you to be alert for the second volume, coming very soon.

— Chris Bledsoe & Dave Jones





NEW OFFICIAL RULES



This section clarifies and expands some rules in the *Warzone* rules book, and introduces some completely new ones as well. *Warzone* is a very large and detailed game, and like most games of this nature, you just can't cover everything the first time around. As we improve our system and define new rules for a more vicious *Warzone*, we'll make sure to release them within pages of future *Warzone Compendiums*.

PRE-MEASURING

In *Warzone* you are not allowed to measure ranges until after you declare an action. For example, you should not measure the range and then decide whether you want to fire. You declare a fire action and then measure the range. If your target is out of range, then that's just too bad.

AN ISSUE TO SCREAM ABOUT!!!

(These rules serve as clarification and modification to those given in the basic rules book, page 127. They replace the old rules for tournament purposes.)

The entire squad must use all three actions to create the whirlwind (including the Soulslayer), but the Soulslayer does not count towards the modifier. Regarding the potency, it is as follows:

- First, total up the number of Legionnaires in the squad (not including the Soulslayer), then subtract 1 from the total, because the Soulslayer's presence sucks up some of the potency of the Dark Symmetry. Every attack the Whirlwind makes reduces the modifier by one, even if it doesn't inflict a wound. Being hidden does not save you from the Wind.
- Also, every time you activate a Screaming Legionnaire unit (though not if the Soulslayer is the only model remaining) you have to roll a D20 and consult the Whirlwind Table.

These changes should be used in conjunction with the rules on pages 126 and 127 in the *Warzone* rules book.

WHIRLWIND TABLE

- 1-10The player may use the Screaming Legionnaires as normal.
- 11-19The Screaming Legionnaires must move at least one full move action towards the closest enemy model this turn.
- 20.....The Soulslayer is not doing its job and the entire squad moves (full movement) with all their actions towards the nearest enemy model.

MODEL SIZES

There are four general categories for model sizes in *Warzone*. These categories cover most of the miniatures you'll encounter, although they obviously cannot cover every conceivable model. The introduction of super-large vehicles (how about fielding a Grizzly?), or enormous monsters of the Dark, may elicit the need for even more categories of model sizes. For now, however, the following four will suffice.

SMALL MODELS. Small models are smaller than a normal human. They are so tiny that they are often overlooked on the battlefield. This has its advantages if one wishes to stay alive, and its disadvantages if one wishes to prove one's might. At distances greater than 12", small models are always considered hidden. Attempts to spot small models always receive an additional -4 penalty to the LD roll. You may choose



to target a normal, large, or giant model even if a small model is closer.

NORMAL MODELS. Normal models are approximately human sized. The standard rules, as written, apply to normal models with no modifications.

LARGE MODELS. Large models are larger than human sized, but less than twice the size of a human. Large models may never hide, and you may shoot at large models even if they are not the closest targets. Nepharites and Razides, for example, are large models.

GIANT MODELS. Giant models are larger than twice the size of a human. The Ezoghoul is a giant model. (Note that although the Ezoghoul is not described as a giant model in the *Warzone* rules book, it is considered one.) All of the rules for large models apply to giant models; you may choose to target a giant model even if a large model is closer. All giant models cause *Fear* in all normal and small models (except for those immune to its effects), as described below.

FEAR

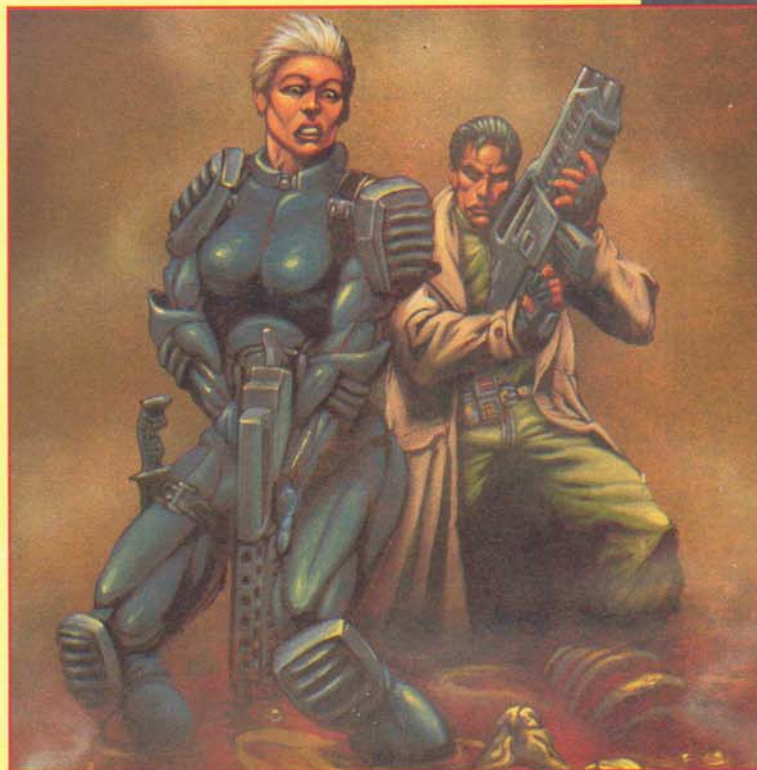
Fear is caused by any creature so immense, or so frightening, or of such a dangerous reputation, that it immediately makes an enemy consider its own mortality. A creature that causes *Fear* will cause weak-willed enemies to retreat upon sight of it, without even attempting to stand and fight. Units facing a *Fear*-causing creature become particularly aware of it when they get closer to the enemy. As soon as troops realize that an enemy's next move may be the last sight they'll ever see, they feel the effects of the fear.

MAKING A PANIC TEST. Whenever a *Fear*-causing creature gets within 6 inches of an enemy model, that model must make a panic test. Additionally, any unit or individual model CHARGED (as described in the new close combat rules in this book) by a *Fear*-causing creature must immediately make a new panic test.

SUCCESS. If the panic test is passed, the unit overcomes its trepidation regarding the *Fear*-causing creature and will not suffer from fear of the creature again this battle. (If the model's unit is already panicked and broken, this panic test is considered a rout test.)

FAILURE. If the panic test is failed, the unit suffers all of the effects of panic or rout, as appropriate.

IMMUNITIES. Any model listed as being immune to panic is also considered immune to *Fear*. All large and giant models are already considered immune to *Fear*, as are all Nepharites.



USING A WAIT ACTION

There has been some confusion when it comes to what you can actually do during a wait action, and this is how it works:

WHAT YOU MAY DO:

- First, if you want to SHOOT at your opponent's model during a wait action, you have to fire at the first legal model in your line of sight, or you have to wait for the entire squad to be done performing their actions and then fire at the closest enemy model in that squad.
- You may DIVE FOR COVER as explained in the *Warzone* rules book.
- A Waiting troop may try to SPOT an enemy model at any time.
- You may make a SNIPER CHECK as described in this book. This is not an action.
- You can COUNTERCHARGE as described in the new Close Combat rules in this book.

WHAT YOU CAN'T DO:

- You may never perform actions that you may only perform "once per turn" as Wait actions. This includes Use Special Power (using Art or a Dark Symmetry Gift), Rally, and Give Orders.
- You can't HIDE as a Wait action.



MAXIMUM ARMOR RATING

No armor rating can ever be greater than 30 for any reason. If you have an armor rating of 28 and you take cover (see below), then your armor rating will be 30; not 32.

LUCKY FATE + COMBAT MEDIC?

The effects of the Lucky Fate special ability and the Combat Medic Unit special equipment are NOT cumulative. A single figure can HAVE both, but it may only make ONE saving throw against each wound it takes (it can still be useful to have both, should the Combat Medic Unit be struck by Malfunction).

When Darkness falls...



... bring out your Puker!



FLAMETHROWERS

Flamethrowers get to use either of two different templates—the one given in the basic *Warzone* rules book, or the one given in the back of this book. Be warned; once you use one of the templates for a Flamethrower, you must continue to use that template for the entire round.

Additionally, Flamethrowers cannot be fired in close combat; their great size and ranged area of effect would simply make it too costly to try.

GRENADES

PURCHASING GRENADES

- When purchasing a grenade launcher, the cost of grenades is extra.
- A grenade launcher may only be equipped with one single type of grenade.

THROWING GRENADES

- Troops can throw grenades 6 inches plus their strength.

GRENADE LAUNCHERS. There are two types of grenade launchers:

- MARK I: described in the basic book, with a range of 10 inches with a cost of 2 pts.
- MARK II: a more powerful one that can only be mounted on an assault rifle or bought as a separate weapon: it has a range of 20 inches*, a

minimum range of 6 inches, and it costs 6 points (if you mount it on a weapon), or 10 points (if it is bought as a separate weapon). You may only equip one model in a squad with a grenade launcher instead of his normal weapon. If the squad consists of nine or more models (including the squad leader), two models may be equipped with the grenade launcher. The grenade launcher is NOT considered a heavy weapon.

* If you mount the grenade launcher on a weapon, the range can never exceed the "basic weapon's" maximum range, -4 inches. For example: the Mark II grenade launcher mounted on a Shogun assault rifle has a maximum range of 14 inches, as the Shogun itself has a MX of 18 inches.

GRENADE LAUNCHER TABLE

TYPE	CR	MX	RM	DAM	COST
Grenade launcher, Mark I	10	—	—	—	2
Grenade launcher, Mark II	10	20*	-4	—	6/10

*: See special rule.



FIRING SHOTGUNS IN CLOSE COMBAT

If you choose to have your model fire a shotgun in close combat, you must make a strength test. In order to do this, you and your opponent both roll a d20 and add your respective models' ST to

the roll. If your score is better, you may work out the shot as normal. If your opponent wins the roll, he automatically evades the attack and the action is spent.

CLUBBING YOUR ADVERSARY

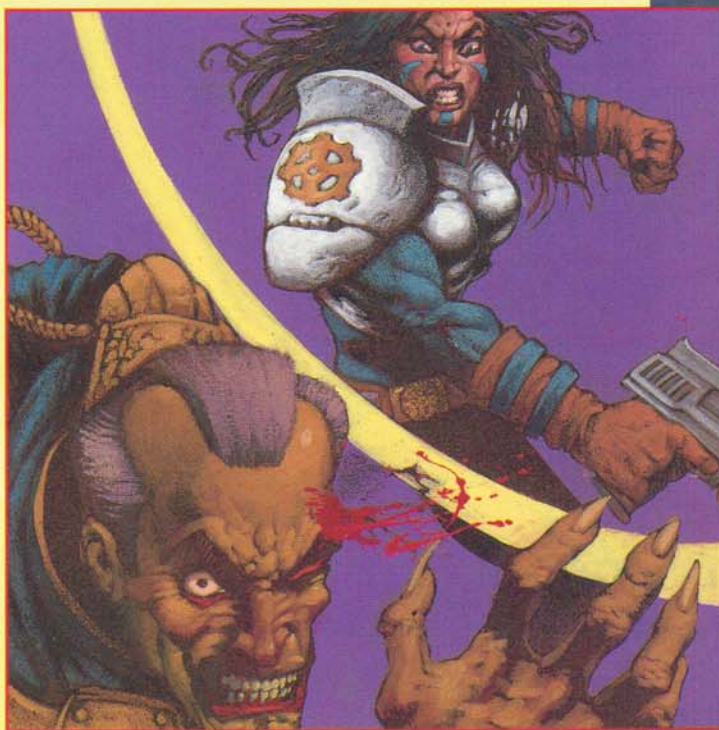
Eventhough most firearms are too clumsy to be effectively used in close combat, they make great clubs and can easily crack your opponent's skull if used properly.

HANDGUNS, SMGS AND SHOTGUNS. All handguns and SMGs are SIDEARMS and may be fired as usual in close combat. Shotguns can be fired if you make a ST test as described above. You can also pistol-whip your opponent in close combat with any of these weapons, to make DAM 7 plus your ST bonus. SMGs only can be equipped with a bayonet to increase the DAM to 10.

ASSAULT RIFLES, SNIPER RIFLES AND LMGs. Assault Rifles, Sniper Rifles and LMGs can not be fired in close combat, but you can use the stock or barrel to club your opponent. Use your CC stat to hit. This attack makes DAM 8, plus any ST bonus. Assault and Sniper Rifles can be equipped with a bayonet to increase the DAM to 10.

HMGs AND ROCKET LAUNCHERS. HMGs and Rocket Launchers cannot be used to fire in close combat, but can be used as a club only if the user's ST is greater than the weapon's DAM modifier. They make DAM 9. Add the ST bonus and DEDUCT the weapon's DAM modifier.

Example: in order to use a Deathlockdrum—DAM 16(x3)—in close combat, the user must have a ST of 3 or greater. A user with ST 5 would make DAM 11 (9+5-3) when using the Deathlockdrum as a club.



LIVE TO RIDE

Kenshiro cradled his gas mask in his left hand, sipping water from his canteen with his right. He glanced up at the sun and wiped the sweat from his brow. Venus was always humid, never dry like his home back on Mercury. Still, he never felt happier. His assignment on Venus gave him the chance to ride the Dragonbike in the service of Mishima, and that was all that Ken had ever wanted. He loved the freedom of riding full throttle down the winding streams of Venus on his bike, the wind whipping through his hair. To him it was almost like flying. His patrol zone afforded him the opportunity to test his mettle on many occasions, for Kenshiro loved to tinker with his bike's systems, trying to squeeze as much speed and agility out of it as possible. Every chance he got he volunteered for extra patrol shifts. "The Emperor would be proud of your dedication to our company, Ken" his leader was always telling him. He would always humbly bow and thank him, in the proper Mishima traditions, never telling him that he only did it to get a chance to test out a new modification.

Grinning with anticipation he recapped his canteen and slung it on his belt. Ken carefully checked his Windrider SMG to make sure it was loaded properly and slid it in between the control grips of the bike. There had been reports that the Dark Legion was infiltrating this sector's ruins and he wanted to be prepared just in case. Ken clipped his mask back in place and gunned the engine on the Dragonbike and leapt forward, spraying the trees and foliage

Continued on p. 10



SIDEARMS AND CLOSE COMBAT ARMS



SIDEARMS, as defined in the *Warzone* rules book (page 49), are firearms that can be FIRED by a figure that is locked in close combat. ALL handguns and sub-machine-guns are SIDEARMS. SIDEARMS are always

used with one hand, and if your figure has two sidearms, it can make a secondary attack as defined on page 55 in the rules. (If, for some reason, the SIDEARM is used with two hands, as per the force list description, you lose the capability of making a secondary attack.)

Using the rules in this compendium, most firearms can also be used as melee weapons. However this does NOT mean they become SIDEARMS. Also, Shotguns don't qualify as SIDEARMS unless otherwise stated.

ROCKET LAUNCHERS

- All Rocket Launchers need to LOCK ON TARGET before they are fired. This requires one action. If they are not, the missile will automatically deviate. In order to achieve a proper lock on, the weapon must first be held absolutely steady, which means that unless the wielder is strong enough to use the weapon unbraced (i.e. has a ST equal to or greater than the Rocket Launcher's damage modifier), the user must ALSO spend an action bracing the weapon as he attempts a lock on.
- You do not have to brace a Rocket Launcher mounted on a vehicle unless stated otherwise. The same rule will apply for troops firing Rocket Launchers from vehicles that aren't mounted; it is

assumed that the trooper will use any part of the vehicle to keep the Rocket Launcher still.

- All Rocket Launchers have an automatic cut-off at minimum range. This is to prevent the user from accidentally blowing himself up if his rocket explodes too close. This means no Rocket Launcher can be fired at a target less than 10 inches away.
- You must always fire a Rocket Launcher at an enemy model—you cannot just fire at a spot in the terrain (for example to have the template cover two models instead of one). I.e.—you must always center the template on the target of your attack (unless of course if it deviates).

INDIRECT ATTACKS



Indirect attacks go towards their targets passing over intervening obstacles. The best example of an indirect attack is with grenades and grenade launchers. You can lob grenades over walls at your target, meaning that the target does not gain the benefit of cover for being behind a wall. This obviously makes grenades very useful for winking out troops in such hard cover.

You can make indirect attacks with Rocket Launchers, Grenade Launchers, and thrown grenades. You must have a SPOTTER to perform an indirect attack. The spotter is another figure from the same squad as the attacker, or an individual model, that is within 12" of the target AND has line of sight to the target model. Only figures with a LD-score of 13 or more can be spotters. The spotter does not have to spend an action to lead indirect fire.

In this type of indirect attacks with hand held grenade/rocket launchers, the attacker must still have line of sight to the target. Indirect attack simply cancels the target's cover bonus.

SWEEP ATTACKS

There are three sweep attack templates in the back of this book; one for normal size models, one for large models, and one for giant-sized models, making sweep attacks easier.

Simply center the template over the model making the attack. It may hit any enemy model even partly under the template with one close combat attack. If there are any of your own models in the way, you can stop the sweep attack when it reaches them. If you are playing Dark Legion and you want to cut through your own models, work out the attack as normal. You decide which direction the sweep revolves in. If the sweep attack is successfully parried, the attack ends.

PANIC AND ROUT

When a squad takes multiple wounds from the same attack, such as from a burst fire weapon, flamethrower or rocket launcher, it need take only one panic or rout test no matter how many casualties are inflicted. You never need to make more than one test of any type from the same attack. If your squad panics as a result of taking a casualty from an attack, you do not need to make a rout test as a result of the same attack.

Also, **INDIVIDUAL** models never need to make Panic and Rout tests at all, unless stated otherwise.



SNIPER CHECKS

A sniper check is a special type of spot action, useful against those foes who can attack while remaining hidden, such as Mishima Shadow Walkers.

A sniper check can only be performed by a waiting troop in the same squad as a model that is being fired

at. The spotting attempt is made right after the hidden troop attacks. If successfully spotted, remove the Hide marker from the model, and all waiting troops in the squad may attack the hidden model.

The difference between a Sniper Check and an ordinary Spot action, is that the Sniper Check is done automatically without requiring an action. All waiting troops in the same squad as the target get to make one Sniper Check each.



CLOSE COMBAT ATTACKS

What follows is a new set of rules to engage in close combat in your *Warzone* games. These are intended to make close combat even more brutal and exciting. They completely replace the Charging rules in the first edition of *Warzone*. The Charge action described below is the only way you can **ENTER** close combat with another model. However, once engaged, you follow the standard rules.



CHARGE

Charge is a new action usable by any troop type. A charging model rushes towards the nearest visible enemy model, attempting to use the weight of its tackle to bring down the enemy. A Charge action is essentially a Move action and Close Combat action combined into one, single, action. You can choose to charge the nearest enemy model within movement distance of your model. Note that you may not measure the distance between models before charging.

- After declaring that your model is charging, remove any hidden or waiting markers from it. Measure the distance between your model and the nearest enemy, and if the distance is within your model's MV stat in inches, move the two models into base to base contact. Always use the shortest route to determine the distance of the charge.
- Once in base to base contact, your model may make a single Close Combat attack at +2 to its CC and DAM. Part of the benefit of a charge is due to the extra momentum gained while running towards the enemy.
- It is very difficult to charge a foe who is uphill, so if a model charges up a hill or slope of any kind, you should halve all CC and DAM bonuses for charging.
- If the opposing model is still alive after a charge, close combat proceeds as normal. You no longer get the charging bonus to your first close combat attack mentioned on page 55 of the basic rules book.

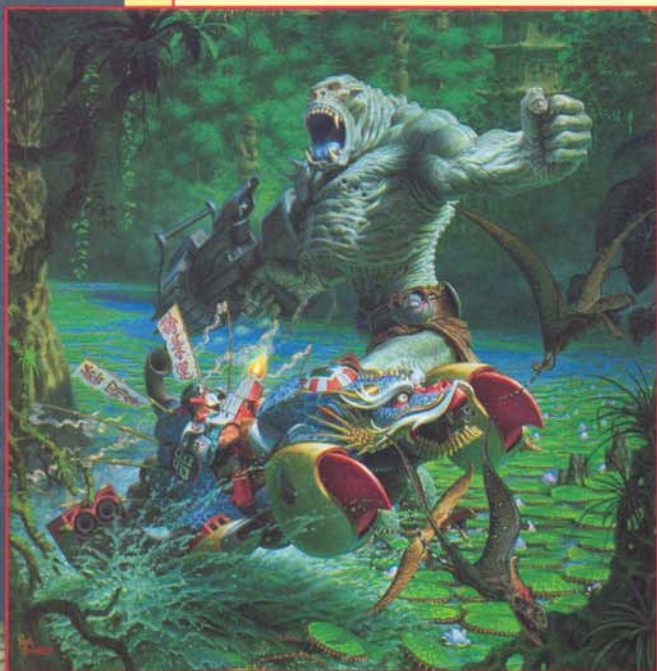
- If you declare a charge against an opponent beyond your model's movement distance, any hidden or waiting markers on your model are removed and your model simply moves its full distance towards the enemy model, but since it is still out of range it may not attack.

CHARGING WHILE WAITING. Waiting troops can use a charge action to attack enemy troops within their movement distance. As with all charges, though, you cannot measure distances before declaring the charge.

CHARGING A WAITING MODEL. See Countercharge below.

IF YOUR MODEL IS HIDDEN. If you begin a charge while hidden, your opponent cannot countercharge or parry (more on this below). The enemy model is taken totally by surprise. This surprise works in the favor of the attacker, giving the attacking model an additional +2 to its CC and DAM.

CHARGING HIDDEN TROOPS. You cannot charge hidden troops. Instead, if you declare a charge against a visible model and the movement happens to bring your model into base to base contact with a hidden troop, the hidden troop is considered to have charged your model, and gets a free attack.



behind him with the brackish water of the swamp. The bike quickly accelerated to full speed, weaving in and out of the swamp trees.

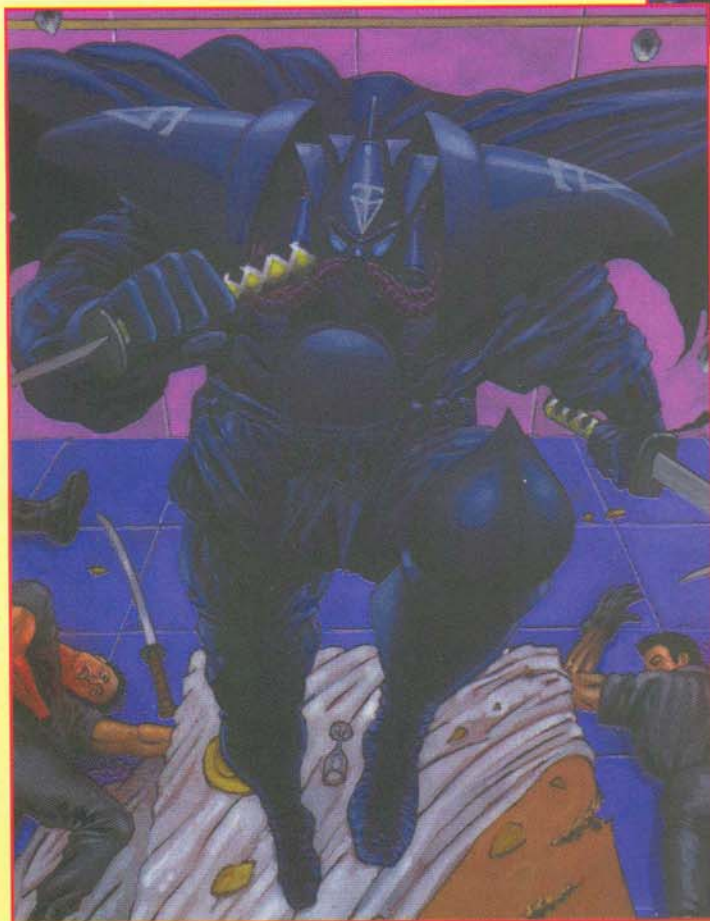
Ken had two more waypoints on his patrol and he was making good time. Just as he was starting to clear the swamp his scanner picked up a large blip moving through the water near the ruins. Grabbing up his Windrider Ken swerved over towards a fallen tree, intending to jump it and land behind the blip. He gunned it at the last second and hit the log hard, sailing up into the air and coming down on the water with a tremendous splash, surprising the creature that was heading towards the ruins on the far side of the river. The creature was a Mercurian Maculator, a servant of Algeroth. Ken quickly fired a burst from his Windrider, noting with satisfaction several wounds erupting up the side of the Maculator's torso before he sped past it. Ken cut the engine and threw the bike into a tight turn, sending up a plume of water. The Maculator seemed only angered by the wounds and roared at Ken, bringing its huge gun to bear on him. Kenshiro radioed his base for assistance while he dodged out of the line of fire, silently praying to his ancestors that his modifications proved worthwhile...

COUNTERCHARGE

A waiting model can choose to countercharge any enemy that charges it. Once your opponent declares a charge at your waiting model, you can declare a countercharge. Measure the distance between your two models. Assuming both models have the necessary movement allowance, they meet exactly halfway between their current positions.

When a charging model is countercharged, the result of the combat often comes down to quick reflexes and reaction time. In the event of a countercharge, both players should roll a d20 and add the respective charging model's LD score. The model with the highest total gets to make its close combat attack first. The losing model then makes ITS attack, if still alive. Normal charging bonuses to hit and damage apply to both combatants in a combat resulting from a countercharge. If both models are still alive following the countercharge, normal close combat rules apply.

If you have waiting models other than the one who is being charged, you cannot declare a countercharge with them—a model can only countercharge the model that charged it.



PARRY

All models can try to parry a close combat attack using whatever weapon it has at hand (if it doesn't have a weapon, or only a weapon that cannot be used in close combat, it tried to avoid the attack instead). Your model automatically attempts to parry all incoming close combat attacks. You don't need to use an action to parry; simply make a parry roll against every enemy attack. To successfully parry, you must roll EQUAL TO OR LESS THAN half your model's CC score (rounded up). If the roll is successful, the enemy blow has been blocked (or dodged), and your model takes no damage from the attack.

A model cannot parry its opponent's blows if the opponent is sufficiently powerful. If the difference in ST between two models in combat is 3 or more, the weaker model cannot parry the blows of the stronger model.

NOTE that you may parry ALL hand-to-hand close combat attacks; not only those that are made as a result of a charge.

ARTIFICIAL INTELLIGENCE (AI)

There are few AI's described in the basic *Warzone* book, for example Cuirassiers and Eradicators. In this book, you'll also find descriptions of Mishima's Combat Warheads and other AI's.

- Since AI's are robotic, they don't need to worry about gas attacks. They are also immune to fear attacks, as their actions involve no conscious decisionmaking of their own. AI's simply follow their programming.
- Also, all AI's are forbidden to use any special equipment or heroic abilities; they have their own **ENHANCEMENTS** that act as special equipment options, and **SPECIAL PROGRAMS** that act as heroic abilities. The AI player must still follow all restrictions for purchasing special equipment and heroic abilities.
- Since enhancements and programs are internal attachments to the AI's, they are not affected by the Malfunction Dark Gift.



ENHANCEMENTS

SELF-REPAIR MECHANISM. This piece of equipment repairs any internal damage an AI might take during a battle. When an AI takes a wound, roll a d20, if the result is a 10 or less, the AI ignores the wound. If the weapon does two wounds, you have to roll twice. **COST: 13**

TICKER. (May only be used by Cybertronic, though all Cybertronic models may use it, not only the AI's) The Ticker is one of the most interesting enhancements made. The Ticker is a hyper-

conductive biomedical substance which is injected into the cerebral cortex. It optimizes the transmission of nervous impulses, improving brain capacity and boosting its activity. With slight alterations, the Ticker can also direct-transmit these impulses to the electros of an AI.

The Ticker has two uses:

- 1) You may activate the Ticker at anytime for one action. Once the Ticker has been activated, the user may immediately take another set of actions. When you have completed the actions the model dies from cortical overload and is removed from the table. If you play for Victory Points, this casualty does not earn any points.
- 2) Once the model outfitted with the Ticker is killed, the Ticker takes over. The model automatically and immediately gets to take another set of actions before the model is removed from the table.

COST: 15

CELL LINK. This communication enhancement extends command distance up to 12 inches from the sergeant. **COST: 9**

UNBLINKING EYE. The Unblinking Eye is mostly used for night raids because of its infrared sight. If an AI is enhanced with an Unblinking Eye, it will have a +4 to spot any hidden models. Further, if you use any of the upcoming optional rules for night fighting, your AI is not affected by any of these rules. **COST: 5**

ENHANCED COMMAND CHIP. The AI that is enhanced with this chip gets an additional action per turn. **COST: 7**

OBLITIVE ARMOR. This armor enhancement gives the AI equipped with it 1 additional wound point. **COST: 6**

PROGRAMS

TRACKING PROGRAM. This program adds 2 to the model's MW score and 2 to the DAM of the model's ranged weapons. This bonus also adds to the close combat damage of sidearms in hand-to-hand combat. **COST: 4**

TACTICAL PROGRAM. This adds 4 to your score when rolling for initiative. **COST: 2**

BATTLEFIELD COMMUNICATION PROGRAM. The AI may use two Give Order Actions per turn instead of just one. **COST: 5**

SEEK AND DESTROY PROGRAM. Once per game, this AI may strike with perfect success with any attack. You decide when. **COST: 7**

THE DARK TECHNOLOGY

In this section, you'll find Special Equipment for the Dark Legion. All of the Special Equipment in the *Warzone* rules book are for anyone but Dark Legion, but the Special Equipment shown here can be bought to all squad leaders and individual models within the Dark Legion, and only the Dark Legion.

Dark Legion squad leaders can have one piece of Special Equipment while individual models can have three pieces. If the squad leader or individual model is a Heretic, it can have one in addition to the normal amount.

If a Dark Legion Squad Leader or Individual model is allowed to purchase Dark Gifts, then the number of Special Equipment is counted against the total number of Dark Gifts it can have, but the model is still limited to have no more than one or three pieces of special equipment.

EXAMPLE: The Nepharite Zarabanar can have 10 Dark Gifts. If he buys three pieces of special equipment (Nepharites are individual models), he can have only seven Dark Gifts.

PERSONALITIES MAY NOT BE EQUIPPED WITH ANY SORT OF SPECIAL EQUIPMENT, EXCEPT FROM WHAT'S ALREADY INCLUDED IN THEIR PROFILES. THIS GOES FOR CORPORATE PERSONALITIES ALSO.

SYMBIOTIC LINK. Can only be given to individual models. The figure and another figure are linked together by a biotechnical link. If the two figures are within command distance of each other, they can be activated as a squad if you make a LD roll equal to or under the highest LD of the two figures. If you don't succeed, you choose which one you want to activate. If you fumble the LD roll, both figures must do the same actions, in the same order, the turn they fumbled. **COST: 10 points** for two figures

REGENERATE. This biotechnical gift repairs the figure's body every time it gets wounded. **ONCE** every turn the figure may use one action to try to regenerate/repair a wound it has taken. Roll a d20—if the result is 8 or less the figure regenerates one wound. If the figure fumbles the roll, the biotechnics instead damages the body even more, and the figure loses another wound. Of course the figure can't regenerate more wounds than he started the game with. **COST: 10**

SYMMETRICAL NODE. This gives the figure the ability to use one Dark Gift of a power (PW) up to 12. Choose one gift from the Dark Symmetry list (not gift of Apostle list). If the figure fumbles when trying to use the gift, the figure may not use the gift anymore this game. **COST: The gift's power level, +3 points**

ARMOR SKIN. The model's body has been replaced by necrobionic tissue. This adds +4 to the model's armor rating (up to a maximum of 30). **COST: 5**



IMPROVED REFLEXES. The model's reflexes are improved with the help of necrobionics. The model may take one extra attack action every turn. **COST: 6**

GREAT SPEED. This model's legs are enhanced with necrobionics that makes the model move incredibly fast. You can use this twice a game. Roll a d20 when attempting to use this piece of equipment. On a roll of 13 or less, the model may double its movement for every move action this turn. If the roll is a perfect success (a roll of a 1), the model's movement is tripled, but if you fumble the roll (a roll of a 20), the model's movement isn't affected and it still counts as one of the two times you are allowed to use this ability a game. A model's movement may not become greater than 10. **COST: 8**

ENHANCED VISION. This necrobionic adds +4 to the model's LD when it's trying to spot hidden models. It also adds +2 to the model's MW score. **COST: 3**

SIXTH SENSE. Every time an enemy model shoots at this model, the model reacts on it and tries to jump out of the way. When this model is hit with a fire attack, roll a d20. If the result is less than half the model's LD, he jumps out of the way of the shot and doesn't need to roll for his armor. **COST: 14 points** (this takes up two special equipment slots)

NECROBIONIC TARGETER. This necrobionic enhances the model's ability to hit targets in a shoot combat. Add +2 to the model's MW score and +2 to its weapon's damage. **COST: 5**

OPTIONAL RULES

The below are rules additions that can be useful in some scenarios under certain circumstances, but not always. There are hints on the pros and cons of each

of the optional rules in their descriptions, so you should agree before you begin the scenario which optional rules to include in your game.

EXTRA COVER

EXTRA COVER is used when a warrior wants to increase his chances of not getting shot. The warrior might be in a trench, with his head between his knees while crouching behind a boulder, or squatting down behind some sand bags.

This can be especially important to represent in a smaller skirmish, where each side has maybe only 200-300 points, and where the survival of every single figure is very important. In larger battles it may slow down play.

If one of your models is behind a wall, in a trench, behind sandbags, etc. (we're guessing you get the idea), you can state that your model is SEEKING EXTRA COVER, (place an EXTRA COVER marker—found in the back of this book—next to your model). This requires one action, as your warrior is so worried about getting hit that he is making sure he is out of sight (at least he hopes to be).

While in Extra Cover, your model gets an extra +4 to its armor rating. A model can not seek Extra Cover behind a tree, a steel beam holding up a watch tower, etc., as these are too small to obscure the entire figure. Once again, we guess you get the idea; use your common sense and try to imagine yourself covering up behind whatever it is.

While your model is in Extra Cover, it is too busy keeping itself down to be able to take any other actions and still remain in extra cover. I.e., AS SOON AS THE FIGURE TAKES ANOTHER ACTION, the effects of Extra Cover are lost and the marker removed. A model in EXTRA COVER can still be fired at, you just get the extra armor bonus for that extra cover. You do not gain the EXTRA COVER benefits against close combat attacks, or any weapon with a template attack.



HALF AND FULL COVER RULES

Instead of defining cover as SOFT or HARD, you may wish to define it as HALF or FULL. These cover rules have their advantages—it's quicker to determine and better reflects the size of the target—but also its disadvantages (it may for example seem unlogical that you can fire at someone's nose with only a -4 penalty), but we have found them useful enough to include them here and let you have the choice of which ones you prefer. If you use these rules, ignore the rules on page 47 of the basic rules book.

FULL COVER (-4 TO OPPONENT'S MW). If LESS THAN HALF of the target model is visible when tracing Line of Sight, the target has FULL COVER and the attacker suffers a -4 penalty to its MW. This is regardless of the type of cover; wall, tree or bush.

HALF COVER (-2 TO OPPONENT'S MW). If ANY PART of the target figure is obscured by some kind of cover, but MORE THAN HALF of it is visible, the target has HALF COVER and the attacker suffers a -2 penalty to its MW.

JUNGLE RULES FOR WARZONE

The jungles—particularly on Venus—are among the toughest and most demanding of all the solar system's *warzones*.

To simulate combat in the Green Hells, you can use the following rules, which add more realism and atmosphere. However they will prolong the game as it becomes more difficult to wound and spot opponents.

LIMITED VISIBILITY. The jungle floors are covered in thickets, bushes and angling mats of dense vine. There is always something at least partially obscuring any target. The light is often poor because the jungle canopy blocks out the sun. Because of this, there is always a -2 penalty to the MW of all missile attacks in the jungle. Flamethrowers and shotguns don't suffer from this penalty, but have their range halved.

EXTRA COVER. In the jungle, extra cover rules apply to all terrain.

WOODS/DENSE JUNGLES. Woods represent particularly dense and tangled parts of the jungle. Any troops in woods count as being in Hard Cover (Full Cover if optional cover rules are used). Capitoline helicopters cannot land their men in such woods.

HIDING IN THE JUNGLE. All the available cover makes it much easier for models to hide. Enemy models are at -2 to spot you if you are in any terrain except woods. In woods they are at -4 to spot you.

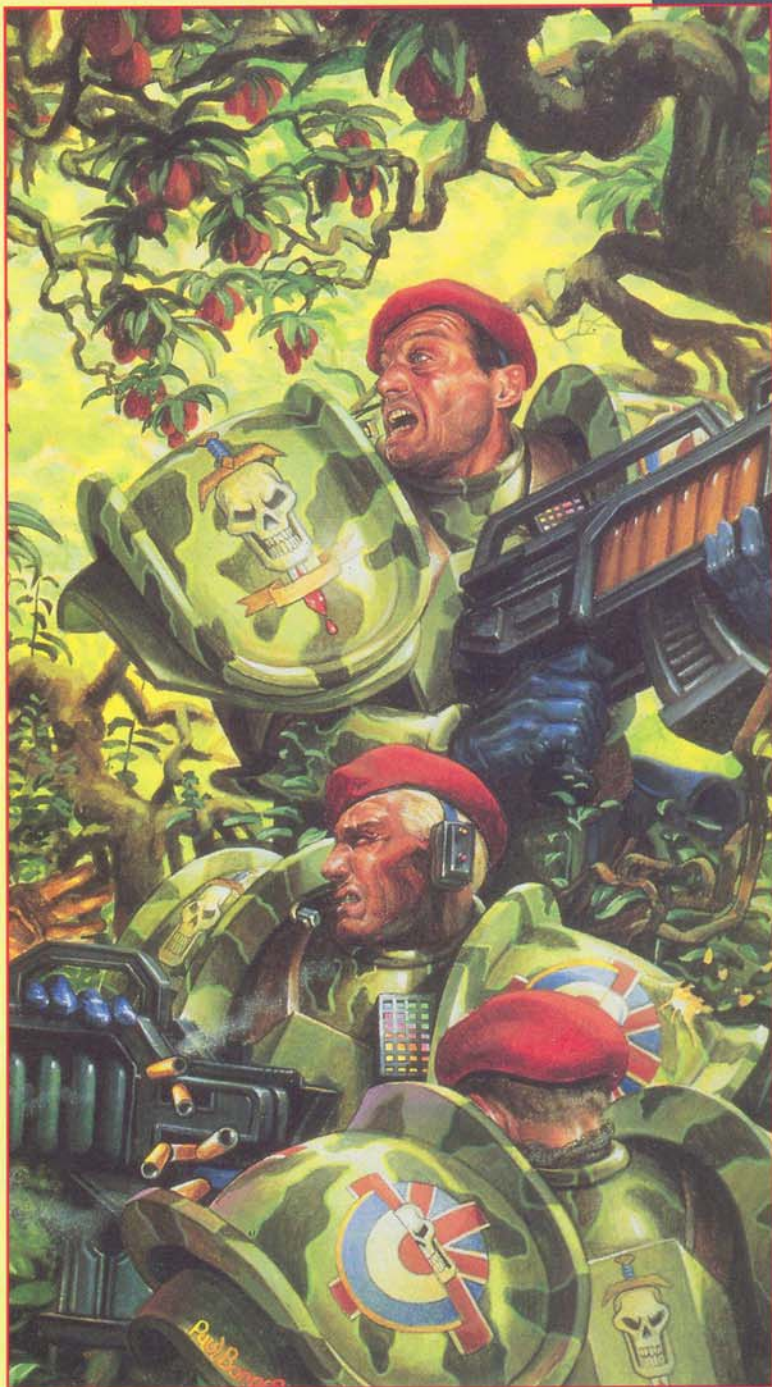
MALFUNCTIONS. The heat and humidity and the adverse conditions affect weapons badly. In the jungle weapons malfunction easily. When making a fire attack you fumble on a roll of 19 or 20. Even the most famously reliable weapons of Bauhaus malfunction on a roll of 20.

FLASHSTORMS. The Venusian Jungles are infamous for their flashstorms. These can spring up at any time. Water pours from the sky in huge sheets, lowering visibility and making movement difficult as the ground turns to muddy sludge. When you roll for initiative, if either player rolls a 1 or a 20 then a Flashstorm has sprung up and remains in progress for the rest of the turn.

When a Flashstorm is in progress all weapon ranges are halved (rounded down). Spotting rolls are at -4. When you make a move or infiltrate action roll a d20. If the result is more than your leadership then you are bogged down in the muddy ground. You need only make this roll during your first movement action. If you make a second or third one you do not

need to make the roll. Troops with jungle training don't need to roll to be able to move.

During Flashstorms weapons malfunctions become even more common. Ordinary firearms fumble on a roll of 18-20. Bauhaus firearms fumble on a roll of 19 or 20. Storms generally end as quickly as they begin. The fallen rain soon steams off and the ground hardens.



PERSONALITIES

Mutant Chronicles is a universe rich with history and heavily laden with dark conspiracies. One of the most exciting parts of this are the heroes that emerge from the ashes of the battlefield. These heroes are brought to you in this section of the compendium.

A few notes on Personalities: for all intents and purposes, Personalities are the cream of the crop. Their abilities and weapons are their calling card, and for this reason none of the Personalities can be altered in any way, i.e. you can't buy them additional equipment, abilities or weapons.

Just because they are famous warriors, it doesn't mean that they are the best all-around soldiers, they are just masters at the specific things they were trained to do, and they have gained a lot of recognition for the battles they have fought.

Since it is so rare to have one of these men fighting by your side, you are only allowed to purchase Personalities as individual models. The following rules apply also:

- A Personality may only make one appearance in a battle, i.e. Mitch Hunter may only be purchased once in a single battle. In the event of a dispute where two or more players want the same personality, the one willing to allocate the most extra points in a secret ballot bid gains control. (The "loser" regains his points, but the "winner" has to pay as much as his bid was, instead of the regular cost.)
- Each player may purchase as many Personalities as they have individual model slots, and as long as they fit the force lists.

BUSINESS AS USUAL

Sebastian Crenshaw crouched in the doorway of an abandoned building and watched a parade of news vans leave the parking lot of the Stardust Hotel. A hotel employee had notified the local television stations that multi-millionaire Calvin Brinkley had flown in from San Dorado to meet a business associate, and that both men would be staying at the Stardust. Since the story broke, camera crews

swarmed around the hotel. According to the press, neither of the men had been seen in the vicinity of the building, but Crenshaw knew that both men checked in late the previous night.

Calvin Brinkley had been under the surveillance of the Brotherhood during recent months, and they had discovered that he shared many of the same interests as members of the Dark Legion. His companion, Eduardo Chavez, had repeatedly evaded questioning by the Inquisition regarding his participation in Dark Legion events in three different cities. Both men were nothing more than corrupt businessmen that posed a minimal threat to society, but because of their high-profile lifestyles, arrest and interrogation were out of the question. Sebastian Crenshaw gladly accepted the task of assassinating both men before they left the Stardust.

Noticing that the last news van had turned off of the street, Crenshaw stood up and made his way toward the back wall of the hotel. He cleared his mind and channeled his energy, using the Art of Mentalism to send his body into flight. He came to rest on a concrete ledge that ran the length of the wall and flattened his body against the brick exterior. Fighting to maintain his balance, Sebastian Crenshaw inched his way across the ledge and stopped at a large window near the right corner of the building. According to a Brotherhood agent working in the hotel, the window would lead into

the penthouse suite that housed Brinkley and Chavez. With his hand wrapped tightly around his Nemesis handgun, he braced his body for the impact and crashed through the thick glass. He landed on his back amongst pieces of the broken window in a dark and empty bedroom. Crenshaw leapt to his feet and raced toward an obscure corner near the door. He took cover in the shadows and waited for the penthouse occupants to come investigate the noise.

Continued on p. 32



AGENT NICK MICHAELS

General (any force except Dark Legion)

Nick Michaels is a name known throughout the Corporations as both friend and foe. A lost bid for this enigmatic freelancer means panic in the security division; for no one knows who he's working for until it's too late. His powers of infiltration and corporate knowledge makes him one of the highest paid freelancers in the business. His value is such that each corporation attempts to win his favor by granting him honorable membership—meaning he is a member of all five megacorporations.

SPECIAL ABILITIES

- Michaels is immune to panic and rout.
- Michaels has Close Combat Training, Stealth, and Commando Training.
- Michaels has a reputation for being extremely lucky. Treat Michaels as if he has the Lucky Fate special ability (found in the *Warzone* rules book)



EQUIPMENT. Agent Nick Michaels is equipped with a P1000 sidearm and a Punisher blade. The cost for these weapons is already figured into Michaels' cost.

STRUCTURE. Michaels is purchased as an individual model and a personality. Michaels may be purchased by any of the Megacorporations though only one Michaels may be purchased per game.



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Agent Nick Michaels15	15	—	15	4	2	2	4	24	65



MITCH HUNTER



Hunter is a serious man with a strong sense of right and wrong. His ongoing battle for all that's good has often gotten him into trouble with those of his military and megacorporate superiors who don't share his humanistic views. Hunter is a natural leader. A merciless foe of darkness, he holds the lives of his compatriots above his own and will do anything to further the cause of right.

At 6'2" tall, Hunter is a well built young man with raven-black hair and gleaming eyes. Generally a man of few words, he has been known to rise to the occasion and give stirring speeches to inspire the most downtrodden of soldiers. As for his actions, once convinced that what he's doing is right, nothing short of death can stop him from attaining his goals.

Before being selected for the Doomtroopers, Hunter was a career-driven youth who had only signed up with Capitol's special forces to be able to accelerate his ascent on the ladder of corporate high finance. Once he began serving in the *Warzones*, Hunter learned a few things about himself, and realized that it was only on the battlefield that he could make the most difference to humanity while satisfying his own morale code.

SPECIAL RULES

- Mitch is immune to both panic and rout.
- All Infantry troopers (including sergeants and captains) within 12 inches of Mitch automatically make all panic and rout tests.
- If Mitch dies all Infantry troopers (including sergeants and captains) within 12 inches automatically rout. All other Infantry have to make a panic test.
- If any enemy models charge into close combat with Mitch, Mitch automatically gets to perform one close combat attack action before the enemy model gets to perform any attacks.

EQUIPMENT. Mitch is armed with a M516D Shotgun and a Capitol Sword of Honor. The Sword of Honor may be used to perform sweep attacks. The cost for these weapons are already figured into Mitch's point cost.

STRUCTURE. Mitch is purchased as an individual model and a personality.

	CC	M	PW	LD	AC	W	ST	MV	A	COST
Mitch Hunter.....	18	15	—	17	4	3	3	3	26	100

BIG BOB WATTS

Big Bob is a powerful man capable of inflicting massive amounts of destruction, but his years of combat experience have taught him to use these skills with caution. His time in the *Warzones* has made him a wise and contemplative man, one that cares more about saving lives than ending them. He is soft spoken, radiating a feeling of inner peace and mature wisdom. The one thing that stirs his emotions is the Dark Legion and anything to do with it. When provoked to action, he doesn't hesitate to show how dangerous a person he can be.

Big Bob stands 6'5", and his tall frame shows off his well-sculpted musculature. Although a large man, he is surprisingly agile, and when he moves, he is anything but clumsy. His bald head bears a Capitol eagle, a souvenir from his tours in the *Warzones*. He usually wears a calm and friendly expression on his face, and he smiles frequently at the strange things in life.

SPECIAL RULES

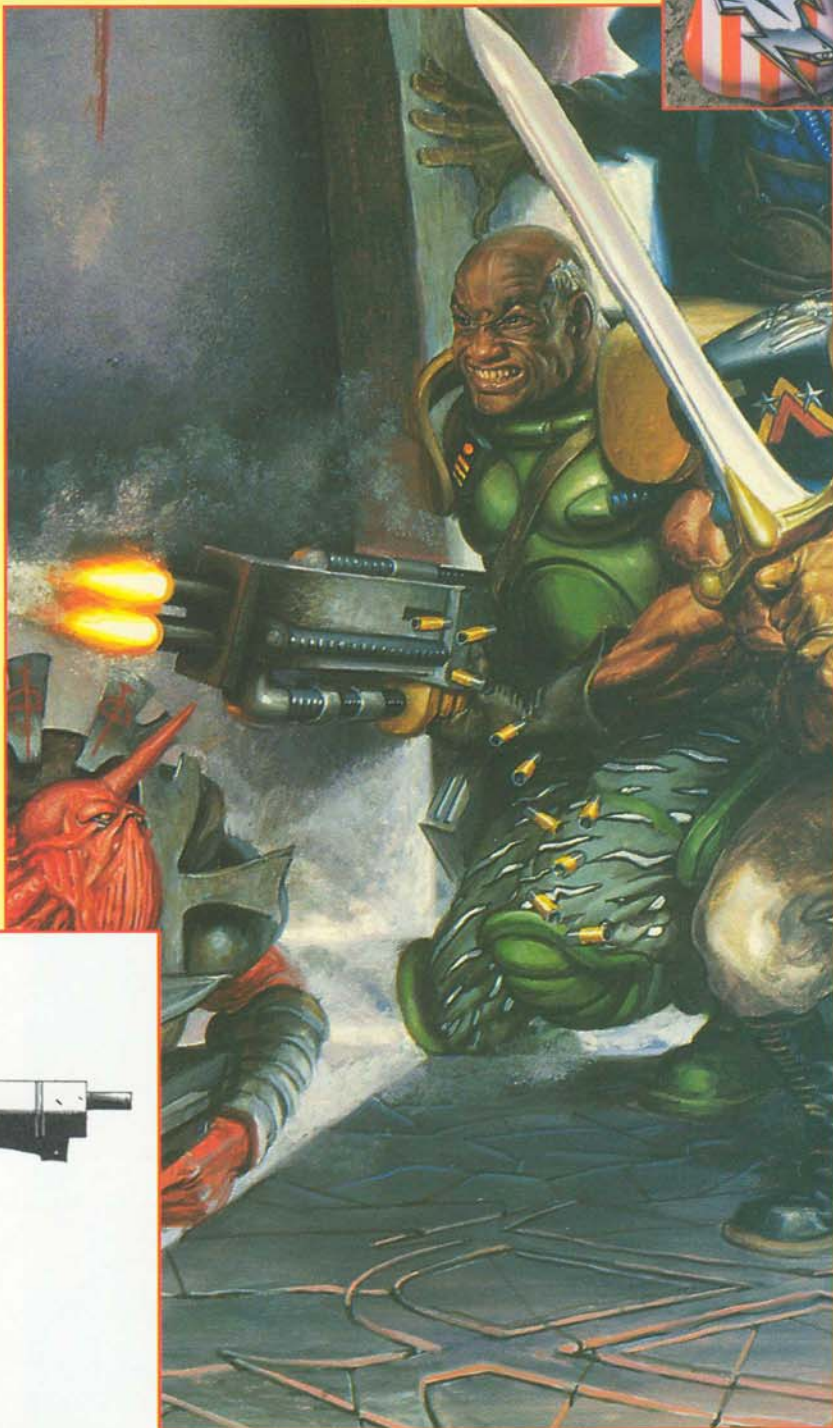
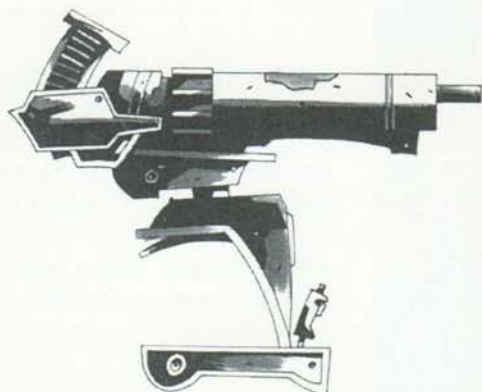
- Big Bob is immune to both panic and rout.
- Since Watts is a Free Marine all rules for Free Marines apply to him.
- Every turn Big Bob is activated he gets one free Give Orders action. This may only be used to give orders to Free Marines within 12 inches of him.

EQUIPMENT.

Big Bob is armed with a Punisher Blade and the Nimrod Mark I. These weapons' costs are already figured into Big Bob's point cost.

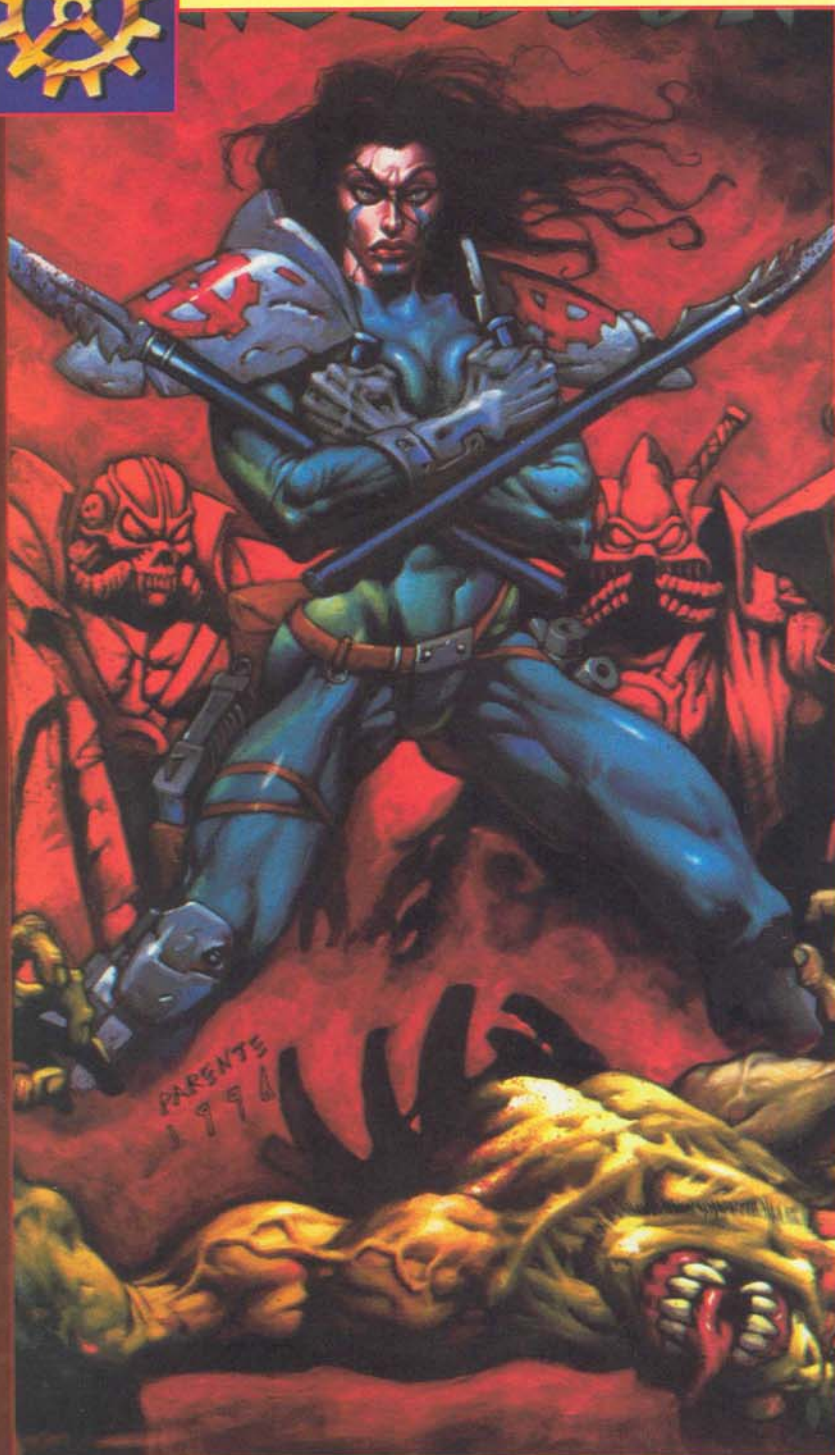
STRUCTURE.

Big Bob is purchased as an individual model and a personality.



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Big Bob Watts15	18	—	17	4	3	3	3	26	145

VALERIE DUVAL

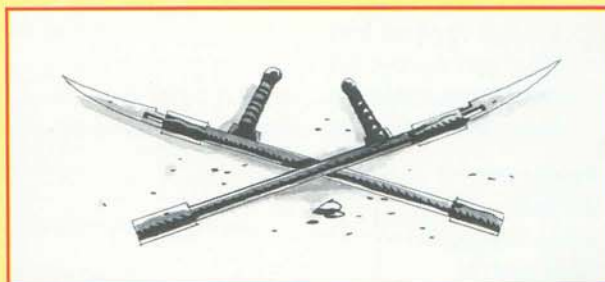


Valerie is an ice-cold woman and an expert assassin. To those she fails to call friend, she seems like a killing machine with no signs of human emotions or empathy. The few people she has allowed to become close to her know her to be a trustworthy friend. Her loyalty to those she respects and cares for is complete.

Valerie is lean and beautiful, her eyes shimmer in the sunlight and her long flowing hair is dark brown. The way she moves combines femininity with lethality in a way that suggests a lioness stalking her prey. She rarely expresses her emotions outwardly and almost always projects an aura of stern confidence.

SPECIAL RULES

- Valerie is immune to both panic and rout.
- Valerie has Stealth, Close Combat Training and Commando Training special abilities.
- Because Valerie is an Etoiles Mortant she posses the knowledge of the Art. She has the Art of Mentalism.



EQUIPMENT. Valerie is armed with an PSG-99 Mark II sniper rifle. She is also armed with electro-charged nightsticks (she has two, and can make two attacks with them). The cost for these weapons are already figured into Valerie's point cost.

STRUCTURE. Valerie is purchased as an individual model and a personality.

	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Valerie Duval	18	13	13	17	4	2	2	4	24	105

MAX STEINER



Max is a wild man plain and simple. He is almost completely free of inhibitions, and he loves it. For Max, attitude is everything. He cares deeply about portraying himself in just the right light at all times. He's entirely egocentric, believing that he is the coolest guy around. The worse part is, he's usually right. Despite his cultivated veneer of disrespect and irresponsibility, Max is a formidable warrior and one of Bauhaus' finest.

The blonde-hair, blue eyed fast-talker with an immature glint in his eyes has a kind of boyish charm about him that annoys nearly as many people as it impresses. Those not fascinated by him usually find him obnoxious. Max carries his Venusian Ranger's battlemask with him as often as possible, as he feels that it adds to his tough-guy image (which since the rangers are one of Bauhaus' most elite special forces unit—it does).

SPECIAL RULES

- Max is immune to panic and rout.
- Max has both Reliability, and Jungle Training special abilities.
- Because Max has an unpredictable side to him, he may shoot at any model within the range of his weapons (not the closest model).

EQUIPMENT. Max is equipped with two Plasma Handcannon, one in each hand, plus a Violator sword for close combat. The cost for these weapons are already figured into Max's point cost.

STRUCTURE. Max is purchased as an individual model and a personality.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
MAX STEINER.....16	18	—	15	4	3	2	3	28	135



TATSU



During his childhood and adolescence, Tatsu was a computer whiz, martial arts fanatic, and street-kid on the borders of a criminal life. It was on the streets that Yojimbo found him and took the youngster in, teaching him the ancient way of the Samurai.

Not yet hardened by the terrors of war, Tatsu is cheerful and curious. That inquisitive nature usually leads him into trouble. What he lacks in combat experience, he more than makes up for with street sense and vivid imagination.

SPECIAL RULES

- Tatsu is immune to panic and rout.
- Because Tatsu is considered Hatamoto he may Banzai charge and he has Close Combat Training.
- Tatsu also has the KENJUTSU special ability—he may perform sweep attacks with his ceremonial blades.
- Tatsu may at any time perform the DIVINE WIND—detonating the explosives he is carrying on his back. The explosion uses the Explosion template. The template is centered on Tatsu and causes a damage of DAM 14(x3), but there are no negative modifiers for the explosion as on the template. If Tatsu dies before he sets off the explosion, roll a d20—on a result of 11 thru 20, Tatsu's explosive pack has been hit (treat the explosion the same as above), on a roll of 10 or less nothing happens, just remove Tatsu from the table. If you are playing for victory points and Tatsu sets the explosion off himself, your opponent earns no victory points for killing Tatsu (but you gain points for any enemy models killed in the roaring inferno). If your opponent causes Tatsu's explosion, he earns the victory points for Tatsu and any other enemy models that die in Tatsu's not-so-glorious last stand.

EQUIPMENT. Tatsu is armed with the Kensai LMG and Ceremonial Blades. The cost for these weapons are already figured into Tatsu's cost.

STRUCTURE. Tatsu is purchased as an individual model and a personality.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
TATSU.....17	15	—	16	4	2	1	4	25	70

YOJIMBO



After a brilliant career in the special forces, Yojimbo became one of Overlord Mishima's personal bodyguards. He fell from grace in a court scandal and was forced to become a freelance ronin. He later spoiled a conspiracy against Mishima, proving his loyalty and restoring his reputation.

Yojimbo is incredibly disciplined, bound by a true Samurai's code of honor. He would rather die than break the code of honor, stressing valor and loyalty above all else. Silent and discrete, his cool nature has a calming effect on the rest of the squad.

SPECIAL RULES

- Yojimbo is immune to panic and rout.
- Because Yojimbo is considered Hatamoto he may Banzai charge and he has Close Combat Training.
- Yojimbo also has the KENJUTSU special ability—he may perform sweep attacks with his ceremonial blades.
- Yojimbo has an innate Ki Power. When Yojimbo dies, he unleashes all of his Ki Power in a final devastating burst. Once he is slain he may take a final set of actions immediately.

EQUIPMENT. Yojimbo is armed with a Deathshrieker Screechgun and Ceremonial Blades. The cost for these weapons are already figured into Yojimbo's point cost.

STRUCTURE. Yojimbo is purchased as an individual model and a personality.



	CC	MW	PW	LD	AC	W	ST	MV	A	COST
YOJIMBO.....	17	17	—	16	4	3	2	4	28	130

EDWARD S. MURDOCH



After a brilliant military career, Edward Murdoch was reluctantly transferred from his beloved Blood Berets to the Golden Lions, where he had gained a reputation as one of Imperial's most successful tacticians and fighters ever.

Edward is the best fighter in the squad, and he knows it. He is efficient and uncompromising though but his hot headedness tends to get him into trouble. He would never willingly admit to being wrong, and never loses the opportunity to show off.

SPECIAL RULES

- Edward is immune to both panic and rout.
- Edward has both Stealth and Commando Training.
- When Edward is on the table all of your Golden Lions get +1 to there CC and +1 to their MW when fighting any other megacorporation.

EQUIPMENT. Edward is armed with an enhanced Invader Assault rifle and a regular Interceptor SMG. Both of these weapons are already figured into Edward's point cost.



STRUCTURE. Edward is purchased as an individual model and a personality.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
EDWARD S. MURDOCH.....17	16	—	16	4	3	2	3	27	90

SEAN GALLAGHER



As a sole heir to the throne of the Gallagher clan, Sean was trained from childhood to live, fight, and rule with unrelenting force. As Sean's entire clan was slaughtered by the Dark Legion, the young heir with no one to rule joined the dreaded Wolfbane Commandos, a unit composed entirely of renegade clan warriors.

The Clansmen only respect force. He is clear-minded and straight forward, but also emotional and impulsive. Sean acts first and worries about the consequences later. He has a very strong desire for revenge.

SPECIAL RULES

- Sean is immune to panic and rout.
- Sean is considered a Wolfbane, and all Wolfbanes have Close Combat Training, Commando Training, and Stealth special abilities.
- Since Sean is respected and he doesn't want to disappoint his men, he must lead all of his men into battle. Sean must be in front of all Wolfbanes.
- If Sean dies during the game all Wolfbanes automatically frenzy and charge the nearest (non-Vehicle) enemy models not engaged in hand to hand combat (the Wolfbanes that are frenzied need not worry about squad coherency). All Wolfbane heavies use all three actions to fire at the closest enemy models not engaged in hand to hand combat. The heavies may not brace, just use all their actions to fire. All frenzied models get a +1 to their movement.
- When Sean is present (not dead) all Wolfbanes are immune to panic and rout.

EQUIPMENT. Sean is equipped with an ancient Rune Blade forged by Clan Gallagher, etched with runes of protection. The runes give Sean +4 to his LD score whenever trying to resist the Dark Symmetry. The Rune Blade's stats are the same as the Clansman's Claymore, but it makes DAM +2 against creatures of the Dark Legion. Sean carries around his neck an ancient family heirloom, the Gallagher Amulet of Deflection. When he is hit with a successful fire attack the shot may be automatically deflected. Just roll a 10 or lower on a d20 for Sean to successfully avoid the shot. This ability does not work against template weapons. The cost for these items is already figured into Sean's point cost.

STRUCTURE. Sean is purchased as an individual model and a personality.



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
SEAN GALLAGHER.....18	14	—	17	4	3	3	4	26	130



VINCE DIAMOND



The sight of this Goliath on the battlefield is awe-inspiring to say the least. From his rippling chest muscles to his wide chin, 40 inch biceps and the top of his platinum mohawk, Vince stands proud and majestic, the archetype of a Cybertronic killer machine.

A man of few words and hot temper, Vince is quick to wrath as well as forgiving. Few can ever figure out what emotions are hidden behind the stupid grin on his face; the sheepish smile is the same whether he is slaughtering Legionnaires on the battlefield or he's in a candy bar commercial.

Programmed and trained to kill, Vince sort of goes down into a quiet mode whenever not in combat. Movement slows down, replies come only after several seconds of afterthought. A very sharp contrast to the never hesitating, extremely quick comrade in arms.

SPECIAL RULES

- Vince is immune to panic and rout.
- If Vince is targeted by an Art spell or Dark Gift, roll a d20. On a roll of 10 or less Vince is not affected.
- Cybernetic eye:
 - Vince gets +2 to MW (not included in his stats)
 - Vince automatically spots any enemy model in line of sight within 20 inches.
 - Vince gets +4 to spot any model outside of 20 inches.
- Hydraulic arm:
 - adds +3 damage in close combat (not included in his stats)
 - Vince may pull any model within 6 inches of him into Close Combat (one model per action). This ability can be used as a wait action and it also counts as a charge. To grab his opponent, he has to roll less than or equal to half his leadership (rounded up). This "attack" can be parried as normal. You are not allowed to pre-measure the grab.
- Vince is a large model.

EQUIPMENT. Vince is armed with a SSW4200P (which is found in the *Warzone* rules book, page 97). The cost for this weapon is already figured into Vince's point cost.

STRUCTURE. Vince is purchased as an individual model and a personality.

	CC	MW	PW	LD	AC	W	ST	MV	A	COST
VINCE DIAMOND.....	16	16	—	16	4	4	5	3	30	150

CYRIL DENT

Cyril is Cybertronic's first and best operations overseer. There is no known information word on his background and he himself answers very little on the subject. When asked, other Cybertronic employees reply "Cyril, well let's just say he's always been there."

A man of few words and much action, Cyril is most renowned for his combat style. "The best way to destroy the enemy is to destroy the enemy." When asked he will reply with virtually no emotion. Cyril's battle plan normally consists of short, brisk steps straight towards the enemy. Never flinching nor showing any sign of pain, Cyril's enemies normally show some discomfort at his relentless onslaught.

Standing roughly 6 feet tall, Cyril is the picture of perfection. He is respected as Cybertronic's best employee and revered as being unstoppable as a man. The mystique that surrounds him is no less than that of the corporation he's given his life to serve.

SPECIAL RULES

- Cyril is immune to both panic and rout.
- Cyril is not affected by any template weapons.
- If Cyril is targeted by any Art spell or Dark gift, roll a d20. On a result of 10 or less Cyril is not affected.
- Cyril may never hide or take cover.
- Cyril may never wait and always takes at least one action to move (full movement) towards the nearest opponent, unless he is already engaged in Close Combat.

EQUIPMENT. Cyril is armed with a TSW4000 (which is found in the *Warzone* rules book), and he is also armed with a P1000 sidearm. The cost for these weapons are already figured into Cyril's point cost.

STRUCTURE. Cyril is purchased as an individual model and a personality.



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
CYRIL DENT.....16	16	—	18	4	3	3	3	30	145



CRENSHAW THE MORTIFICATOR



The name Crenshaw is legendary within the Brotherhood's 2nd Directorate—The Inquisition. Crenshaw is one of the Inquisition's Mortificators, highly trained assassins, that are used to eradicate any threats to the Cardinal or the Brotherhood. No other Mortificator in the history of the Brotherhood has racked up more confirmed kills against so many important targets. The legends say Sebastian Crenshaw has never failed—at least not while working on his own. The legends are right.

Crenshaw is always dressed in the black Mortificator armor and never takes off his helmet, not even in the company of his fellow brothers. He rarely, if ever, discusses his work, and when he does, he uses only simple, straightforward words to describe what he has accomplished. Just as his physical personality is almost impossible to tell, as he always wears the black armor, it is very difficult to determine Crenshaw's true nature as he often speaks with quotes from the Book of Law.

SPECIAL RULES

- Crenshaw is immune to both panic and rout.
- Crenshaw is a Mortificator, therefore all rules for Mortificators apply to Crenshaw.
- By taking a Use Special Power action, Crenshaw can focus one of his CC attacks (it must be a sword attack) to gain +4 to hit and damage for that attack. This also give Crenshaw's opponents a -4 to their parry roll.
- If Crenshaw scores a perfect success with a sword attack, your opponent's model is assassinated (automatically killed). This attack can't be parried or healed with a combat medic.
- Crenshaw possesses all spells from the Art of Kinetics.

EQUIPMENT. Crenshaw's weapon of choice is the Avalanche handgun. Crenshaw also carries a Deathdealer Sword given to him by the Cardinal personally. These weapons are already figured into Crenshaw's point cost.

STRUCTURE. Crenshaw is purchased as an individual model and a personality.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
CRENSHAW	18	16	14	17	4	3	3	4	26 150

A HARD LESSON

Crenshaw closed his eyes and whispered, "Focus... feel the power of Light flowing through you... now channel it to your sword... and Strike!!", slashing his Mortis sword in a blurred arc, neatly slicing the concrete column in two.

"With mastery of the Art comes discipline, with discipline comes mastery of self", Crenshaw intoned to his three students. Instruction was not something that he often took upon himself, but the Curia and especially Cardinal Durand had seen some promise in these students, so Sebastian Crenshaw took them under his tutelage.

They had promise, these three, he mused to himself. There was a young Paladine from the Imperial Corporation named Connor. He was a quiet student, adept at meditation and introspection. Crenshaw thought he would make a fine Mortificator someday, provided he would become more aggressive with his weapons, despite Connor's incredible ability to wield the Art. Crenshaw often wondered why the boy chose the path of the Mortificator over that of the Mystic. Surely he would have easily been a Keeper of the Art.

There was also a young Capitolian named John Blake, a brash young man. However, his lack of naturalness with the Art was compensated by his uncanny knack for firearms and melee weapons. If it could be used in a fight, chances were that Blake knew how to with deadly accuracy. Crenshaw felt he too would be a fine Mortificator if he could just learn the introspective control that Connor Paladine had. In fact, Crenshaw often assigned the two of them to the same missions with the hope that they would learn from each other. It seemed to be working thus far, and he was pleased.

Then there was Dietrich, a sullen young Bauhauser who seemed too quiet at times for Crenshaw's liking. Unless the lesson for the day was on the foul forces of the Dark Symmetry. Then Dietrich was full of questions, too many it seemed at times to Crenshaw. He looked into the boy's records and found that his family was murdered when their butler had turned out to be a Heretic in the service of Semai, the Dark Apostle of Spite. Crenshaw often questioned him at length about his interest, cautioning him that he could be tempted by the very forces he sought to destroy. Dietrich seemed determined to exact some measure of revenge for his family's murder. He fought like a madman in sparring, often to the point where Crenshaw would intervene before blood was shed. "To be blinded by revenge is to fall down the same dark path that took your family," he would explain. It was a hard lesson for the boy, but one he would have to learn; the alternative was simply too horrible.



Continued on p. 30



Later that evening Crenshaw gathered his pupils together for that night's exercises.

"Tonight we will simulate an assassination on

a high ranking official that has become tainted by Dark Symmetry," he said, looking at each of them in turn. "Sean, John, you two shall be one team; Hans, you and I the other. We'll approach the same target building from different sides and strike at predesignated targets. Any questions?" he asked looking at each of them. None of them said anything. "Good, then let us go, and may the spirit of Nathaniel be with us."

Dietrich looked at his teacher and said, "are we to actually cleanse this target?"

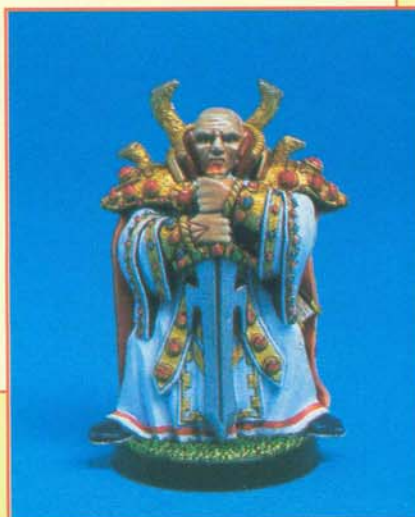
"No, Hans," Crenshaw replied and sighed. "Perhaps that lesson you need to learn will be too hard a lesson, for I fear if you don't learn it soon you will fall to the same fate of your family, slain at the hands of the Dark Legion." Dietrich frowned in thought, and returned to preparing his equipment. Crenshaw looked on for another minute, silently praying the lesson would not be too hard for the boy....

CARDINAL DOMINIC OF LUNA

Cardinal Dominic is the Cardinal of the Cathedral of Luna and therefore the Brotherhood's second-in-command. He is a member of the Curia and hopes to one day become the Cardinal himself. He has no idea that he doesn't have a chance.

Known as the Sheriff of Luna, Dominic is an old man made infamous by his penchant for torture. There is nothing he likes more than to while away the hours interrogating some truly stubborn young heretic. Dominic will stop at nothing to obtain the answers he desires. No form of maiming or mutilation is too grotesque for this man. In fact, the more pain he can cause, the better.

Dominic's demeanor is that of a bitter old man, for that's what he is. He is cold and heartless, and the only time a gleam of life leaps into his eye is when he's presented with the opportunity to inflict cruelties upon others. He has a short temper which often snaps quickly and loudly. He expects nothing but total subservience from those around him, and if he doesn't get it, an unpleasant example is made.



SPECIAL RULES

- Dominic is a man of intense mental fortitude and immeasurable devotion to his principles. He is immune to panic and rout.
- Dominic is a master of the Art. He may use any and all Aspects of the Art.
- Dominic may use two Use Special Power actions each turn. However, he may not use the same Art spell twice in the same turn.
- Dominic's temperamental nature and furious rage is well known among the soldiers who fight beneath him. His cold gaze with its implied threat of retribution is often enough to bring otherwise rowdy troops back into strict discipline. If a friendly squad within 20 inches of Dominic suffers from panic or rout, Dominic can spend one action to inspire the squad, bringing it out of its panic or rout. Dominic's presence on the battlefield is enough to inspire any soldier that believes in his cause, so any human squad within 12 inches (i.e. all troops except for those of Cybertronic) gets a +1 to its CC and MW statistics.
- Dominic is a living embodiment of the Light. He has the power of the light within him; it is an inherent part of his holiness. To represent this, roll a d20 whenever he is targeted with a Dark Gift. If the result is a 10 or less the Gift simply doesn't affect Dominic.

EQUIPMENT. Cardinal Dominic always carries his sword—the Bringer of Light—wherever he goes. It can make sweep attacks. If Dominic strikes a servant of the Dark Legion with it, the sword's damage is DAM 16(x3); against any model that isn't a minion of the Dark Legion the sword's DAM is 16. The points cost of the Bringer of Light is already figured into Dominic's points cost.

STRUCTURE. Cardinal Dominic is purchased as an Brotherhood individual personality model. He is, after all, a unique warrior, so like all personalities you may only field one model of the Cardinal on any battlefield.



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
CARDINAL DOMINIC	18	14	19	5	4	3	3	28	175

BILLY



Billy was raised as an orphan in the underworld of Capitol; his teachers: beggars, junkies, and small time crooks. As he developed into a man, his sights also grew into the world of organized crime.

Then the darkness set in and Billy was easily led astray. Having never been approached by any disciples, Billy actually had been touched by the darkness itself. In doing so, he's considered a disciple of all of the apostles. He carries out the plans that are sent to him at all times.

Billy is considered a prophet among the cults of darkness and therefore is welcome in any heretic's circle.

SPECIAL RULES

- Billy is immune to panic and rout.
- Billy may possess up to 10 Dark Gifts.
- Billy is a master at sneaking up on his enemies. To represent this, Billy may start the game hidden and waiting. He can be deployed anywhere on the table at setup except the enemy deployment zone.

EQUIPMENT. Billy is armed with a Voriche Handgun and a Skalac Blade. Both of these weapons are found in the *Warzone* rules book. These weapons are already figured into Billy's point cost.

STRUCTURE. Billy is purchased as an individual model and a personality.

Within seconds, Brinkley burst through the door and switched on the light. Chavez followed close behind him, a glass of liquor in one hand and a pistol in the other. With the speed and agility that comes only from years of training and practice, Sebastian Crenshaw sprung from the shadows and aimed his Nemesis at Brinkley. He pulled the trigger and shot the millionaire directly between the eyes. The force behind the bullet sent a spray of splintered skull and displaced brain matter in Eduardo Chavez's face, temporarily blinding him. Although he couldn't see, Chavez fired two shots in Crenshaw's direction. One of the bullets missed its target completely, and the other barely grazed the heavy armor on Crenshaw's right shoulder. Fueled by his dedication to the Cardinal's law, Sebastian Crenshaw reached for the heretic. He wrestled the gun from Chavez's hand and grabbed him by the neck, nearly crushing his Adam's apple in the process. With his hand still clutching the unarmed man's throat, Crenshaw drew his Punisher sword. Eduardo Chavez went limp, realizing that fighting back would only delay the inevitable. Using little effort, Sebastian Crenshaw ran his blade through the heretic's heaving chest. He released his grip and pushed the impaled body off of his weapon, leaving Chavez to die in a pool of his own blood and entrails. Wiping the gore from his sword, Crenshaw headed toward the shattered window through which he came. He looked back at the two corpses and shook his head, unable to understand humankind's fascination with the Dark Legion.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
BILLY.....14	13	12	13	3	2	2	3	25	60

ALAKHAI THE CUNNING

Alakhai is Algeroth's supreme general. Of all the Nepharies beneath the Apostle of War, Alakhai is the mightiest. From his Citadel deep within the Venusian jungles he weaves military strategies that affect the entire solar system. His strategies are rarely more subtle than an ambush, for unbridled strength is his domain, yet his plans are so perfectly timed and well executed that his name is feared by human commanders (and his own minions) everywhere. Deception and distraction turn even his most simple assaults into brilliant maneuvers. To aid with his schemes he has achieved a remarkable mastery of the Dark Symmetry, which he wields when he himself partakes in the pleasures of the battlefield.

Alakhai is well over seven feet in height. His armor is forged of petrified human souls, its surface etched with runes telling of the atrocities he committed to acquire such protection. His piercing eyes cast a fiery glow across his thin lips and sharp teeth, which are always visible through his maniacal smile. Always accompanying Alakhai onto the battlefield is the Meat Wolfer, his huge battle sword.

SPECIAL RULES

- Alakhai is immune to panic and rout.
- Alakhai is permeated with an aura of such pure darkness that he is partially immune to the Art. Any time Alakhai is targeted by a spell of the Art, roll a d20. A roll of 10 or less indicates that the spell is repelled by Alakhai's aura, such that the spell doesn't effect him.
- Alakhai is a Nepharite of Algeroth. Like any Nepharite of Algeroth, he may possess up to 10 Dark gifts chosen from the Dark Symmetry or Gifts of Algeroth lists.
- Alakhai may use up to two Use Special Power actions each turn. One of the two Use Special Power actions must be used on a gift chosen from the Dark Symmetry list (not one from the Gifts of Algeroth list). Alakhai may not use the same Dark Gift twice in the same turn.
- Whenever Alakhai takes a wound, roll a d20. If the result is 10 or less, Alakhai simply shrugs off the damage.
- Whenever Alakhai uses a Gift of Algeroth, he will automatically pass the required Power roll unless he fumbles (rolls a 20). In that case, he automatically takes one wound.
- Alakhai is a large model.

EQUIPMENT. Alakhai always carries the Meat Wolfer. This immense sword is so large that even Alakhai must wield it with two hands. The Meat Wolfer has a damage rating of DAM 15(x3), and it may make sweep attacks. The



cost of the Meat Wolfer is already figured into Alakhai's points cost.

STRUCTURE. Alakhai is purchased as a Dark Legion individual model. He is a personality. There can't be more than one of any given personality in play, so you may never field more than one model of Alakhai.



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
ALAKHAI	18	17	17	19	5	5	5	5	29 165



VALPURGIUS, ARCHMAGUS OF ALAKHAI



Valpurgius is the most favored servant of Alakhai. As a Nephrite he is well endowed with physical strength, but he prefers to cultivate his skills with the Dark Symmetry. He uses his abilities to the ends of his master, yet constantly schemes to usurp him. This produces an unsteady relationship between Alakhai and Valpurgius, as each of Valpurgius' success increases Alakhai's standing beneath Algoth while simultaneously increasing Valpurgius' power beneath Alakhai.

Few can match Valpurgius' cruelty. Even among the servants of Algoth he stands out in this respect. His malicious plans are intricate and far reaching, for he is rarely rushed. He is content to move slowly and patiently as long as his ends are within sight, and prior to that, even more slowly to make his ends finally visible.

SPECIAL RULES

- Valpurgius is a Nephrite of Algoth. Like any Nephrite of Algoth, he may possess up to 10 Dark Gifts chosen from the Dark Symmetry or Gifts of Algoth lists.
- Valpurgius is a Nephrite magus, almost literally a living embodiment of the Dark Symmetry. Valpurgius has gone so far as to cultivate his own warped version of the Cardinal's Light. He can wield limited abilities in the Art almost as skillfully as the Brotherhood's mystics. To represent Valpurgius' ability in the Art, roll a d20 and consult the table below.

ROLL	RESULT
1-5	Valpurgius has recently dabbled in the Art of Kinetics. In this battle, Valpurgius may use any spell within the Art of Kinetics exactly as if he were affiliated with the Light.
6-10	As above, but with the Art of Changeling.
11-15	As above, but with the Art of Exorcism.
16-20	As above, but with the Art of Mentalism.

- Valpurgius may use up to two Use Special Power actions each turn. One of the two Use Special Power actions must be to use a gift

	CC	MW	PW	LD	AC	W	ST	MV	A	COST
VALPURGIUS.....	16	13	17	16	5	4	4	5	26	150

chosen from the Dark Symmetry list (as distinct from the Gifts of Algeroth list). Valpurgius may not use the same Dark Gift twice in the same turn.

- Valpurgius is immune to panic and rout.
- Valpurgius may use a Give Orders action to endow any model within 12 inches of him with a Dark Symmetry gift (not one from Gifts of Algeroth list) until the end of the turn. The model being given the orders must make a Use Special Power action to attempt to use the Dark Symmetry gift he has been given. If the model has no PW score, assume a PW of 8; otherwise use whatever PW the model already has. The model may only attempt to use one Gift per turn. Each of Valpurgius' gifts may only be used once a turn, so both Valpurgius and the ordered model may not use the same gift in the same turn.
- Valpurgius is a large model.

EQUIPMENT. Valpurgius always carries a short scimitar of a black, other-worldly alloy. The blade itself is not remarkably dangerous, being only DAM 14, but it is in his Dark Gifts that Valpurgius finds his strengths. The cost of the blade is already figured into Valpurgius' profile.

STRUCTURE. Valpurgius is purchased as an Dark Legion individual personality figure. You may never have more than one of any given personality in play at once, so you may only field one model of Valpurgius on any battlefield.



THE NEPHARITE'S RAGE

The Centurion's Skalak blade sliced through the air, tearing a gaping hole in Weber's throat. Blood gushed out like a raging river, drenching the front of the dead soldier and the ground beneath him. I fired my Deathlockdrum, and chunks of the Centurion fell from the air like rain. With my finger still squeezing the trigger, I charged forward, leaving a trail of fallen Undead Legionnaires in my wake. I felt exhausted, but I refused to stop fighting. The only way to end the battle was to kill or be killed, and I'm no quitter. An enormous, bloodthirsty Razide came at me out of nowhere, and I thought his Nazgaroth would finish me for sure. Regardless, I aimed my Deathlockdrum and pulled hard on the trigger, spraying bullets as the giant stood in front of me. Thankfully, he fell before he had a chance to fire back. Pieces of his disconnected tubing spewed some sort of thick green liquid into the dirt around my feet. I stumbled, but quickly regained my footing and pressed ahead with my men following swiftly in my bootprints.

Just when things had started to look up, the unbelievable happened. From the distance came a bearer of the Dark Gifts. He wore light purple robes that covered most of his grotesquely deformed body. He stood among his mutant bodyguards and started to laugh, pulling his black lips into a sneer that revealed his rotten yellow teeth.

"Nepharite!" someone shouted. "ATTACK!"

Machine gun fire rang out from both sides of the battlefield. Black bullets whizzed past my head and bounced off my helmet. One caught Henderson in the temple. He screamed as he went down, not realizing how lucky he was to have died such a quick death.

The air became thick with the energy of the Dark Symmetry. An archway appeared in front of the Nepharite mage, the doorway to a tortured dimension. The high-pitched wails of the evil spirits on the other side of the portal seemed to plead for redemption. Turning away, I plugged my fingers into my ears, blocking the image as best I could. I ordered my forces to do the same. The lucky ones heard me and saved themselves, but others turned and fled, driven mad by the Nepharite's spell. Preparing for round two, the master of the Dark Symmetry closed the portal.

"Retreat!" I commanded. "Regroup at LUP!"

Before I had taken five steps, a tidal wave of acid washed over most of the remaining soldiers, submerging them in a sea of death. The corrosive liquid disintegrated their armor and flesh, eating them alive. I ran faster, praying for the Cardinal's mercy. Glancing over my shoulder, I saw that unearthly flames had erupted on the battlefield, torching the bodies of all who had fallen in battle. The stench of

Continued on p. 38

NEW TROOPS



There are limitless options and possibilities in the Mutant Chronicles universe. Each army holds its own fountain of possibilities. Needless to say therefore, we will need many expansions to cover the almost endless mass of fighting forces possible. In this compendium you will find some of these new troop types as well as some old ones revisited. Try them out in your game and watch your opponents run screaming.

THE CARTEL CORPORATE MEDICS

Cartel and all corporations except Cybertronic

The human military tradition has a long record of caring for its injured, and even the penny-pinching megacorporations realize the value of good medical care. One of the necessary measures required to avoid the influences of the Dark Technology was the abandonment of many of medicine's greatest advances.



CAT scans, chemotherapy, and laser surgery all became notoriously unreliable, and even such a simple procedure as an X-ray took on new danger. In place of these reliable techniques, doctors now rely more on holistic theories backed by the Cardinal and exercised with rudimentary skill in the Art — but still supported by the traditional black bag filled with pill bottles, needles, and stethoscopes.

In a *warzone*, though, medical requirements are usually more stringent. Battlefield medics carry plentiful supplies for sealing bloody wounds and amputating damaged limbs. Those soldiers that survive the battle may be lucky enough to have their wounds treated at a genuine hospital when they return. Most often, however, they must hope their wounds can heal naturally before any taint of the Dark sets in.

WAR MEDICS

Any corporate force except Cybertronic may include a war medic, though they are most common in armies composed of elite troops. War medics are individual models, though they are occasionally assigned to accompany certain squads. An experienced medic will usually take to the battle by himself, going from squad to squad to minister his care.

SPECIAL RULES

- FIELD SURGERY:** A war medic can perform field surgery on any injured, non-Cybertronic model. When a model is killed, do not remove it. Instead, place the model on its side. The model is incapable of any action, and is considered killed (if it is wounded again while still on its side, remove it from the table). The next time the model is activated, remove it from the table, unless a medic successfully performs field surgery upon it before it is activated. In order to perform Field Surgery, the medic must get into base-to-base contact with a killed model and perform a Use Special Power action. Roll under the



	CC	MW	PW	LD	AC	W	ST	MV	A	COST
War Medic	12	12	—	13	3	1	0	3	24	20

medic's LD score. If the roll is made, the surgery was successful and the model regains one wound. Turn it upright; it may be activated as normal next turn. If the roll fails, the patient dies and the model is removed. Successful field surgery may also be used to return a wound to an individual model which has lost a wound.

- A model that has sustained more than twice its original W score in wounds over the course of a battle may not be revived again. The same goes for a model that takes more than twice its W score in wounds from a single attack.

Cybertronic models are a blend of technology and biology, and require special knowledge to treat their wounds. They may not be treated by normal medics.

EQUIPMENT. A war medic is usually equipped with light weaponry used only to defend itself. The standard equipment for most corporate war medics is a Punisher handgun and blade, though this sometimes varies. A war medic may be given any handgun or close combat weapon from either the General Armory or its own corporation's armory.

STRUCTURE. War medics are purchased as individual models, but they do not count towards your army's quota for individual models. Any corporation except Cybertronic may field one war medic for every squad in the army.

BAUHAUS DRAGOONS

The Dragoons form the spearhead of the Bauhaus army. They crash through the enemy line destroying all in their way, clearing the ground for the Hussars who follow them. It is necessary to field them without any tank and vehicles support to test their battlefield prowess and skill.

SPECIAL RULES. All Dragoons are immune to rout.

EQUIPMENT. Each Dragoon is armed with a Dragoon Kampfkanone and an MP-105 handgun. One Dragoon may substitute his Kampfkanone for an ARG-17 Rocket Launcher. Dragoon Sergeants are armed with a Hagelsturm Shotgun and a MP-103 Hellblazer SMG (stats are in the *Warzone* rules book). Dragoon Kapitan may be equipped with any weapons from the Bauhaus or General Armory lists.

The costs for the weapons aren't included in their points costs above.

STRUCTURE. Dragoons are purchased in squads of 4 to 6 and 1 sergeant. You may only purchase a Dragoon Kapitan if you have at least one Dragoon squad in your army.



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Dragoon10	14	—	13	3	1	0	3	28	27
Dragoon Sergeant11	15	—	14	3	1	1	3	28	31
Dragoon Kapitan11	16	—	15	4	2	1	3	28	43



MISHIMA

COMBAT WARHEAD

The Combat Warhead was the first mechanic construct that tried to replace true Samurai. Standing roughly seven feet tall and designed to look like the Samurai of old, these killing machines were met with little friction once the families witnessed their effect against the Dark Legion. Looking slightly more sophisticated these days compared to their first day brothers, Combat Warheads are elite fighting machines. Equipped with a stern grin and robotic persistency, they are an awesome force for the Mishima player.

SPECIAL RULES

- Combat Warheads are AI's.
- The Combat Warhead does not get any secondary attacks.

EQUIPMENT. All Combat Warheads are armed with an Integrated Dragonfire HMG and Ceremonial Blades. See the *Warzone* rules book for stats on these weapons.

These weapons are not included in the Combat Warhead's price.

STRUCTURE. Combat Warheads are purchased in squads of 3 to 5 models with no sergeant.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Combat Warhead15	15	—	12	3	2	2	3	28	45

SUICIDE WARHEAD

Following the advent of Combat Warheads, it was noted that regular Mishima warriors would ignore their robotic counterparts. With little support the robots would normally become out-flanked and overwhelmed. They thought of giving such creatures heavy weapons made Lord Heir Maru shudder—the cost would cripple Mishima—but what if they made cheaper, less intelligent warheads, that could be used as a Divine Wind of sorts?

The Kamikaze plan was enacted and required that the robots be preprogrammed with maps of the battlefield. Additionally, they were equipped with a very primitive proximity sensor and had their chassis loaded with high explosives to punch holes in the enemy's defense. This worked better than the Lord Heir could ever have hoped for, and now they are standard in the Mishima army. Standing about six feet tall and designed

to look like ancient peasants (to signify the losses and the spilt blood of Mishima); their wide brimmed hats hiding a cool expression and a deadly package.

SPECIAL RULES

- Suicide Warheads must take all of their actions to run forward to the closest (they all go to different models) enemy foot troops.
- Suicide Warheads may not attack.
- Once they get end a move action within 2 inches of an enemy, they detonate themselves. Detonating causes a DAM 14(x2) hit on ANYONE under the Missile template. When a Warhead detonates, it is dead and removed from the game. It doesn't take an action for a Warhead to detonate.
- If the Suicide Warhead is killed before it reaches an opponent, it automatically detonates (work out explosion the same way as above).

burning hair and flesh caused me to gag, and vomit streamed from my mouth as I continued searching for shelter. I pushed myself harder, feeling the heat of the fire creeping toward my back. In all of my years as a soldier, I have never witnessed such power. It's hard to believe that one being can cause so much destruction.

A Bauhaus rescue squad found me several days after my miraculous escape. I was disoriented and severely dehydrated, but I was alive. They airlifted me to a hospital where a team of doctors and surgeons treated my wounds, and members of the Brotherhood examined me for the taint of darkness. I was released with a clean bill of health, but my superiors relieved me of duty. Thank the Cardinal for that! I know now that the victorious Nepharite was Valpurgius, Archmagus of Alakhai the Cunning. His maniacal laughter haunts me constantly, even as we speak, and I see his twisted grin in my nightmares. Every morning, I visit the Cathedral and pray that no soldier will be forced to face his fury again. If only humankind should be so lucky...



- The Suicide Warheads have a special squad coherency. First nominate one Warhead to act as a Sergeant (this has no effect on the game except for squad coherency), then all other Warheads must stay within 10 inches of him. This overrides the normal requirement that each Warhead must move towards the nearest enemy model—if such a movement would take it outside 10 inches of the sergeant, it will follow the sergeant instead (at a 10 inch distance striving towards the nearest enemy model). If the sergeant

detonates, you must appoint a new sergeant and the rest of the squad will strive to be within 10 inches of that one.

- Suicide Warheads are AI's.

EQUIPMENT. Suicide Warheads may not be armed with anything.

STRUCTURE. Suicide Warheads are purchased in squads of 3 to 5 with no sergeants.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Suicide Warhead	—	—	12	4	1	1	4	27	20

IMPERIAL GOLDEN LIONS

The Golden Lions are a special forces unit administered by Clan Murdoch. It was founded at the same time as the Blood Berets, and although it has not enjoyed the notoriety of that unit, it has still distinguished itself well throughout the ages.

While the Blood Berets were formed to fight the Dark Legion, the Golden Lions were developed to handle more mundane problems. They have led numerous armed claiming expeditions against each of the other megacorporations. Due to Imperial's policies regarding manifest destiny, they have long ago become experts in fighting Bauhaus in the Venusian jungles. More recently, they have become authorities in fighting Cybertronic.

The Golden Lions are directly under the command of the Ministry of War. As such, almost all of their actions are for the greater good of Imperial as a whole.

SPECIAL RULES. Golden Lions have Commando Training.

EQUIPMENT. Each Golden Lion is armed with a Plasma Carbine and an Aggressor Handgun for close combat. One Golden Lion may substitute his Plasma Carbine for a Destroyer LMG. The Golden Lion Sergeant is armed with a Plasma Carbine and a Chainripper. A Golden Lion Captain may be equipped with any weapons on the Imperial or General Armory lists.

The cost for their weapons aren't included in their point costs and must be paid for separately.



STRUCTURE. Golden Lions are organized in squads of 3 to 5 Golden Lions and 1 Sergeant.

You may only purchase a Captain if you have at least one squad of Golden Lions in your force.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Golden Lion.....12	14	—	14	3	1	0	3	24	22
Golden Lion Sergeant14	14	—	16	3	1	0	3	26	30
Golden Lion Captain15	15	—	16	4	3	1	3	26	48



CYBERTRONIC MACHINATOR

The Machinator is a battlefield combat AI. These close combat mechanical troops are cheap to make and reliable. The unfortunate part is that not too many of the Machinators return from combat—"at least they are cheap to make". The Machinator's sole purpose is to provide "valuable" AI's and Chausseurs with a diversion.

Standing roughly 6 feet tall the Machinator sound like a stampede of metal thunder when charging.

SPECIAL RULES

- Machinators all are AI's.
- Machinators have the EXTENDED STRIKE special power allowing them to make Sweep Attacks with any sword they use.

EQUIPMENT. Machinators carry the CSA 404 sword. One squad member may substitute the CSA 404 for a SSW4100. The cost for these weapons aren't included in the Machinator's point cost.

STRUCTURE. Machinators are purchased in leader-less squads of 3 to 5.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Machinator15	—	—	11	4	1	2	5	26	25
Machinator SW4100—	15	—	11	4	1	2	5	26	25

CHEMIMAN

The Chemiman, or "walking flesh wrecker" as it was affectionately dubbed by Capitol troops, is an anti personnel troop type. This AI was designed to help Chasseur troops by blocking the opposition with destruction. The Chemiman stands 6 feet tall, with grenade tubes protruding from their back. An evil grin was formed under their insectoid eyes. They are Cybertronic's final option.

SPECIAL RULES

- All Chemimen are AI's.
- Chemimen have a special targeting eyesight. This allows the Chemimen to pre-measure distances before shooting. It also adds +4 to spot hidden models.
- Chemimen start both hidden and waiting anywhere on the table (except inside the enemy's deployment zone).

EQUIPMENT. Chemimen are armed with the a silenced version of the SR3500 sniper rifle. This allows them to fire their weapon and remain hidden.

They are also armed with Twin Linked grenade launchers. The grenades that the Chemiman fires

contains a special chemical that poisons warriors. Roll to hit as normal; if you miss, the grenade will deviate (see Deviation Table). When the grenade detonates, use the Missile template at DAM 13(x2). The template stays on the battlefield at its landing point until the Chemiman is activated again. If any models are still under the template when they are activated, they will take another 13(x2) hit, because the poison is still in the air. This is considered a gas attack, so if any model is equipped with a gas mask they may make there normal save, and if they are immune to gas attacks, ignore any damage this weapon deals.

A waiting model may Dive for Cover (as stated in the *Warzone* rules book p. 59) to avoid the initial blast, but it is still subject to the gas attack when activated the next time.

The Grenade launcher and Grenades are already figured into the Chemiman's point cost. You still have to pay for the sniper rifle.

STRUCTURE. Chemimen are purchased as individual models.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Chemiman10	15	—	11	3	1	1	3	24	40



ENHANCED CHASSEURS

The Enhancement program has given birth to a new field of Chass-warriors. Only a select group of warriors are picked for this honor. They are submitted to harsh training, while new chemicals and stimulants are added to "bio-boost" their physique. Now giants compared to their old self, they are equipped with all of the newest Chass-gear. Large hydraulic legs power these massive warriors. Bio-boosted organs pump throughout their insides. The sheer force of these creatures is cause enough to have them on your side.

SPECIAL RULES

- Two Enhanced Chasseurs can work together as a programmed team. This means that as long as they are within command distance of each other, they can be activated as a single unit. They don't have to be; they may also be activated as individual models.
- Both enhanced Chasseurs within the same team must have the same programs and enhancements.
- Enhanced Chasseurs ignore all the usual rules for unit coherency.
- Enhanced Chasseurs are large models.
- Enhanced Chasseurs are immune to panic and rout.
- Whenever an Enhanced Chasseur is targeted by an Art spell or Dark Gift roll a d20. On a roll of a 10 or less, the spell or gift has no effect.

EQUIPMENT. Enhanced Chasseurs are armed with a Plasma Carbine and a P1000 handgun. The cost for these weapons are not included in the price.

STRUCTURE. You may purchase Enhanced Chasseurs as individual models, or you may buy two of them as a team. If purchased as a team, they count as a SQUAD towards your maximum allowance of individual models—not as two individual models. (They may still purchase a total of three programs and/or enhancements each.)



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Enhanced Chasseur.....16	15	—	15	4	2	3	4	30	84

CUIRASSIER (ATTILA) SQUADS

Attila squads are uncommon, but not unheard of. Every now and then, Cybertronic tries to prove its superiority by fielding entire squads of the fearsome AI's. They are especially used on really crucial missions concerning high-placed politicians, scientists and others. Also, Cybercurity prefers to use the Attilas in squads when they have been assigned an important task. (Use the characteristics in the *Warzone* book, page 96, for the Cuirassiers. These rules only cover what happens if you put them together in squads.)

SPECIAL RULES

- You are not allowed to buy Enhancements or Programs for Cuirassiers in squads.
- In Cuirassier squads, Chasseur Heroes act as squad

leaders. You don't have to buy a Chasseur squad when buying a Chasseur Hero to add to a Cuirassier squad.

- The Chasseur Hero is not allowed to buy any Programs or Enhancements.
- Formation Rules: As long as the Chasseur Hero is alive, the Cuirassiers have to stay within command range of the Hero (should they for some reason end up outside command range, their systems are immediately shut down and they are totally inactive until they are once again within command range). If the Hero dies or the command distance is broken for any other reason, all Cuirassiers are activated and played as individual models.
- If the Chasseur Hero is alive when a Cuirassier in the squad fumbles and is about to go amok, there is a chance that the Chasseur orders the Cuirassier to regain control—to override the command structure in the AI brain. That means in game terms that whenever a Cuirassier in a squad fails his LD roll when it has fumbled, the Chasseur Hero may roll for the override command. If the roll is equal to or under 10, the Cuirassier does not run amok, and the fumble is treated as normal.

FUMBLE: All the Cuirassiers go amok.

PERFECT: The fumbling Cuirassier does not lose any actions.

EQUIPMENT. When you purchase a squad of Cuirassiers, they are equipped with AR3000's and CSA404 swords. One of the Cuirassiers may substitute its normal equipment for a heavy weapon from the Cybertronic Armory list. The Chasseur Hero is either armed with a CSA404 and AR3000, or a heavy weapon from the Cybertronic or General Armory list. The cost for these weapons are not included in the models' points cost.

STRUCTURE. Cuirassier squads consist of 3 to 4 Cuirassiers and one Chasseur Hero. When you purchase the squad you pay for all the models and their equipment, and then add an additional 20 points.



DR. DIANA

The result of a cloning experiment, the highly efficient but not very emotional war medics nicknamed "Dr. Diana's" are Cybertronic's foremost bioengineers/physicists on the battlefields around the system.

"Dr. Diana"-medic units are normally assigned to Chasseur or Cuirassier units on particularly important missions. They are very rarely used for civilian purposes.

SPECIAL RULES

- **FIELD SURGERY:** Dr. Diana may perform field surgery on any non-Dark Legion model, including Cybertronic models.

EQUIPMENT. Dr. Diana is armed with a P1000 handgun.

STRUCTURE. Due to Dr. Diana's nature, she is not counted as a personality, because Cybertronic can manufacture as many as they need. Dr. Dianas are purchased as individual Cybertronic models, just like medics.



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Dr. Diana10	14	—	14	3	1	0	4	24	20

HAVE MERCY ON US ALL

Cardinal Dominic pushed the door open and stepped into the dimly lit interrogation cell. He watched with amusement as the heretic struggled against the straps that bound him to the table. White foam from his lips spattered onto the walls as the young man thrashed violently from side to side, trying in vain to free himself. The Cardinal approached the table, a slight grin playing at the corners of his lips. The heretic became still when he noticed his company, and he cringed when the Cardinal spoke to him.

"Confess to me the crimes you have committed!" The Cardinal's voice echoed off of the bare walls, intensifying the power of his words.

The heretic turned to face his accuser. His hollow, bloodshot eyes darted wildly around the room, and his pale skin was slick with sweat. In response to the Cardinal's demand, he praised Algeroth and spit directly into the holy man's face. Consumed by rage, the Sheriff of Luna grabbed both of the sinner's thumbs and forced them backward until he felt the bones crack, their razor-sharp edges cleaving paths through the screaming man's muscles.

With barely a pause, Cardinal Dominic pulled a scalpel from the instrument tray and dug the blade into the flesh on the heretic's chest. He applied pressure and slowly drug the blade through the skin in a downward motion, carving a line from his breastbone to his navel. The young man howled in agony as the scalpel tore through his torso, bathing his porcelain skin with blood. He could taste the bile rising into his mouth as the Cardinal made another incision, slicing horizontally from one side of his rib cage to the other. The heretic's howls turned to piercing screams when he realized that the Cardinal was coming toward him with a pair of forceps and a hypodermic needle.

Continued on p. 45



DARK LEGION



MERCURIAN MACULATOR

The Maculator has only appeared on the battlefield as of recent years. Several small Mishiman escorts and patrols were mauled, almost completely destroyed, by a single Maculator. One of the few survivors told a tale of a huge beast, its pale green skin twisted and curled around a cartilage frame. The color of a pond's surface, it burst from beneath the water to take its victims by surprise. The Maculator's first appearance was of great concern to the leaders of humanity, for it presented a new and previously unknown threat. Subsequent investigation revealed that the Maculators were an alien race, summoned by Algeroth to battle with his minions. The Maculator fights ranged battles with a huge hand cannon, and close combat with its massive fists. A Maculator's toothy visage tells tales of horror and raw destruction. For unknown reasons, Maculators favor

waterways and areas of great precipitation, where they are known to lay ambushes for the unwary.

SPECIAL RULES

- The Mercurian Maculator is a Giant sized model. It therefore causes *Fear* and may not hide, with one exception: it can hide in water.
- Mercurian Maculators may possess up to 2 Dark Gifts chosen from the Dark Symmetry or Gift of Algeroth Lists.
- Mercurian Maculators regenerate wounds. If they take a wound, roll 1D20. If the result is 10 or less, ignore the wound.
- The Mercurian Maculator possesses a completely alien sense of self-preservation. Maculators have been known to commit dangerous acts of heroism,

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Mercurian Maculator.....16	14	14	15	4	5	6	4	30	145

while shortly thereafter cowering in fits of terror. No human understands why a Maculator acts as it does, but on the battlefield all Mercurian Maculators are immune to both panic and rout.

- A Mercurian Maculator may not have any special abilities, special equipment, or necrobionics. Its weapon (the Attachia Hand Cannon) is specially constructed for its alien mentality, but it is unable to understand the mechanics of any other kind of weaponry. It may not be equipped with any other weapon from the Necrotechnology Armory.
- The natural environment of the Mercurian Maculator is swamps, marshes, rivers, and lakes. It moves quickly and easily through these areas. The Maculator suffers no movement penalties for moving through water or swamp.
- If there is water on the battlefield, the Maculator

may be deployed there in hidden-status. However, it may never be deployed in an opponent's deployment zone.

EQUIPMENT. Mercurian Maculators are unable to comprehend the design of most objects of necrotechnology, much less the workings of typical human mechanics. Algoth's Tekrons have designed a special weapon that the Maculator can use: the Attachia Hand Cannon.

The Attachia Hand Cannon is a burst fire weapon. The cost of the weapon is already included in the Maculator's cost.

STRUCTURE. Mercurian Maculators are purchased as individual models in any force of Algoth.

	CR	MX	RM	DAM	COST
ATTACHIA HAND CANNON	25	40	-2	15(x2)	27



"I'll talk!" shouted the terrorized man.

The Cardinal sat at the sinner's side and listened to his frantic confession. He volunteered the names of dozens of his associates and told the Cardinal the exact locations of two Dark Legion assembly areas. The confession left the heretic motionless at the finish, exhausted by his fevered revelations. Clutching a sacred dagger in his left hand, he placed his right palm on the man's sweaty forehead.

"Walk always in the light," said Cardinal Dominic.

With those words, he slid the dagger across the sinner's throat, putting an end to the heretic's tortured existence.

SPAWN OF DEMNOGONIS



EQUIPMENT. The Spawn of Demnogonis does not carry any weapons. They have their claws.

STRUCTURE. The Spawn of Demnogonis are purchased as individual models.

Born from the most disgusting of birth chambers, the Spawn are the favorite children of Demnogonis. The Spawn are the eyes of the Befouler on the battlefield. Everywhere it looks, Demnogonis sees and understands. The Spawn are handed the task of converting helpless victims over to the black death. The Spawn is blessed with the perfect tool for this job, the Foul Wind. Huge gouts of black and grey diseased smoke spew forth from the mouths of these foul creatures, leaving death and suffering in their wake. These monsters resemble smaller, twisted versions of Demnogonis himself.

SPECIAL RULES

- The Spawn of Demnogonis may possess up to 5 Dark Gifts chosen from the Dark Symmetry or Gifts of Demnogonis lists.
- The Spawn are considered large models.
- The Spawn may create the Foul Wind of Demnogonis by using a Use Special Power action. The Foul Wind has a power level of 6 and may be targeted against anyone within 30 inches and line of sight. The Foul Wind uses the special Foul Wind Template, found in the back of this book. When your opponent's model is struck by the Foul Wind, it must make an armor save against DAM 14. If the armor roll fails, the targeted model will take one wound (if the model is still alive, the attack continues until the model is either dead or makes the armor save). If the Foul Wind kills a model, it is removed from the board and immediately replaced with a Blessed Legionnaire model under the control of the Spawn of Demnogonis player. All models made into Blessed Legionnaires form their own squad with all other models that have been turned into Legionnaires. However, the Legionnaires must spend all their following actions to move into the Spawn's command range. Once within command range, the Legionnaires may take other actions. Models that are immune to Dark Symmetry are not immune to the Foul Wind. However, AI's can never be turned into Legionnaires, but they will be wounded (as described above).
- The Spawn have massive claws. These natural weapons do CC DAM 14 + its strength, and they may make sweep attacks also.

	CC	MW	PW	LD	AC	W	ST	MV	A	COST
SPAWN OF DEMNOGONIS	15	—	15	15	4	4	3	3	26	100

NEW RULES FOR EXISTING TROOPS

The stats and descriptions given here replace and/or flesh out the corresponding ones in the basic *Warzone* rules book. In case of conflict, use these rules.

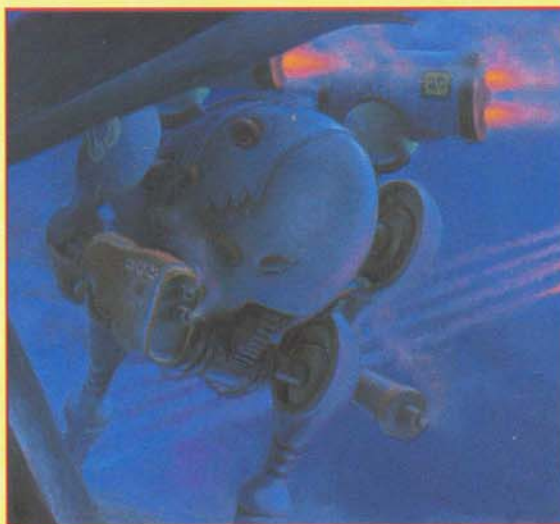
ERADICATOR DEATHDROID

The Eradicator Deathdroid was one of the solar system's first bipedal armored vehicles. An extension and improvement of the technology used in the Mishiman gigameks, the Eradicator includes innovative Cybertronic technology that renders it much more heavily armored for its size than any other walker. That, combined with its fearsome weapons, yields an awe-inspiring weapon of war. The only drawback of the whole design is what Cybertronic also considers its greatest asset: the Eradicator's Artificial Intelligence. Unlike the human pilots of Mishima's meks, the brains behind an Eradicator never feel the tinges of mortality.

The Eradicator has been upgraded numerous times in its history, usually to correct minor problems or to tweak existing programming. The battlefield profile of the Eradicator has gradually improved, and the weapons fielded on it are periodically altered to assess the viability of new (and hopefully improved) creations. The latest version of the Eradicator has been recognized as almost a different kind of machine, as it is distinctly different from its predecessors.

The following rules should be used with the Eradicator Deathdroid model produced by Heartbreaker. Any Eradicator may field a number of alternate weapons instead of its usual armament. Upgraded variations on standard Cybertronic weapons have been mounted on Eradicators, as the Eradicator's powerful generators can supply much more energy than smaller AI's.

Use the following updated profile instead of the one in *Warzone*.



SPECIAL RULES

- All the rules for the Eradicator listed in the *Warzone* rules book still apply. In addition, the Eradicator is a giant model.
- The Eradicator is equipped with interchangeable limbs, which may mount a variety of weapons. Combinations of these weapons are selected for different styles of fighting. The Eradicator may pick three of the following weapons to use, but due to limited energy supply, never more than one of each weapon (i.e. you can't put two Titan Megablasters on the same Eradicator). No matter which configuration you choose, the cost of these three weapons is already included in the cost of the Eradicator.
- The Eradicator is filled to the brim with special programming to accommodate its interchangeable weaponry. It may therefore not use any enhancements or programs.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
Eradicator.....14	14	—	12	3	4	8	6	30	175

ERADICATOR HIT LOCATIONS



Because of the Eradicator Deathdroid's large size and variety of armament, it has a hit location table as do vehicles. Every time the Eradicator Deathdroid is hit, roll 1D20 and consult the table below.

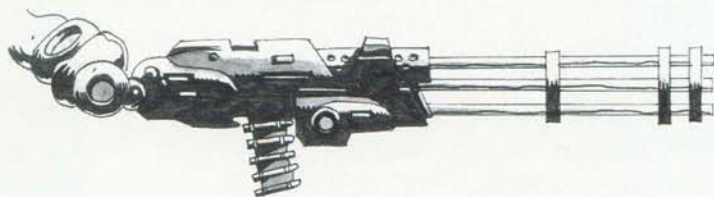
1D20	LOCATION
1-16	Body
17	Weapon system 1
19	Weapon system 2
20	Weapon system 3

BODY. If the Eradicator Deathdroid is hit here and fails its armor roll and self-repair roll, it takes one wound.

WEAPON SYSTEM 1, 2 & 3. Declare before the battle begins what weapon is represented by each weapon system. When a weapon is hit and the armor roll fails, the Eradicator Deathdroid does not lose any wounds. You roll for the self-repair mechanism, but it only fixes the weapon on a roll of 8 or less. If the self-repair roll fails, the weapon that was hit is destroyed and cannot be used anymore.

ERADICATOR WEAPONRY

TITAN MEGABLASTER. This upgraded SSW4200P is so heavy that no human could possibly carry it. It can only be fitted onto the reinforced chassis of an Eradicator Deathdroid, and has Burst-Fire Capability.



	CR	MX	RM	DAM
TITAN MEGABLASTER	36*	75	—	16(x3)

*: Minimum range of 20 inches—may not be used against target closer than the minimum range.



GIGADEATH CHAINRIPPER. Only an Eradicator's internal generator can power this super-powerful chainsaw-based weapon. It can be used to make sweep attacks; use the Giant sweep template found in the back of this book.

	CR	MX	RM	DAM
GIGADEATH CHAINRIPPER	CC	—	—	12(x3)

SSW6000 ROCKET LAUNCHER. The squad support weapon 6000 is Cybertronic's only entry in the autocannon class. It is a standard weapon of the long ranged Eradicators and is also used in several vehicles. It uses the Explosion template.

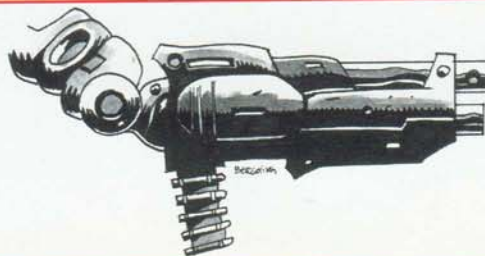


SSW6000 ROCKET LAUNCHER

CR
30*MX
60RM
-2DAM
13(x3)

*: Minimum range of 12 inches—may not be used against target closer than the minimum range.

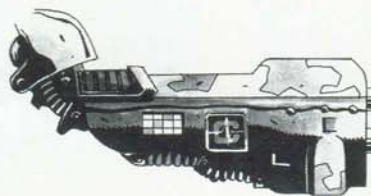
AR3002 ASSAULT RIFLE. This upgraded version of the AR3000 is capable of firing twice as rapidly as its predecessor, and therefore makes (x2) damage.



AR3002

CR
15MX
30RM
-3DAM
13(x2)

MAGMASCORCHER. The Magmascorcher is a flamethrower especially designed for the Eradicators. The double barrels ensure high reliability; when one barrel reaches a critical temperature, the weapon automatically shifts over to the other while cooling the first. It uses the Magmascorcher template.



MAGMASCORCHER

CR
TMX
-RM
-DAM
14(x2)

SA-SG80 ANTI-PERSONNEL SYSTEM. This gun is a unique invention of Cybertronic. It is an automatic shotgun, and to represent this, it may make two shots for every Fire action. These can be directed against one single target, or two separate targets not further apart than 40 degrees (use the Flamethrower/Shotgun template in the basic Warzone rules book to measure 40 degrees).



SA-SG80 ANTI-PERSONNEL SYSTEM

CR
SMX
-RM
-DAM
13(per shot)

NEPHARITE OF DEMNOGONIS



Leading the forces of Demnogonis are the Nepharites, the eternal enemies of mankind. These depraved sadists possess tremendous knowledge in the areas of sickness and plague and have mastered the art of administering these scourges to other beings. The Nepharites of Demnogonis lead the Blessed into combat, befouling the battlefield and defiling the areas around our human society.

All Nepharites in the service of Demnogonis are tainted by their foul master. Their pale, yellow skin is stitched together and their limbs have been replaced by necrotechnological counterparts. Open sores ooze with pus, and tubes connecting vital organs pulsate just beneath the skin. Their bodies show signs of sickness and rot, and a terrible stench of death follows them like a vile shadow. Large spikes have grown from within their bodies, piercing the skin in a macabre tribute to pain. From their veins, worms and maggots crawl about, clinging to the spikes and spilling onto the ground.

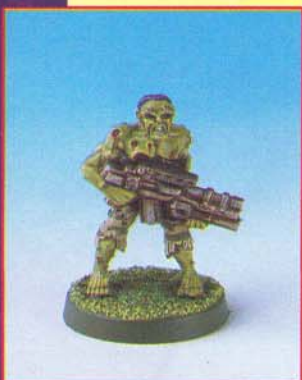
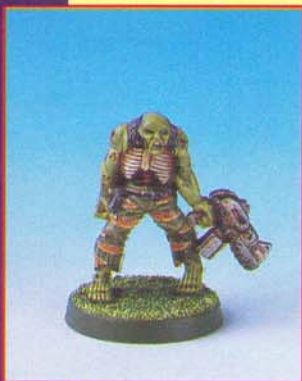
The Nepharites of Demnogonis are often dressed in white, flowing capes adorned with the red runes of their master. Beneath these raiments, the Nepharites wear heavy armor and carry medical equipment designed with the aid of Necrotechnology. They have also been known to bring heavy weapons into battle, but they seem to prefer using close combat weapons endowed with dark and mysterious powers.

SPECIAL RULES

- Nepharites never panic or rout.
- Nepharites may possess up to 10 Dark Gifts.
- The armor worn by the Nepharites of Demnogonis contain medical, bio-monitoring systems which heal damage. Whenever a Nepharite takes a wound, roll a d20. If the result is 10 or less, the Nepharite simply shrugs off the damage as the armor immediately begins affecting repairs.
- Nepharites are considered large models.

EQUIPMENT. May be armed with anything from the Demnogonis or Necrotech Armory list.

STRUCTURE. Nepharites are purchased as individual models.



.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
NEPHARITE OF DEMNOGONIS.....16	13	16	16	5	4	4	4	26	90

EZOghoul

The gigantic Ezoghoul is a being whose sole purpose is to engage in battle. Its soul is devoted to the destruction of other beings and to glory on the battlefield.

The Ezoghoul's body is carried into combat on four powerful legs, and its two strong arms can easily handle heavy weaponry. Its body is merged with an external metal skeleton and half of the Ezoghoul is made of artificial materials.

Ezoghoul's can reach a height of four meters and a length of three meters. The Ezoghoul can breathe normal atmosphere only through an illitachk, a bio-tech design covering the face of the beast.



The Ezoghoul can be found wherever a battle is fought. They seem to be attracted to the combat zones and are always ready to wreak havoc. They most often cooperate with the hordes of legionnaires, but also act by themselves or in smaller groups.

SPECIAL RULES. Ezoghoul's are giant sized models.

STRUCTURE. Ezoghoul's are purchased as individual models.

.....CC	MW	PW	LD	AC	W	ST	MV	A	COST
EZOghoul.....17	16	—	16	4	3	5	6	30	65

FIGHT TO THE DEATH

Sergeant Nelson wiped the residue from her goggles and once again surveyed the scene unfolding before her. The situation became more hopeless with every passing minute. Undead Legionnaires streamed through the exits of the towering Citadel, swarming around the Centurions who dictated their every move. Firing their Kratachs, the Legionnaires progressed toward the trenches. Nelson's squad along with the other remaining units fought with determination, and although pieces of rotten flesh and splintered bones littered the field, the procession of foul creatures seemed endless. Looking into the distance, Nelson could see the massive forms of Ezoghoul's nearing the battle. Their Ashreketh blades seemed small from her position, but it would not be long before their true size would be all too obvious.

"This battle has gone on for far too long," Nelson thought aloud. Countless air assaults were launched, special forces had been deployed, but any victories for the forces of light were temporary. Messages flashed across her heads-up display, alerting her of the coordinates of the injured and the dead. She had no choice but to leave them where they had fallen, because to save even one life would mean losing three others in the process. All of the other commanding officers had been seriously wounded or killed in battle, and she too had been badly hurt. She struggled to stay on her feet, but her knees hit the dirt. The Sergeant felt a wave of nausea wash over her, and sent a panicked message to her superiors. Headquarters responded immediately, but their message was not one of support. It read:

"We are aware of your desperate situation, but our ranks cannot afford to lose another member to this futile fight. Understand that we have done everything in our power to assist you in an escape, but we have come up with no means of rescue. Headquarters out."

Hordes of mutated warriors marched through the carnage for hours. The mindless undead stumbled over the remains of their slain enemies, while the more competent members among the units crushed skulls under their feet. One Centurion tore the head from a corpse, raising it high above his own head to celebrate the victory of the Dark Legion. A set of dog tags fell to the ground: SGT. EMILY NELSON, BATTALION 61.



ARMORIES

The stats and descriptions given here replace the corresponding ones in the basic *Warzone* rules book. In case of conflict, use these rules.

DEMNOGONIS ARMORY

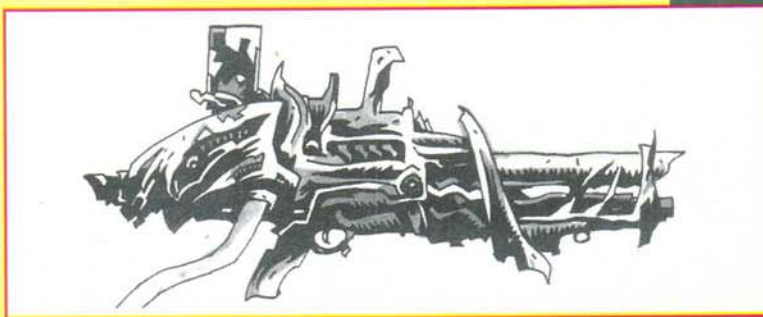
PLAGUEBRINGER

A Plaguebringer resembles a huge, foul-looking machine gun. The stock and the barrel look as if they are sheathed in slime-dripping, wart-covered flesh. A huge tank of boiling, foul liquid is carried on the user's back. There is a nine-foot long living hose connecting the gun and tank. The ammunition is peculiarly foul and disgusting. Plaguebringers fire rotting, liquified remains of human body parts. These can be arms, legs, rotting heads and even the innards of those too badly mutilated to be turned into Blessed Legionnaires.

These land splattering into a disgusting, slimy jelly that emits a stink like corpses left to rot for months on end. This has a terrible effect on the morale of those who come under bombardment, and there is even worse: the decomposing parts let off a shower of dreadful germs which swiftly infect all those who have been hit. Those affected go into an insane rage and have been known to lash out at their own comrades.

To represent this in game terms, anyone HIT (not

wounded) by the disgusting ammunition this gun fires must roll a successful LD test or go insane. At the beginning of every turn, both players roll a d20 (just before Step 2, Nominating the First Unit). Whoever gets the highest roll gets to control the insane model that turn. You must roll a separate d20 for each model. You may attack your own model if it is insane.



Note that models outside the center ring of the explosion template are not damaged, but are still susceptible to the insanity effect.

The plaguebringer uses the explosion template. If the attack is unsuccessful, it will deviate.

	CR	MX	RM	DAM	COST
PLAGUEBRINGER	15	30	-3	12	40

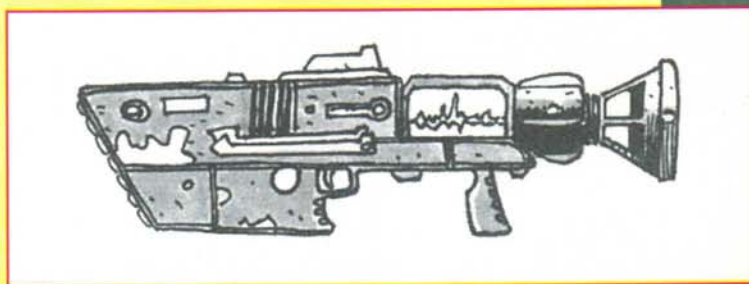
MISHIMA ARMORY

DEATHSHRIEKER SCREECHGUN

The Deathshrieker Screechgun is a particularly nasty weapon which takes its name from the awful howl-like screeching sound it emits when used. Its sheer noise is capable of making unprotected ears bleed, but that is not its most dangerous effect. A Screechgun beams a wave of resonant vibration at its target, bypassing armor, liquifying flesh and destroying delicate internal mechanisms.

Use the Screechgun template to determine range and area of effect.

To see if this weapon damages your opponent, divide your opponent's armor rating by two (round down), and subtract 2 from the result. This is the number the opponent has to roll equal to or less in order to avoid taking a wound.



Example: your opponent ends up underneath the template; his armor is 27. Divided by 2, rounded down, this becomes 12, and minus 2, this becomes 10. SO—your opponent will have to make an armor save of 10 or less, or take a wound.



NEW SPECIAL POWER—KENJUTSU

Kenjutsu is the ancient art of swordfighting. A model with the Kenjutsu special ability can make sweep attacks with any sword it uses. It is only available to Mishima figures. It can be bought as a heroic special ability by Mishima individuals and squad leaders, at a cost of 4 points.



BROTHERHOOD ARMORY

AVALANCHE HANDGUN

One of the most powerful handguns ever produced, the Avalanche is only issued to Mortificator units expecting all out field combat, and certain especially equipped heroes and personalities of the Fury Elite Guard and Sacred Guards units. Very powerful, yet small and light, the drawback of the Avalanche is that the unusually large powder charge in the cartridges gives the gun a rather short lifespan—rarely more than one or two battles. The Avalanche may only be purchased by Assassins, Sacred Sergeants and Fury Elite Sergeants.

The Avalanche is a silenced SIDEARM.

	CR	MX	RM	DAM	Cost
AVALANCHE HANDGUN	10	15	-2	15	10

DEATHDEALER SWORD



The Deathdealer sword is a heavier version of the Avenger sword, working very much in the same way. It is only given as a sign of honor to certain highly reputed members of the Curia and the Second Directorate, and it therefore cannot be purchased.

The Deathdealer sword can make sweep attacks.

	CR	MX	RM	DAM	Cost
DEATHDEALER SWORD	CC	—	—	15(x2)	—

CAPITOL ARMORY

CAPITOL SWORD OF HONOR



This sword is purely a token of position. It is given to officers who are awarded the Chairman's Legion of Honor for their battle valor and usefulness to the corporation, and therefore cannot be purchased. Unlike the Legion of Honor medal, the sword can't be awarded to civilians.

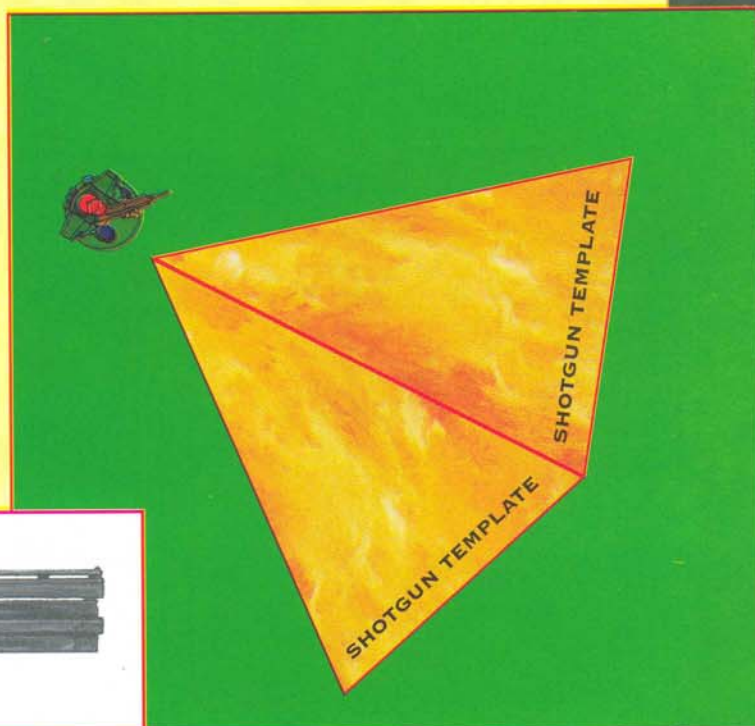
	CR	MX	RM	DAM	Cost
CAPITOL SWORD OF HONOR	CC	—	—	13(x2)	—

M516D SHOTGUN

The M516S—Single model—is Capitol Security Service's standard shotgun, frequently carried both on patrol and on emergency calls. It also comes in a double-barreled, over-and-under version (M516D) restricted to military use only. The «516S» is a fairly common weapon—many have been stolen from killed CSS officers—that can boast both full automatic function and long range.

Only personalities use the M516D. It cannot be purchased.

When the M516D is fired, place two shotgun templates side by side to see who is hit by the shot, then work out damage as normal. See Diagram:



M516D

CR	MX	RM	DAM	Cost
S	—	—	14	—

NIMROD MARK I HEAVY MACHINE GUN

It has been almost 25 years since the last Mk. I version of the Nimrod was mass produced, and it is nowadays the stuff for museums and nostalgic war heroes and weapon buffs. Only personalities use the Nimrod Mk. I—it cannot be purchased. It is a heavy weapon.

When you fire the Mark I it creates a massive hail of fire. To simulate this, if you hit your target, place the Grenade Template over the target and then get another Grenade Template and place it anywhere around the first template (making sure that the edges of the two templates are touching). The second template automatically hits any targets under it.

If the attack is unsuccessful, the first burst (grenade template) deviates as normal. The opponent may place the second template according to the above restrictions.

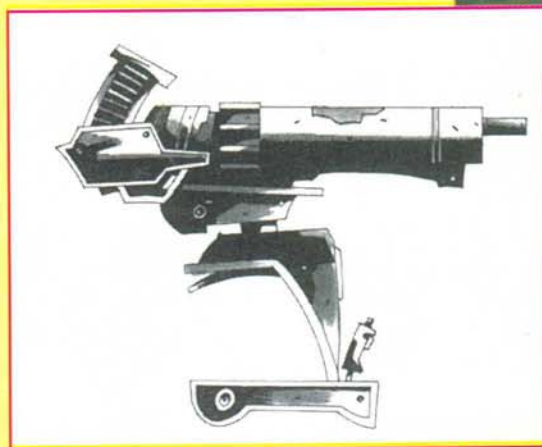
If you fumble the attack, your opponent may place both templates anywhere within line of sight

and in range of the attacker, but neither template can hit the attacker.

The age of these weapons make them unreliable, and they will automatically malfunction on any fumble on an attack roll.

Malfunction means that the weapon cannot be used for the rest of the game.

The DAM listed below is for each of the templates.



NIMROD Mk. I

CR	MX	RM	DAM	Cost
24	48	—4	15(x2)	—

BAUHAUS ARMORY

PSG-99 SNIPER RIFLE MK. II



The Mk. II version of the famed PSG-99 Sniper Rifle is basically just a "home-made" conversion of the original weapon, with a stronger recoil hampering spring, a new barrel with calibre .47 instead of the standard calibre .40, and a stronger chamber to withstand the greater stress this creates. They are NOT standard issue, in fact they are strictly illegal and the normal troop would immediately be courtmartialled should his CO discover this "destruction" of Ministry of War material.

I.e., the Mk. II PSG-99 cannot be bought by normal troops—they are only available to individuals crazy enough to mess around with Ministry of War regulations.

	CR	MX	RM	DAM	Cost
PSG-99 SNIPER RIFLE Mk. II	50	100	—4	14(x2)	—



ELECTROCHARGED NIGHTSTICKS

An "improved", electrified version of the regular street weapon, these close combat weapons are easily concealable, yet possible of inflicting massive damage with their sharply spiked butts.

	CR	MX	RM	DAM	Cost
NIGHTSTICK	CC	—	—	11(x3)	—



PLASMA HANDCANNON

The Plasma Handcannon are extremely rare items of destruction and cannot be bought by normal troops.

	CR	MX	RM	DAM	Cost
PLASMA HANDCANNON	20	—	—	15	—

DRAGOON KAMPFKANONE

When the need arose for a more powerful weapon than the regular Panzerknacker Assault Rifle, Fieldhausen Arms was approached. Lighter than the standard LMG but considerably more powerful than an AR, the Fieldhausen Kampfkanone quickly became the standard issue in most regular dragoon units. Some lighter units, like recon squads, still stick to the good old Panzerknacker, though. The Kampfkanone may only be used by Dragoons, unless otherwise stated.



	CR	MX	RM	DAM	COST
DRAGOON KAMPFKANONE	20	45	-3	13(x2)	18

MORTIFICATOR ASSAULT

Sebastian Crenshaw navigated the dense vegetation of the Venusian jungle with the speed and agility of a devilcat stalking its prey. Behind him, a squad of less experienced Mortificators struggled to follow his lead. Their boots left deep impressions in the muddy terrain as they approached the perimeters of the Citadel. Each breath came shallow and quick, but Crenshaw and his men maintained their pace. Within minutes, they burst from the heavy cover of the trees and opened fire on the lone target standing in the clearing.

Alakhai the Cunning strode into the clearing, kicking the rotting corpses out of his path. Just days earlier, an assault on the Citadel had proved fatal to a fraction of his lesser minions. He was annoyed with the mortal armies and their sworn vengeance against the Dark Legion, but he found no reason to deploy special forces in response to their feeble attempt to overtake the Citadel. He had allowed the Brotherhood soldiers to annihilate his meager puppets, lulling them into a false sense of security. Like drunken men, the soldiers had stumbled off the field, exhausted but victorious. They would probably regroup and return for a second assault with inflated egos and boosted confidences, and therein would lay their weakness. Alakhai grinned maniacally, his head filled with images of chaos and bloodshed. He didn't notice the Mortificators until the first bullet bounced off his heavy plate armor.

The Mortificator squad scattered as they shot, spreading themselves out over the space between their leader and the enemy. Crenshaw aimed his weapon at Alakhai's head with deadly precision, preparing to send a bullet deep into the inner hollows of the Nepharite's twisted skull. He steadied his arm and fired a single shot toward the beast while the squad fanned out over the field. Regretfully, Alakhai felt the sting of another, less accurate bullet before Crenshaw's found its mark. He spun to face his assailants, raising the dreaded Meat Wolfer battlesword high above his head and unknowingly avoiding Crenshaw's attempted assassination. The Nazgaroth in the Nepharite's free hand spat death, unleashing its unholy fury on two advancing Mortificators. On impact, the brutal force of the bullets sent the men reeling

Continued on p. 58



IMPERIAL ARMORY



The "Enhanced" Invader battle assault rifle was a very successful experiment giving the standard weapon greatly improved range and ballistic characteristics by only replacing the barrel and a few details in the mechanism, but still this proved to be far too expensive to ever reach mass production. A few of the field test versions are still around out there, though.

The Enhanced Invaders are only available to personalities and cannot be purchased.

	CC	MX	RM	DAM	Cost
ENHANCED INVADER	18	32	-3	16	—

CYBERTRONIC ARMORY

P1000 HANDGUN



As with all Cybertronic-designed weapons, the P1000 handgun is a masterpiece of manufacturing, reliability and user-friendliness. Also, they are very rarely spotted on the street in pirated versions, since the process of making the semi-plastic material used in the covering is a well-kept secret within Cybertronic.

	CR	MX	RM	DAM	COST
P1000 HANDGUN	6	18	-4	15	4

backwards. Blood sprayed from their wounds and fountained from their mouths during their final moments of life, and each body landed in a crumpled heap on the ground. Sebastian Crenshaw lined up his sights and pulled the trigger again, hoping against the odds that his second shot would be more successful than the first. Alakhai dodged the bullet and turned his Nazgaroth toward Crenshaw. The Mortificator hero sprung to his feet and tried to gauge the distance between his position and the tree line at the edge of the jungle. The remaining members of the squad stood like statues, ready to imitate Crenshaw's every move. In a moment's time, Sebastian Crenshaw spun on his heel and broke into a run, berating himself for the hasty retreat, but aware that the battle would end in defeat for the Brotherhood whether or not he stayed.

Later, Crenshaw and the surviving soldiers recounted the details of the attack to the Cardinal. All involved were devastated by Alakhai's victory, but none disagreed with their leader's split-second decision. To lose a battle against the Dark Legion was discouraging, but to lose Sebastian Crenshaw would have been disastrous. At the close of the meeting, spirits had been lifted. When the Citadel is at its most vulnerable, Crenshaw and his squad will strike again.



CSA 404 ELECTROHEATED SWORD

A model may spend one Use Special Power action to heat up the CSA 404. The next attack you make with it causes a 12(x3) Damage. After it has been used once, the sword is cooled and must be heated again to get the bonus. This sword may make sweep attacks. (These stats replace the stats on page 96 of the Warzone rules book.)



	CR	MX	RM	DAM	COST
CSA 404	CC	—	—	12	8

SSW4100 HEAVY MACHINE GUN

The SSW 4100 was the first development of the AR3000 into a squad level heavy support weapon—not very successful because of bad accuracy, but the damage characteristics were impressive. Great weight and awkward reloading grips also made it unpopular among the chasseurs, so nowadays it's just regarded as an outdated, not-so-successful predecessor to the magnificent SSW4200P HMG.

The SSW4100 is a heavy weapon capable of burst fire. They can only be purchased for Machinator units unless otherwise stated.



	CR	MX	RM	DAM	COST
SSW4100	10	20	—4	14(x3)	35



MISHIMA

Samurai live for individual combat. They know that only swirling melees where man fights against man are the true tests of a warrior given. The discipline and planning of more professional Corporate armies does not come easy to them. Samurai believe in the frontal assault and in preserving their personal honor at all costs. They would rather fight a duel with a respected foe than cut him down from a distance. Rivalries between individual warlords make it difficult to operate around any long range plans. Each warlord has a tendency to lead his armies to where he believes he can acquire the greatest glory and slaughter the most enemies.

In the small battles and skirmishes before the Second Corporate Wars, these traits were perfectly acceptable. But now the megacorporations have returned to a period of total war. The other Corporations field highly organized, large scale units on the battlefield. These units have easily handled the less-organized, highly individualistic Mishimans. Although man for man the Samurai are among the best troops in the human system, when fighting as armies they have until recently proved to be markedly inferior to those of the other corporations.

It was in the Warzones of Venus, the most fought over world of the solar system, that the basic Mishiman manner of warfare began to change. Lord Heir Maru, Prince of the Oceans, introduced many combat innovations, faced as he was with the relentless assaults of other megacorporations and the all-consuming encroachment of the Dark Legion. Confronted by the well-organized attacks of Bauhaus, Capitol and the superlative special forces of Imperial, Maru introduced an element of professionalism and discipline to his unruly Samurai armies. Generals are now executed should they try to satisfy their personal need for honor and deviate from battle plans. A special school has been set up in Quanto where the sons of Maru are taught the most modern techniques of warfare by mercenary tutors.

On the battlefield Mishiman soldiers are still influenced by their ancient doctrines. "Defend or die" is still a favored Mishiman slogan. Its warriors would rather give their lives than yield an inch of their corporation's sacred soil. Death in battle is still considered the most honorable way of dying as it gives glory and honor to both the soldier and his family. Each warlord's propaganda machine makes sure that the heroism of his Samurai is well known and that everyone would want to die with honor. The cities of Mishima are dotted with great shrines to its heroic warriors. These are places of pilgrimage and holiness where people come to invoke the spirits of their ancestors and pay their respects to Mishima's honored dead.

Due to the losses of this "Defend or Die" policy which is still ingrained in the Mishiman soldier, Lord Heir Maru saw a way to combat the less honorable mass army attacks without spilling valuable Mishima blood. His plan was to take the same technology that was used to field the expensive Meka (Gigantic Robots that were used by ruling families to stop the Dark Legion) and scale it down to create disposable heroes. Robots that fought as soldiers but died like robots. Knowing that this weapon would be met with little resistance by the samurai families because of the heavy losses they have suffered in the recent years, the wheels of construction set forth. What was created, "The Warheads", are still in use today, much faster and more effective due to the high use of Cybertronic technology.

SWEEP TEMPLATES



GIANT MODELS



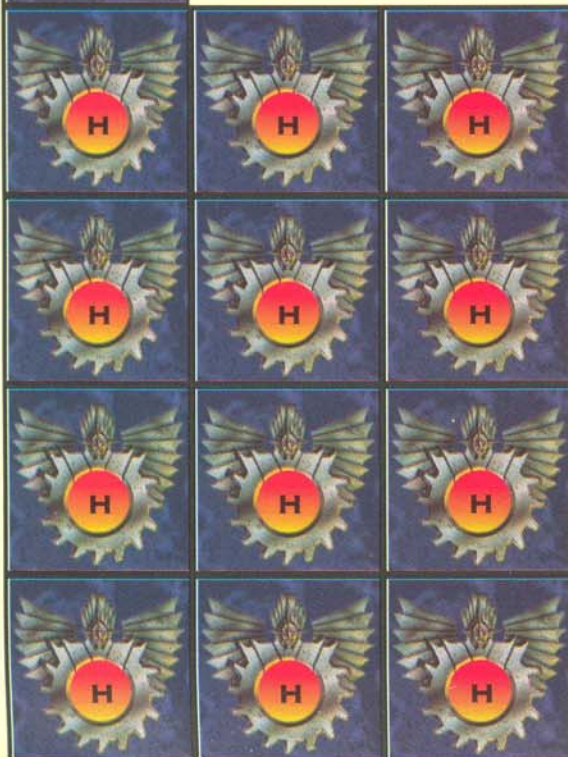
LARGE MODELS



NORMAL MODELS



HIDE



WAIT



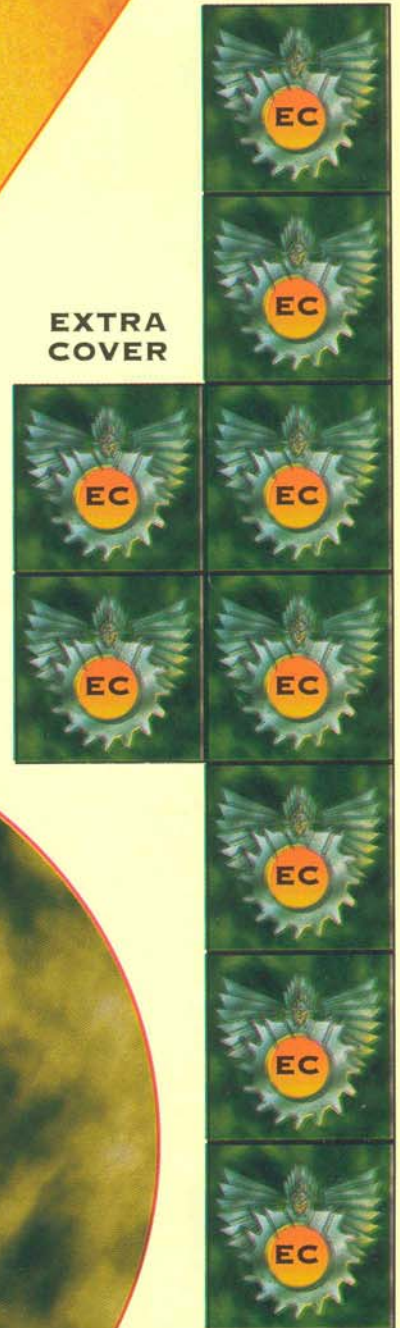
MAGMA SCORCHER & SCREECHGUN



FLAME THROWER



EXTRA
COVER



EXTRA
COVER



FOUL
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